



Property Visits & Miscellaneous Money

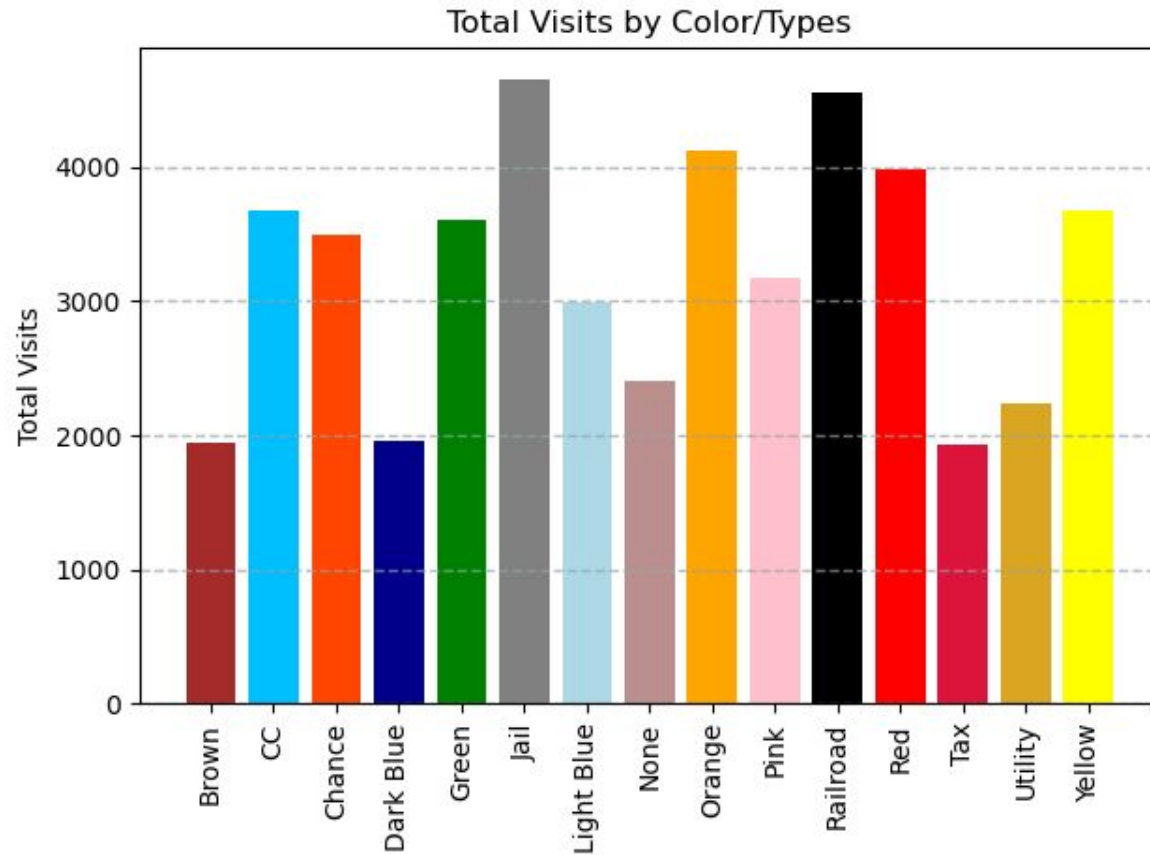
Tom Lancaster - Spring 2020

What I Did

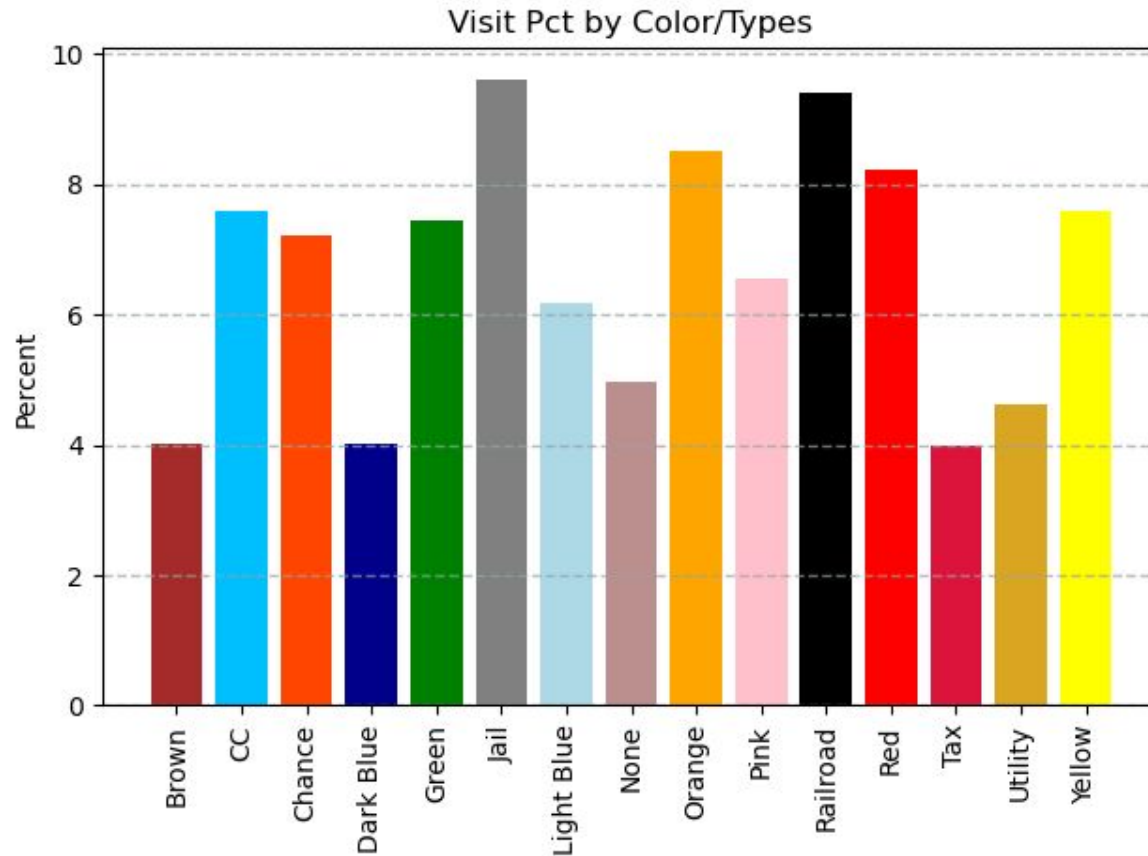
- Measured the visit frequency for **each space** including **total visits** and **visit percentage** and how much **money** a player could accumulate **without properties**
- Implemented **board**, **jail rules**, and **Chance** and **Community Chest** cards
- Wrote the program in **Python**
- Ran **100 games** of **100 turns** simulation with **4 players** playing



Results - Total Visits



Results - Visit Percentage



\$3,523


- Extra \$\$\$ Accumulated via **Chance**, **Community Chest**, and **Go**
per 100 turns on average

Takeaways

- Aim for the **Orange** and **Pink** properties since jail is visited frequently
- **Railroads** are valuable
- Avg. Game = 30 Turns
→ Expect **\$2600 budget***



TITLE DEED	
VIRGINIA AVENUE	
RENT \$12	
With 1 House	\$60
With 2 Houses	\$180
With 3 Houses	\$500
With 4 Houses	\$700
With HOTEL	\$900
Mortgage Value \$80	
Houses cost \$100 each	
Hotels, \$100 each plus 4 houses	
<small>If a player owns all the sites of any color group, the rent is doubled on unimproved sites in that group.</small>	
<small>© 1985, 2008 HASBRO</small>	

READING RAILROAD	
	
Rent	\$25.
If 2 R.R.'s are owned	50.
If 3 " " "	100.
If 4 " " "	200.
Mortgage Value \$100.	
<small>© 1935 PARKER BROTHERS</small>	

* \$1500 (Initial \$) + \$1060 approximate prorated avg.

Future Features

- Buy **Properties**
 - Rent
 - Houses
 - Hotels
- Add **Auction** functionality
- Determine **winners and losers**



- **Details:**

- Text File
- Python Code

- **Questions:**

- Discussion Board
- tlan2@pdx.edu

