Py-Monopoly

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I have decided to make a world-famous board game called Monopoly by implementing it in python programming language. Monopoly is a [board game](https://en.wikipedia.org/wiki/Board_game) where players roll six-sided dice to move around the game-board buying and trading properties, and develop them with houses and hotels. Players collect rent from their opponents, with the goal being to drive them into [bankruptcy](https://en.wikipedia.org/wiki/Bankruptcy). One common criticism about this game is that it never ends. I chose this game because I really enjoy playing it amongst friends and family.

By using several modules in Python, I would want my game to have a graphical user interface (GUI), simulation of a real board game and multiplayer option where players can play over the network in real time.

Players would be able to join a game over local area network by accepting game request. This would enable to cooperate in the game and enjoy it to the fullest.

By creating a simple model of how human intelligence operates in the highly-structured environment of a board game, I hope to train a computer player intelligently to be competent while playing against human players.

Features:

* Graphical board game of Monopoly
* Real time update of the game
* Local and LAN multiplayer games
* Chat box for players to communicate during the gameplay
* An artificial intelligent computer player

By the first check point:

* Have a complete graphic interface for the game
* Real time update of the gameplay
* Local multiplayer game

Libraries that I plan to use:

* PyGame
* Tkinter
* Random
* Socket

Why do I think it’s an ‘A’ project?

* Monopoly is a hard game in real life and implementing it in python would be an interesting challenge for me
* Local and LAN multiplayer game options would be implemented
* Players would be able to communicate amongst themselves during the gameplay
* There would be an artificial intelligent computer player in action too