**ICS3U – 6 Final Project Dec. 13, 2017**

**PROJECT PROPOSAL** \_\_\_\_\_\_/ 2% \_\_\_\_\_/0 (time mgt: late -1, early +1 )

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| Group Members | 1. Carol Chen – Code Manager  2. Nathan Shen – Project Manager  3. Nicholas Carr – Creative Director |  |
| Title of Project | Millenialopoly |  |
| Description of Project (1 or 2 paragraphs) | We plan to build a GUI version of Monopoly where you have to solve problems and play mini-games in certain scenarios, like going to jail for example. Our graphics will resemble a monopoly board. Instead of the usual properties, there will be intellectual property and data structures to buy.  The user will start the game by having each player choose a game piece. The state will be autosaved to a file and the user will be able to restore their games on launch. The computer will have its own banker so that someone does not need to take that role. It will be a turn-by turn based game where a die appears at the beginning of every turn and the user can click it to roll it and move the number of squares on the die.  We will have a Property class and a one dimensional array of properties, an ArrayList of players, and an integer in the Player class for their position on the board. | **Proposal is:**   clear description   detailed on how it works   one ONE page only   one per group  **Project will include:**   Object Oriented Programming (encapsulation, inheritance, …)   data structures   GUI   \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_   \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |