

USER MANUAL



@ IITB

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Special thanks to our TA

UDAY BARLA

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Monopoly @ IITB

Monopoly @ IITB is an innovative and fun version of the original mayfair monopoly which involves the inclusion of the IIT Bombay way of living and the major infrastructure of the institute into the game in a very candid way, which makes the game even more enjoyable.

Introduction:-

Monopoly is a board game which is wound around the life of the player.

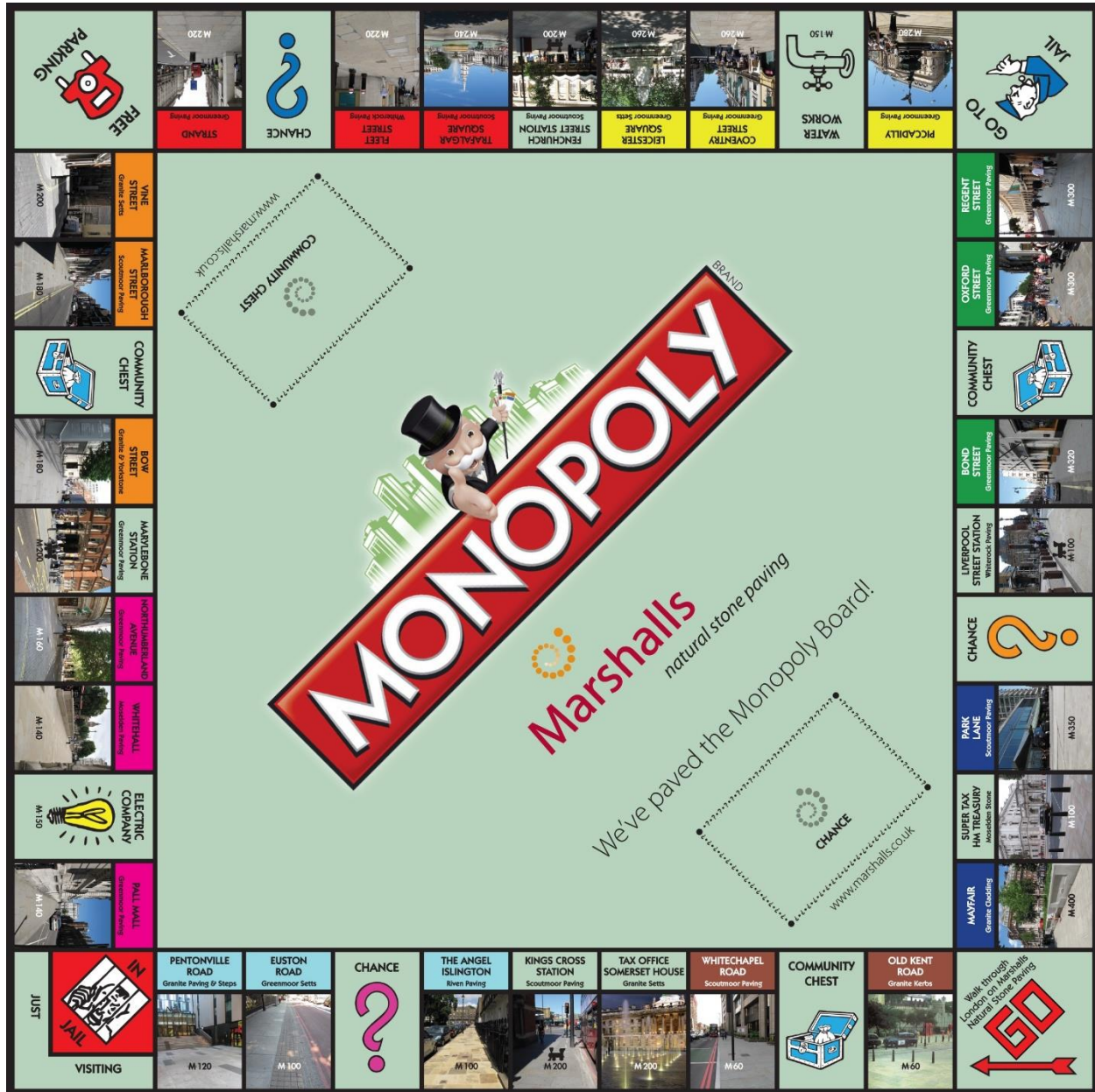
It involves rolling of a die which decides the advancements the player makes on the board. The game can run for few hours or even days. All transactions are virtual money based. The rules of the game have been kept unchanged and they can be viewed on the following website given below:-

http://en.wikibooks.org/wiki/Monopoly/Official_Rules



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Basic layout of the board



>. The places on the board have been swapped by major locations of IITB.

>. The way the fines and prizes were given are based completely on the way of life of an IITB student.

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The following are the modifications made for chance/Community chest
CHANCE

- 1.Its your birth day pay Rs500/- to each player
- 2.Your hostel won gyration gain Rs 1500/-
- 3.You are caught putting proxy lose Rs 2000/-
- 4.You have been offered an internship abroad gain Rs 2000/-
- 5.You are selected in inter IIT :- Go to sac
- 6.Go outing with your girlfriend lose Rs 2500/-
- 7.You are imposed a mess fine lose Rs 1000/-

Community Chest:-

- 1.Caught Drinking lose Rs 2000/-
- 2.Your ID Card is misplaced lose Rs 1000/-
3. You are on Vacation lose a chance
- 4.Girlfriend breaks up with you:- Lose a Chance
- 5.Lab maintenance:- lose Rs 1000/-
- 6.Extra lectures :-Go to lecture hall
- 7.Department Trek:- Collect Rs 1000/- from each player

Input of the board attributes:

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*In the information given below, the word "point" refers to a position on the board.

The basic input of the board, i.e. the names of the board points, their statistics that involve it's cost, fees (involving various rules), mortgage value, unmortgage value and various trade attributes are given as an input through a **file which is pre-determined**. These are written in a tabular form and are taken into a pre-determined structure intended for the purpose. This structure includes

1. Position on the board
2. Name
3. It's category based on the type of point it is
4. It's category based on the colour of the point
5. The cost of the location choosen
6. The rent value of the location
7. The cost of putting up new services at the particular facilities.

Input of the player attributes:

The player attributes are taken at beginning of the game play where in the user/s are asked to enter their attributes like their name.

These are taken by the input command “cin”, into a pre determined structure intended for the purpose. The structure includes

1. Player name
2. Player tokens(the players photo can be shown)
3. Bank balance, which is fixed by the program and is pre-assigned initially.
4. Board position, which is also initialized to 0 at the beginning.

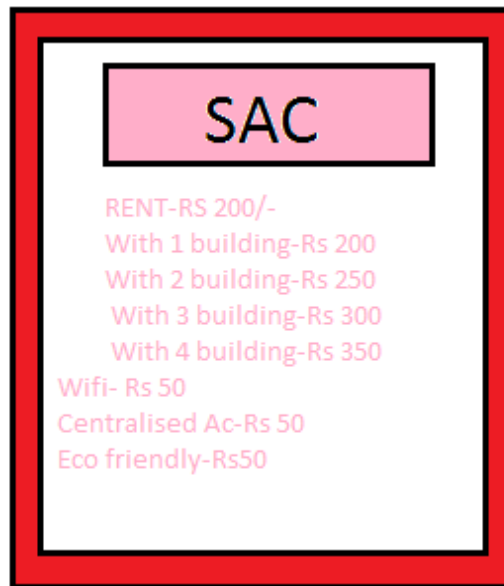
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5. Number of properties.
6. Playing position

Upgrades:-

- 1.WiFi
- 2.Centralised Air conditioning
- 3.Eco-Friendly

Graphical interpretation of token cards:-



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THE BASIC CHANGES OF THE GAME FORMAT AND LAYOUT;-

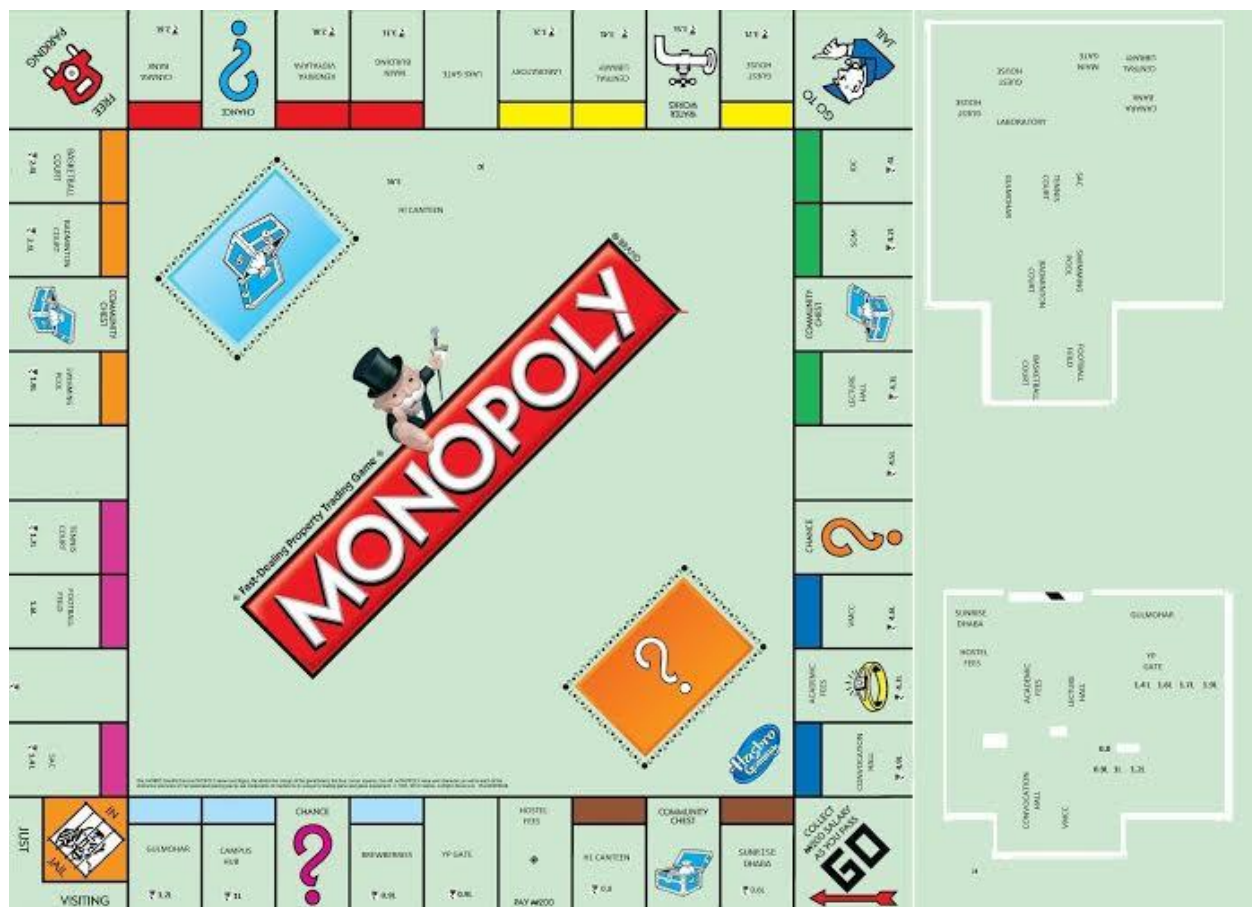
**TITLE DEED
GUEST HOUSE**

RENT- Rs10000/-
 WiFi Cost-Rs2000/-
 Air CON Cost-Rs1000/-
 Eco Cost-Rs500/-

With HOTEL-Rs200/-
 Mortgage Value -Rs5000/-



If a player owns ALL the Lots of any Color-Group, the rent is Doubled on Unimproved Lots in that group.



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USER INTERFACE:-

Please see enclosed program snips.