

Group 2I – Risk

Risk is a strategy board game where the aim is to take over the world. The game exists in many different platforms such as physical board games, mobile apps and software versions. We have decided to take the board game as a base for our project and chose to implement more features to make the game more interesting and chaotic. The following paragraphs describe the initial ideas for these implementations.

The players will be able to form an official alliance for a period of time to defeat other players. The alliance will be broken with 3 conditions; one part of the alliance attacks the other, no other players are left in the game or with a mutual agreement from both allies. The player will be able to request help from an ally in a battle for a limited number of times.

There will be special attack cards that a player can earn with predetermined conditions such as conquering a certain number of territories or conquering a territory that has an advantage to others. Players will also have a new type of troop called a bomber which is a combat aircraft that can drop bombs far away from the player's own territories. The other troops such as artillery, cavalry or infantry will not be changed. There will also be forces outside of players' control such as rebellions or epidemics from which players have to defend their territories. The player will also have the option to send a contagious epidemic to enemy territories.

As a passive move, players will be able to retreat from a territory to move all the troops to other places. The withdrawn territory will either be given back to the player it was conquered from or be neutral. The players will also have the option to request a time-out which will last 2 minutes. During this time, everyone will be able to try different strategies independent of other players to see the possible outcomes. There will be a limited number of time-outs in one game in order to not disturb the flow of the game.

Certain advantages and disadvantages will be given to each player depending on their choices at the beginning of the game such as the initial territories or the capital they chose as well as the emperor they chose. For example, if a player chooses to start in a colder environment like Russia or Canada, they will have an advantage in the cold and consecutively the others will have a disadvantage when trying to conquer their colder territories. Certain emperors will have advantages such as stronger infantries or less likely to suffer from RNG aspects of the game such as rebellions.

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