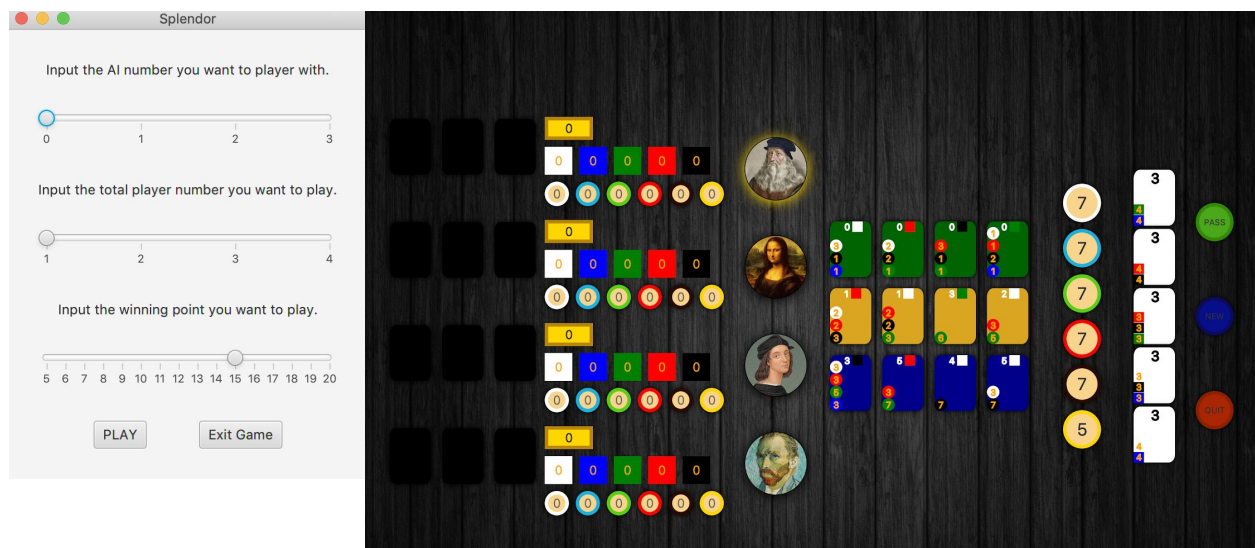## General Statement

The board game, Splendor, allows you to play the game on your computer with your friends or computer players. This is a game in which players can collect tokens and buy cards to earn points and then win the game. Whoever earns the objective points first wins the game. There are limited tokens and cards on the board, so while players are collecting tokens and buy cards on their own sides, they are also constraining each other from buying cards and earning points. Players can set the objective points and how many computer players they want at the start of the game. Our design settings will change accordingly.
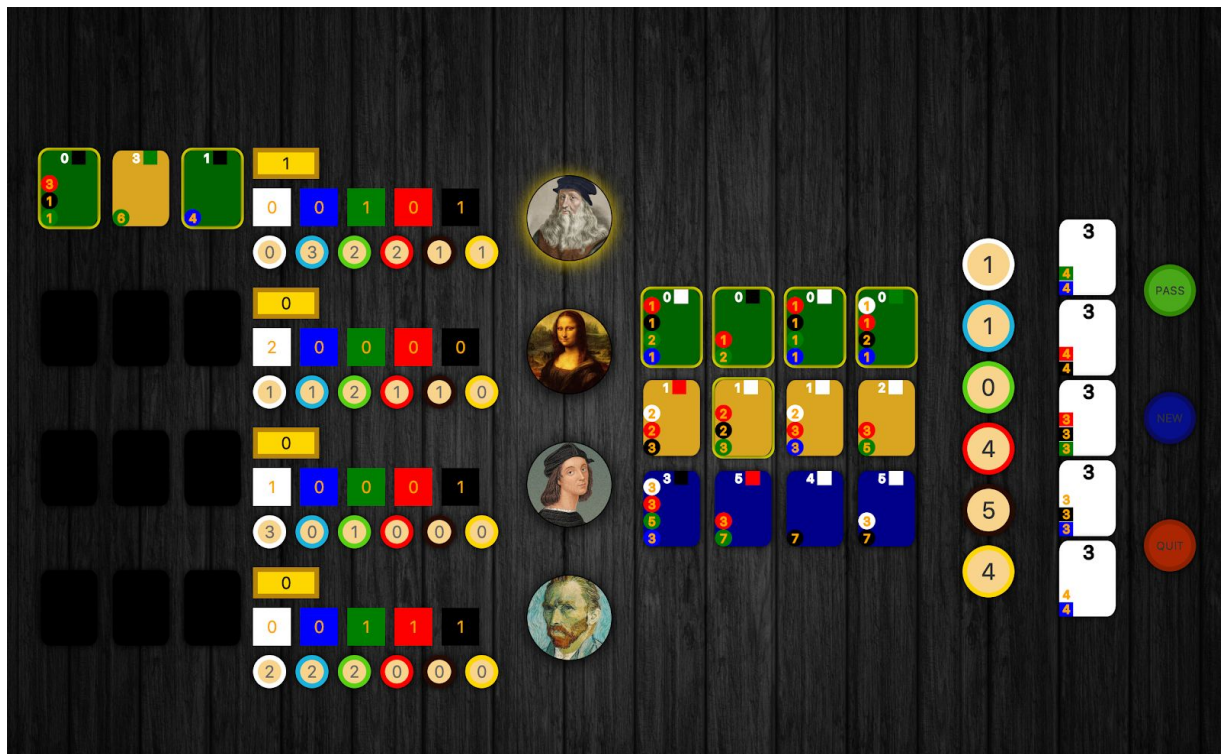

Background

Splendor is initially a multiplayer card-based board game, designed by Marc André and illustrated by Pascal Quidault, first published in 2014 by Space Cowboys, Asmodee. The board consists of cards laid out in a grid. Players are gem merchants of the Renaissance buying gem mines, transportation, and shops. The game was nominated for the 2014 Spiel des Jahres[1].

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[1] "Splendor (game) - Wikipedia." https://en.wikipedia.org/wiki/Splendor_(game). Accessed 9 Dec. 2019.

Motivation & Instruction

In Splendor, for each turn, players can either collect tokens or buy cards. When collecting tokens, players can either get 2 tokens of the same color or 3 tokens of different colors. If the player doesn't have enough tokens to buy the card, the player can reserve the card and get a golden token. Golden token can be used as any color of the tokens. One player can reserve at most 3 cards. Our game uses the yellow borders to show which cards are affordable by the current player.

If the cards one player owns fulfills the requirement of the noble cards, the player will get the noble card automatically and earn 3 points. In our game board, the portrait of this player will be shown on the noble card. Once a noble card is assigned to a player, the other players can't get that noble card again. The player who earns the objective points first wins the game. After the

game ends, you can choose to play the same game again, exit, or change the game configuration in the main menu.