

PROJECT REPORT

Introduction

Players move around the gameboard buying or trading properties, developing their properties with houses and hotels, and collecting rent from their opponents, with the goal being to drive them into bankruptcy and establishing a monopoly on the game.

Rules of Monopoly

Please refer to the official rules by Hasbro attached with the folder.

Work Done till date

We have worked upon the main function,trade,upgrades and how a player might want to manage a property.

We have also worked upon the design of title deeds and player tokens.

Future Work

Completion of main function.

Addition of graphics to the project.

Developing a mechanism so that players can auction of their properties.

We also aim to make the more interactive to the user using an interface.

Group Members

- 1) Akhil Nasser (Team Leader)
- 2) Apoorv Singhal
- 3) G. B. Vatan