

## Overview of the Unipoli project

The project will provide a simple simulation of the very popular board game [Monopoly](#). [Unipoli](#) will allow a multiplayer experience (up to 8 human players) on the same machine but not over a network.

We will implement the classical Standard (Atlantic City version) Monopoly game board layout, produced by Charles Darrow, and later by Parker Brothers.

However, by virtue of being a virtual implementation of the real game, Unipoli will overtake some aspects of the real Monopoly game, giving to the players unique visual experiences. As example, we will highlight owned lands with the color associated to their owners. When a player decides to sell a property, the board will be obscured, leaving the lands owned by the player well visible.

Like the original game, the purpose is to dominate the competition against the opponents, and be the last to survive.

Due to time problems, we will not implement all the rules and game features. For example, hotels will not be included in our game version.

The GUI will consist of two main components:

- A 2D top view of the game-board, that will occupy about the 80% of the window.
- A sidebar containing information on players and the dice.

Players will be able to buy lands and build houses in case of monopoly. The opponents have to pay rents if a land is owned. There will be both factories and railroads. Our game implementation will also feature the so-called Chance Cards.

There won't be the possibility to play as the Bank. Money will just be considered as a number which increases and decreases. Therefore, a graphical representation of paper money is not scheduled.