DESIS ASCEND EDUCARE

PROJECT REPORT

BUY IT RIGHT!

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EXECUTIVE SUMMARY

Buy It Right is a board game based on the economic idea of a monopoly. Four players move about the board, purchasing and exchanging properties with fake money, developing properties with houses and hotels, landing on community chest and chance cards, and collecting rent from their opponents. A single player's ultimate goal is to bankrupt every other player by draining their financial accounts and acquiring maximum properties and real estate. The end goal of the project is to create a game that teaches individuals about money, finance, and life skills. This game teaches students how to strategize, plan ahead, do math, negotiate with others, and deal with winning and losing situations, among other things. For the implementation we require basic components such as Game Components, Game Modules and Functions, Wealth Management and a Game Board. For future enhancements, concepts of equity and suggestive module can be introduced.

REQUIREMENTS

1. UI - Game Board consisting of property spaces and all the various cards.
2. Game Components - Players, Houses, Hotels, Places, Bank, Jail, and Chance Cards.
3. Transaction Management - Transaction and Move tracking of all the players.
4. Bank Management - Central Bank Management that manages auctioning of properties and oversees transactions.
5. Game Modules - Buying Properties, Mortgaging Properties, Paying Mortgage, Paying Tax, Rolling Dice, Bidding in Auction, Building Property, Paying Rent.
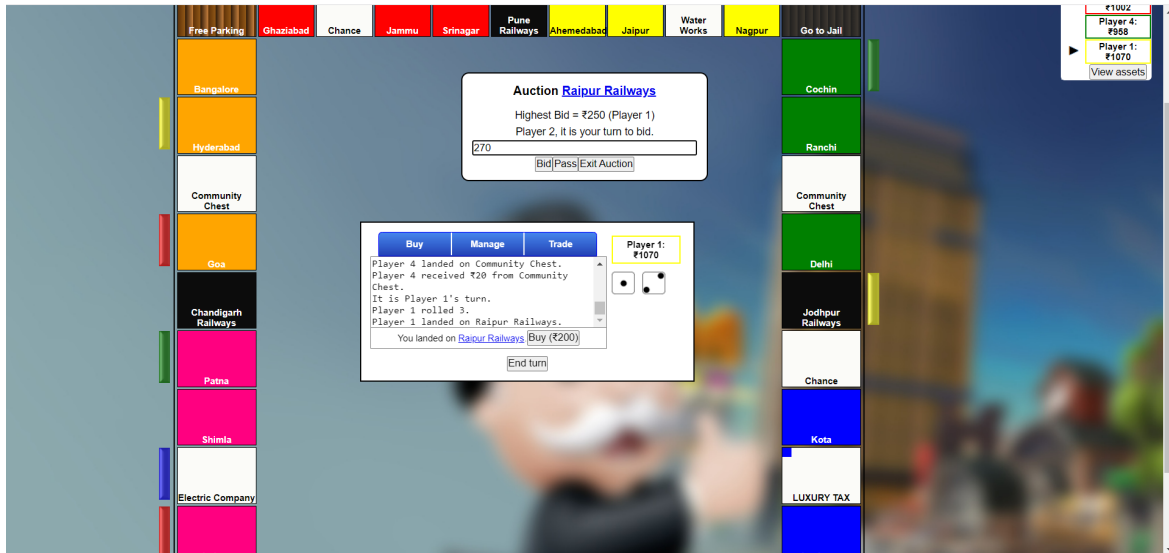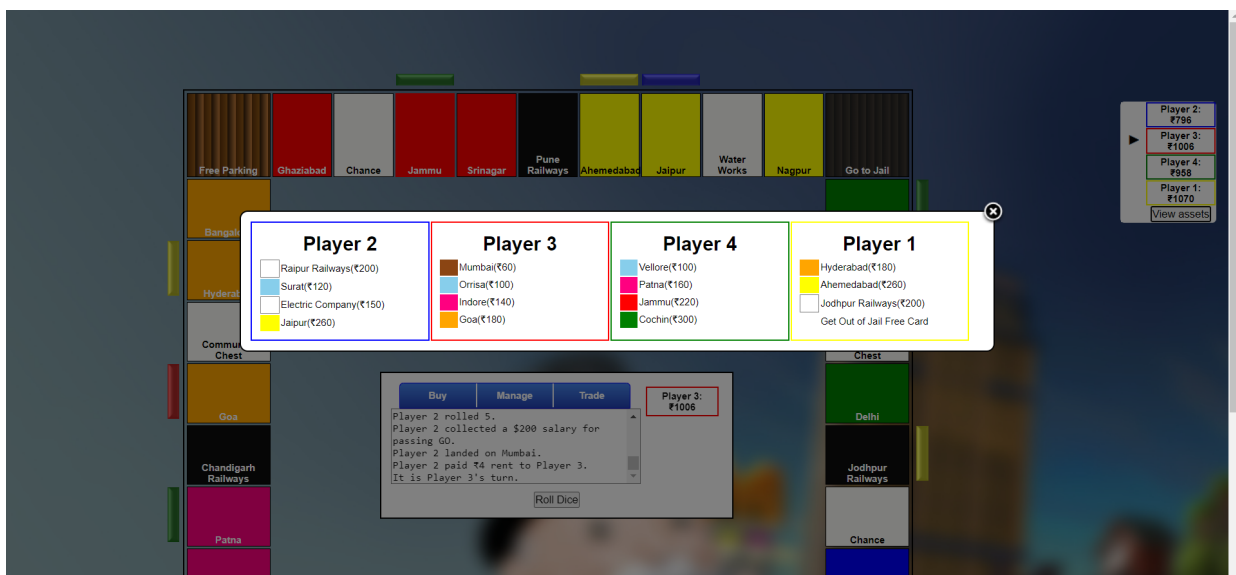
SNIPPETS

GAME BOARD
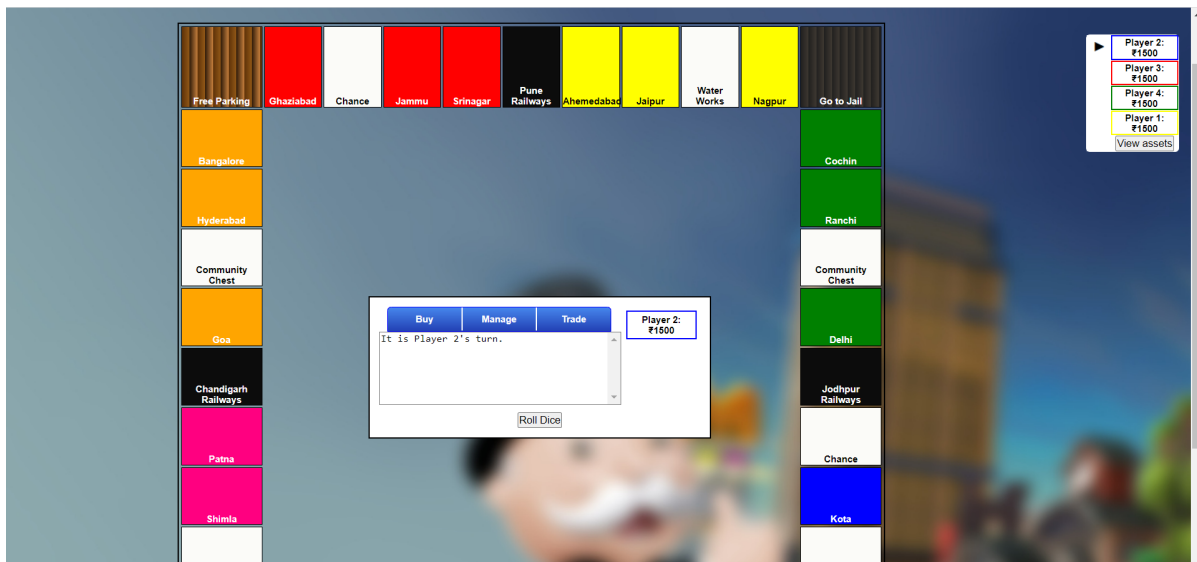
BUYING AND MANAGING PROPERTIES
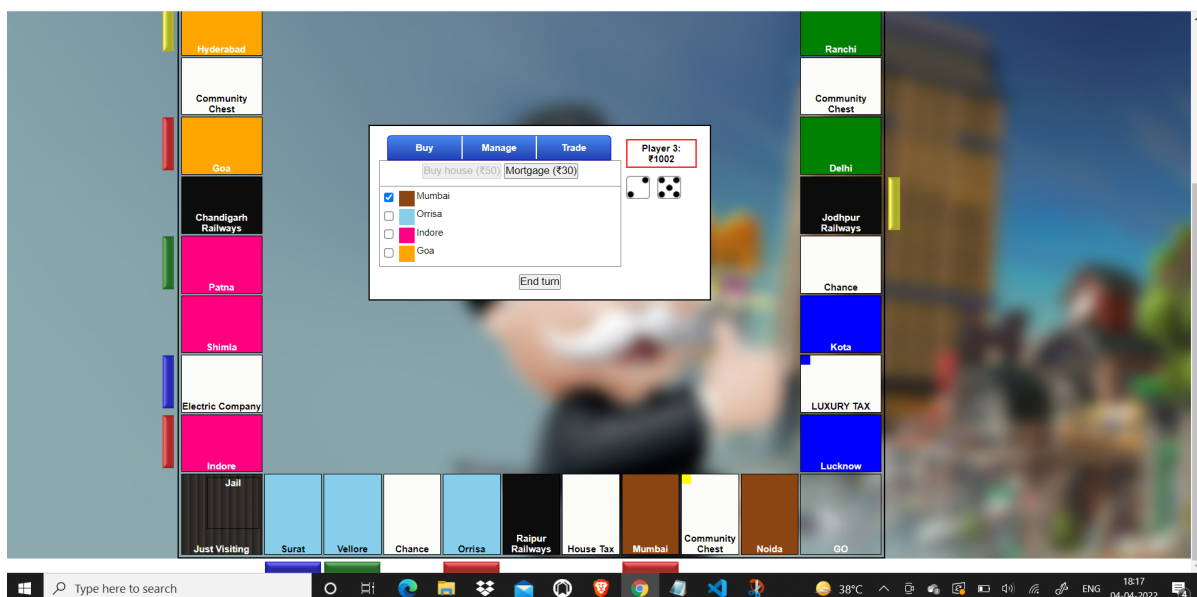
AUCTION OF PROPERTIES

ASSET VIEW

FUTURE SCOPE

As part of future enhancements, we can incorporate the below listed features into the game -

1. Player Equity - This feature allows users to hold equity in other users' properties through a mutually agreeable trade. This will help users to form temporary alliances to eliminate other players.
2. Suggestive Module - This module will track the state of the game and provide suggestions regarding investment, bidding, etc. to the players when it is their chance to make the move.

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