Final project

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Game name:Monofense

Idea : online game- monopoly + heroes lookalike game.

Game docs: playing a monopoly game online against other players with a twist! Instead of buying a house and paying money- you have to fight a base with your heroes and win it ! cars are drown have a chance to give you money or draw a random hero to your backpack!

Instead of jail there is a shop you can buy heroes for your team.

Every full round around the map you get x amount of money. The game ends when all the players apart from the leader loses all their money (no debt allowed)

How is that even possible?

