

Group Mememebers

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➤ Introduction to Project

The aim of the project is to create a monopoly-like game using C++.It uses similar concepts found In most business games. It is a very challenging project due to its wide variety of choices available to the player. We have changed a few rules from the original game and added a few of our own concepts.Our idea was

to create something which is fun and entertaining and keeps the player engrossed.

➤ **The Game**

The Game is made using Simplecpp graphics and Codeblocks. The Game requires two players for a game and does not involve the computer as a player .The rules of the game are as follows.

➤ **Rules and Method of Play**

The rules of the game are:

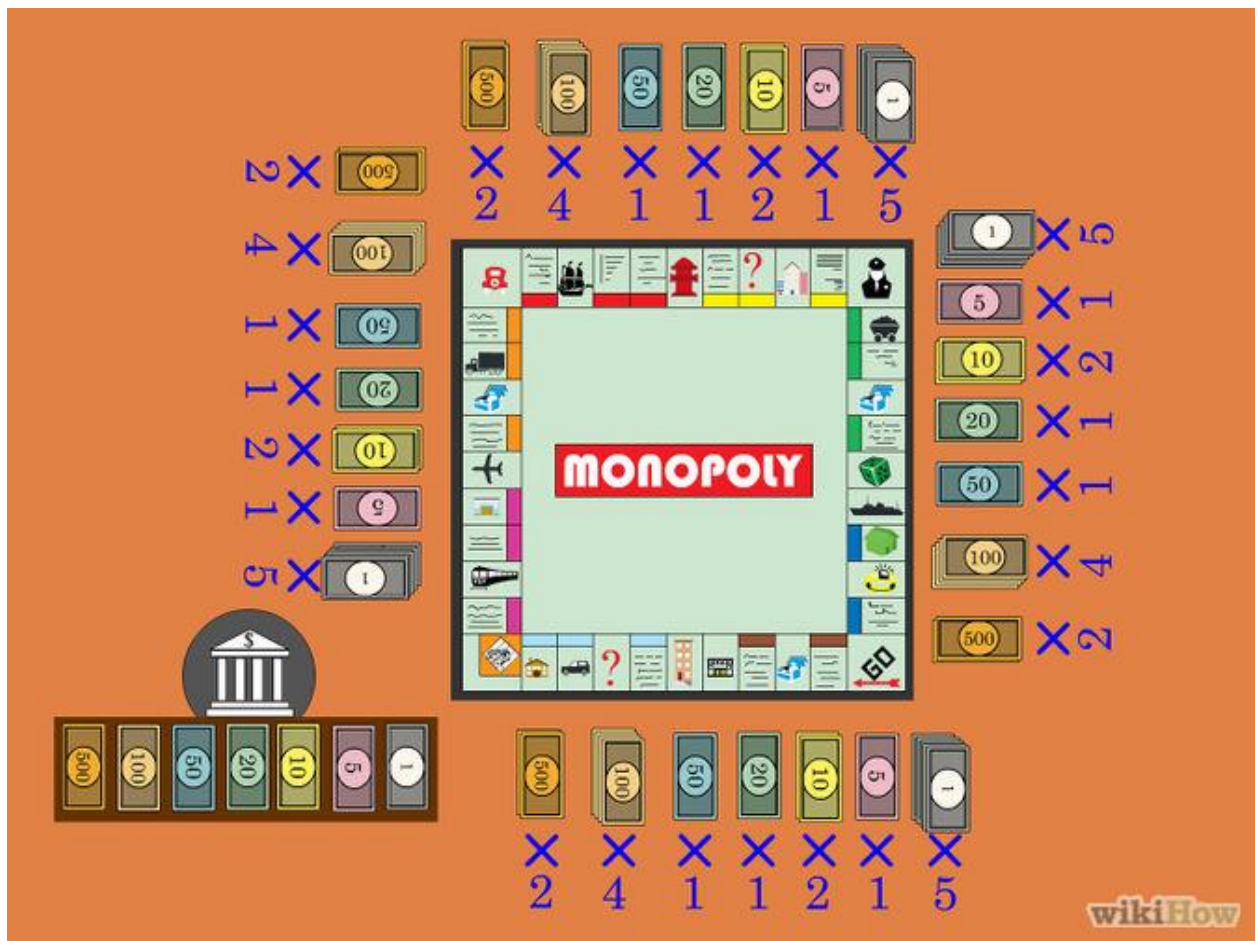


1

Decide one player to be banker. This player shall be in charge of all the money, property, houses and hotels still belonging to the bank. Remember that the chosen banker may also be a player in the game, but he must keep his assets as a player separate from that of the bank's.

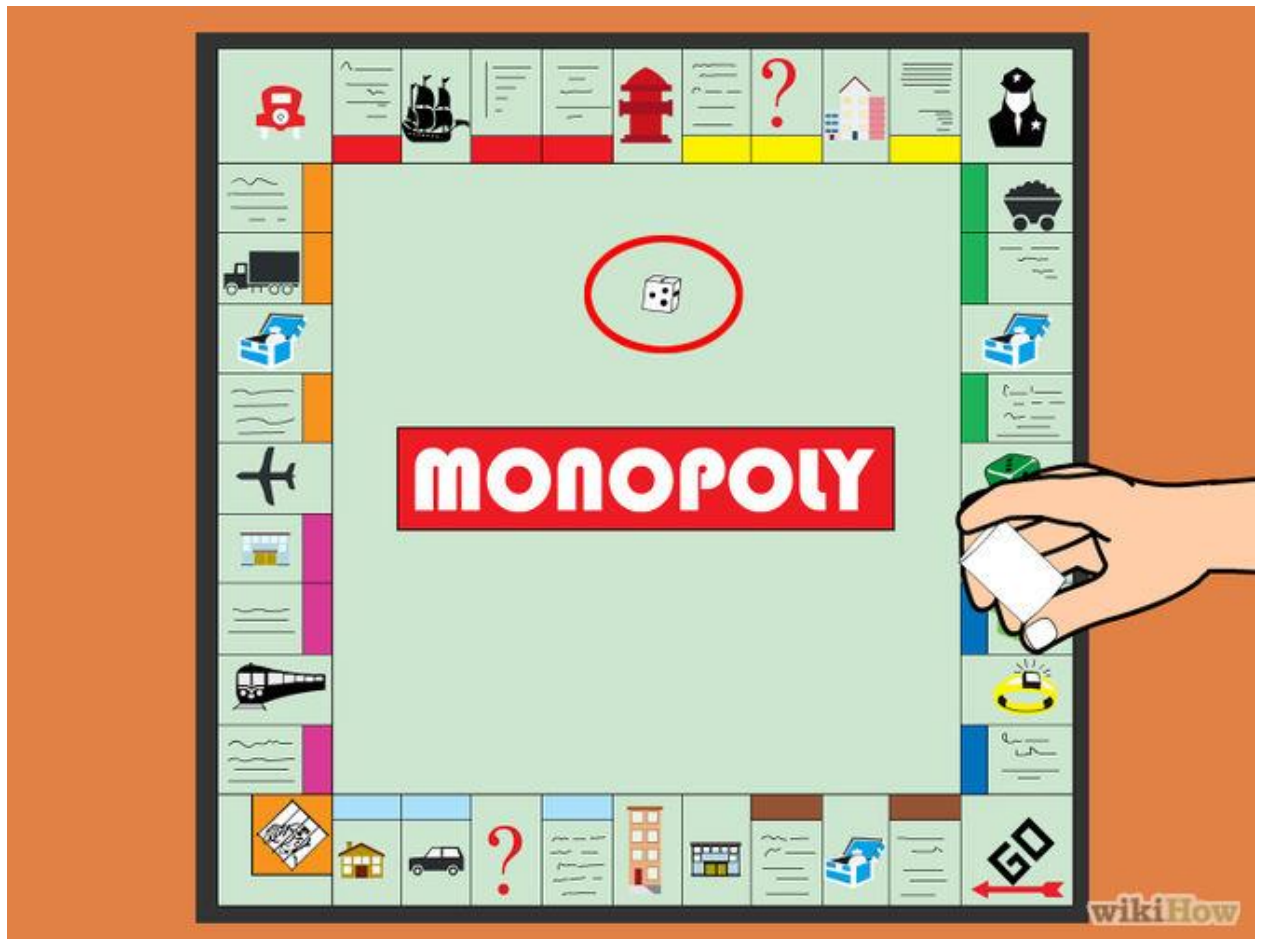


Choose a token. Each player will get a mover to represent themselves as they move around the board.



3

Start with \$1500. Each player will begin the game with \$1500 divided as follows:



4

To decide who goes first, have each player roll the dice. Whoever rolls the highest number goes first, and play then continues clockwise around the board.

- If you roll doubles during the game, that is, the same number shown on both of the dice, you may take your turn as normal then take another turn.



5

Buy property. If you land on a spot with a colored stripe across the top, a railroad or a utility (Electric Company/Water Works), you may buy the property for the amount printed on the board. The banker in turn gives the player the title deed for that property.

If you *don't* buy the property, it goes to auction. Bidding starts at any amount, and players may bid any amount, as long as they can pay it. The highest bidder pays the bank the amount they bid, and in return the bank gives the highest bidder the title deed.

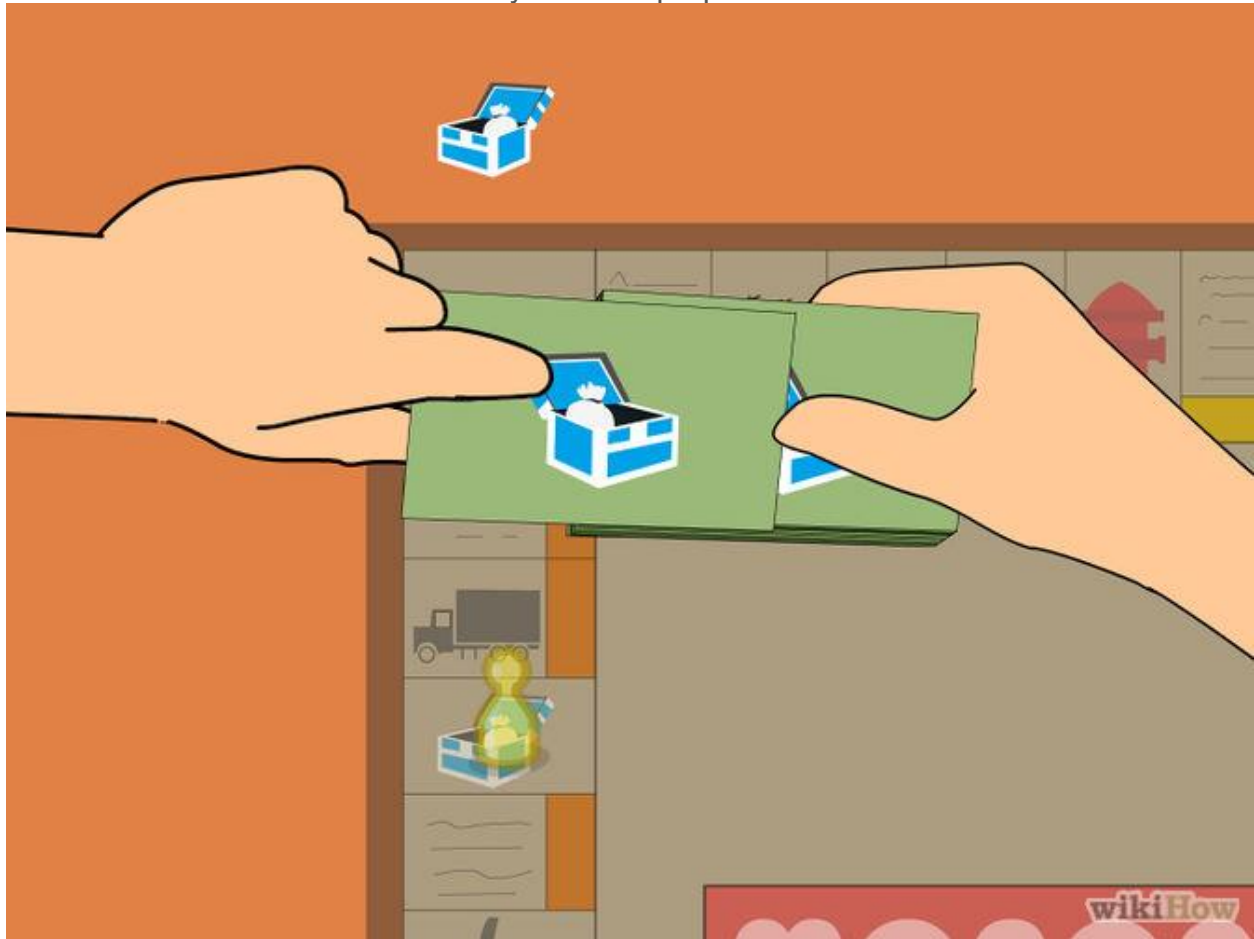


6

Collect rent. Players who own property may collect rent when another player lands on a property that someone else owns. If you land on someone else's property, you must pay them the rent printed on the title deed card for that property.

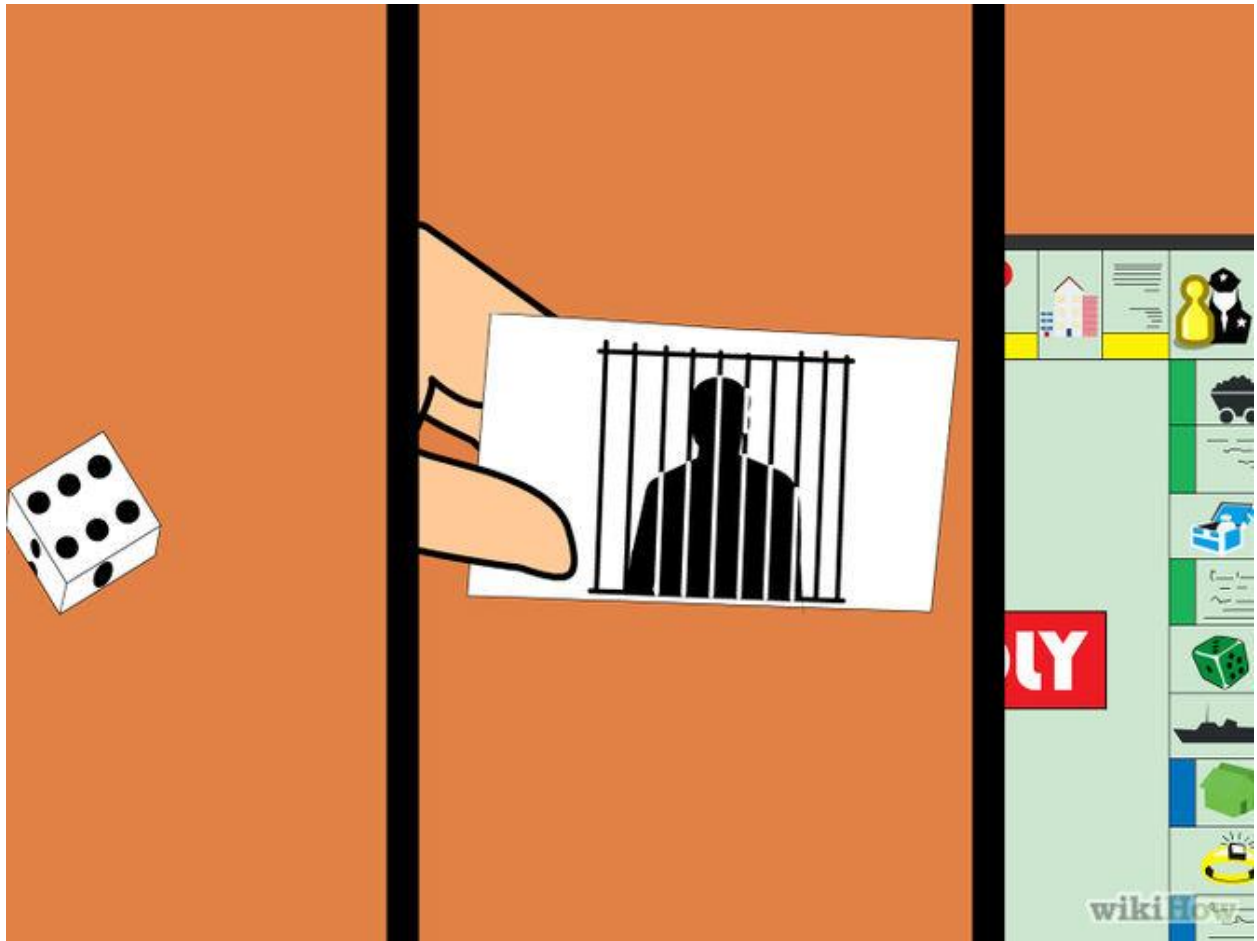
- Get a Monopoly. If you own all the properties in a colored group, you may charge double the rent for those properties.
- Build houses and hotels. If you have a Monopoly, you may start to build houses on any of those properties to charge more rent. (The price to build houses and the extra rent that must be charged are printed on the title deed for that property.) Once you've built four houses on one property, you may replace the four houses with a **hotel** that you buy to raise even more money when someone lands on that property.
- Remember to build evenly. This means that if you build a house on one of the properties in your color group, you must build one house on every property in that color group until you're allowed to buy a second house on any of those properties. You must

then make sure to have two houses on all the properties in that group until you are allowed to build a third house on any of those properties.



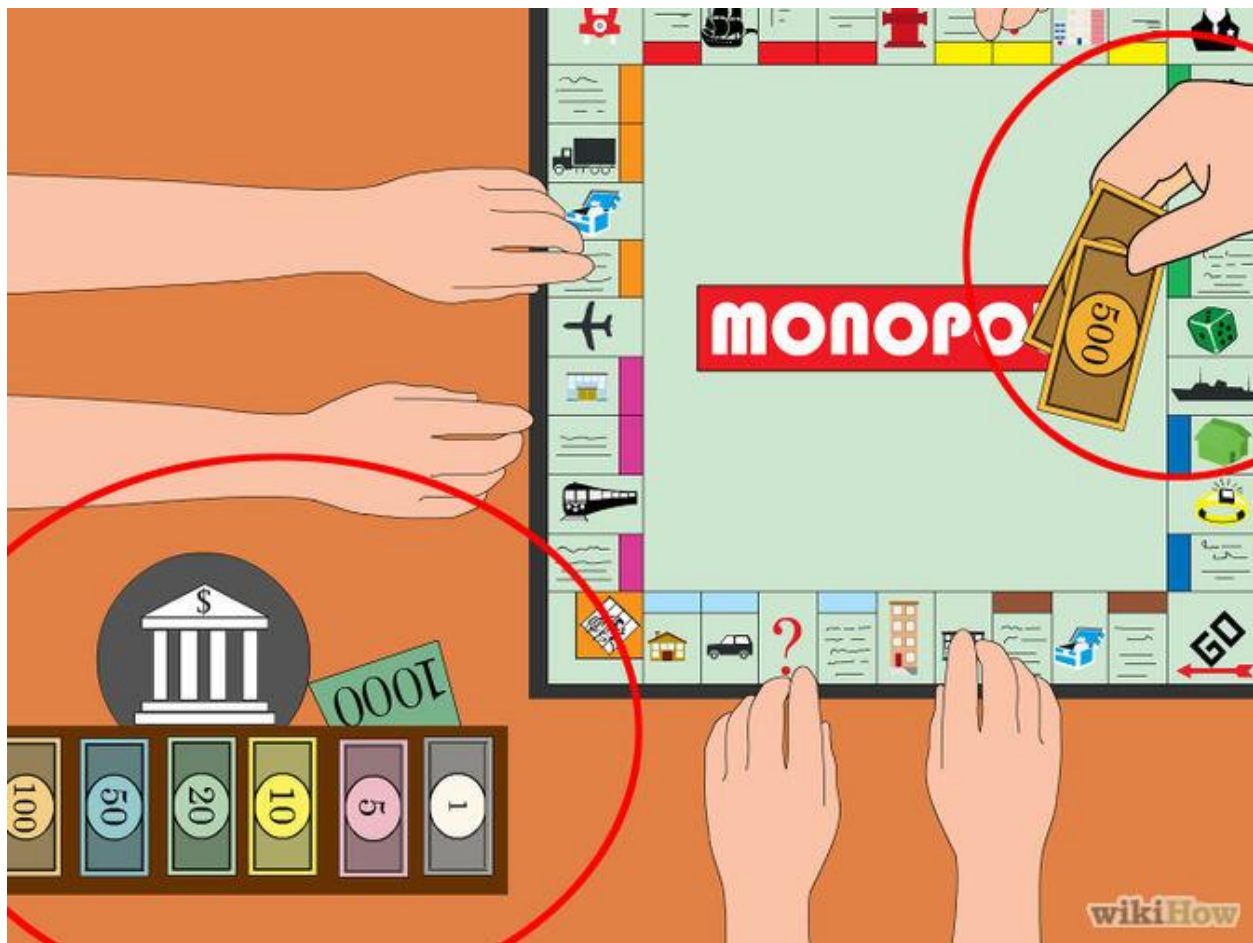
7

- **Take a Chance or Community Chest card.** These cards may make you pay or collect money, or make you move to another space. If you land on a spot marked "Chance" or "Community Chest", take the top card off of the corresponding deck of the space that you landed on. When you're done reading the card, return it to the bottom of the corresponding deck.



8

Go to jail. There are three possible ways to go to jail:



9

Mortgage property. If at some stage a person has to pay rent of more money than they own they can mortgage their houses and get the money from the bank. When a house is mortgaged, no rent can be collected. To unmortgage a house you must pay 10% interest when you pay it off.

Changes made in game in reference to IITB:-

