



Race to Riches PSP Edition

*Game Design Document
Developed by*



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Design History

This section is used for documentation of idea progression.

Version 1.0

Document layout is completed, logos and artwork is added to document.

Version 1.1

Document headers are now formatted.

Version 1.2

Finished document up to flowcharts.

Version 1.3

Added flowcharts and weather effects.

Vision

Adding style to a classic

Gameplay in a Nutshell

This game, Race to Riches, has a classic monopoly mode enabling players to relive their favorite game with all the familiar rules, properties, and cards. It also features three new game modes giving players an exciting opportunity to test their luck, skill, and teamwork to see if they can win it all.

Unique Features

- Classic Mode has 1-8 players
- Mystery Mode has new rules every time you play.
- Team Mode has players working together to control the board.
- Rule Mode allows players to set up their own rules. This mode enables players to set up tourist traps and sell train tickets for fast travel around the board.
- All modes allow a player to play online with a friend and/or with another PSP Player.
- Unlockable Character skins and gameplay.

Mechanics

Race to Riches mechanics are the same as any other monopoly game - buy the most land, earn the most money, and take over the world. The different modes allow for some slight variations but the core mechanics of Monopoly remain the same. Players will roll dice to move their character, buy or bid on land, invest with better housing and hotels, and see what the chance cards will give them.

Setting

The setting will be based on the 1920's and 30's. The artwork will be a blend of black and white and styled coloring inspired by Maxfield Parrish and C. Coles Phillips's artwork. Buildings and railroads will be based on photographs of that era. This game will be based in America using many real life locations, in any case the location does not exist, a more current replacement may be used.

Marketing

Target Audience

The audience for Race to Riches is anyone, young and old should be able to enjoy and play together. Text should be larger, and controls simple to accommodate for this. The targeted audience is America but due to monopoly being such a widely accepted game, it would good to target other countries as well, and especially people who play the PSP's. Translating and localization is to be expected.

Platform

The platform chosen was PSP because the game development team has the most experience. Their experience will lead to faster and cost-effective production.

System Requirements

Race to Riches will be able to run on any PSP system to date, and will be accessible online using any standard web browser, Mozilla Firefox, Google Chrome, Internet Explorer, Safari and should work on any other browser that supports Java.

Top Performers

Top performers in the puzzle/board game market for PSP would include:

Lumines II

Average: **B**

Released in 2006, this game has high reviews and as noted on metacritic.com is thought as a highly addictive game with fast gameplay.

Puzzle Quest: Challenge of the Warlords

Average: **B**

Released in 2007, it is noted on metacritic.com for the inventive gameplay and for the vast amount of content and quests. Features include customizing content and multiplayer.

Tetris

Average: **B+**

Released in 2009, a large fan base keeps this game a well-loved favorite. This game offers little to no new features but still offers the familiar and fun gameplay of the past.

Coconut Dodge

Average: **B**

Released in 2010, this game is part of PSP mini games and can be downloaded for on the go play. It appears this game is based on fast memorization as a player travels through a maze.

Feature Comparing

After researching top performers, it seems apparent the market is diverse on what makes a good game, but the majority of the games have created on-the-go games, multiplayer, and fast paced action.

While monopoly games tend to be slower paced, it is based on the classic game that has a very broad fan base. Race to Riches has an endless amount of gameplay and relatively high replay value; it can be played on-the-go the with rules mode. Every mode has a multiplayer aspect that the player can use, and players can work to unlock new skins in single player or multiplayer mode.

Sales Expected

PSP has sold over 70 million units since it was unveiled in late 2004. The highest selling game has been Monster Hunter Portable 3rd, as of May 2011 with 4.6 million units sold. Sales for This digital version of Monopoly - Race to Riches is unlikely to reach such a high number due to a small fan base and general lack of players of this genre. On

Amazon there are only two pages of puzzle games for PSP, showing sales will be tough. If the game were priced around \$25 maybe about 20,000 units would sell, making about \$50,000. Digital distribution should be a better choice so it will stay on the market longer and would reach a broader audience.

Legal Analysis

All licensing regarding Hasbro, Monopoly, and Sony with PSP, will be covered in the Partnership Agreement Document.

Gameplay

Overview

The gameplay of Monopoly Race to Riches will be based on the same rules for regular Monopoly board games.

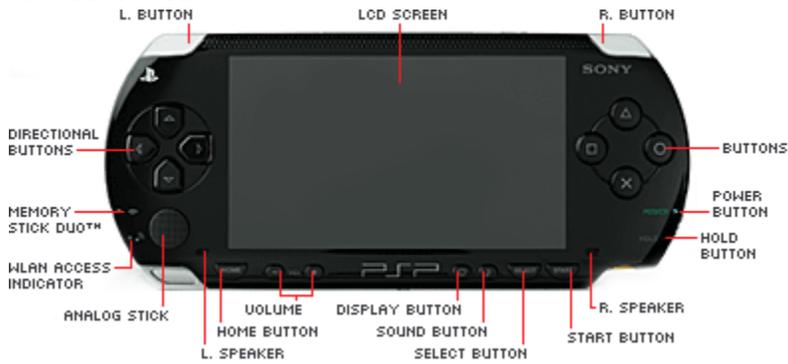
Rules can be found on this site.

wikibooks.org/wiki/Monopoly/Official_Rules.com

Gameplay description

Game play starts with each player rolling the dice and moving the allotted amount. Early in the game, the player will have the option to sell, mortgage or trade their property after they acquire some. If they decide not to do any of the above they can select the roll dice button. The dice will begin to spin and they will need to select again to release the dice. After the dice is released, the dice is zoomed in on and the amount is displayed. Their character will then be put in focus and in a cartoony manner, race to the correct space on the board. When they get to the space, depending on the space type, they will see an ending animation sequence such as go to jail, or perhaps see a for-sale sign pop up; which they can decide if they wish to act upon by clicking on the sign. If they choose to purchase the property and have the correct amount of funds, they will then see the property display their name on the sign and also receive an ownership card added to their hand ending their turn.

Controls

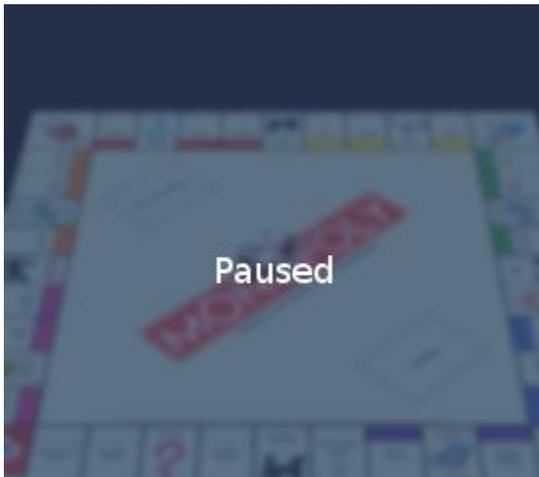


The control Scheme is simple.



The X key will be used for each menu selection.
The O key will be used to exit a menu.

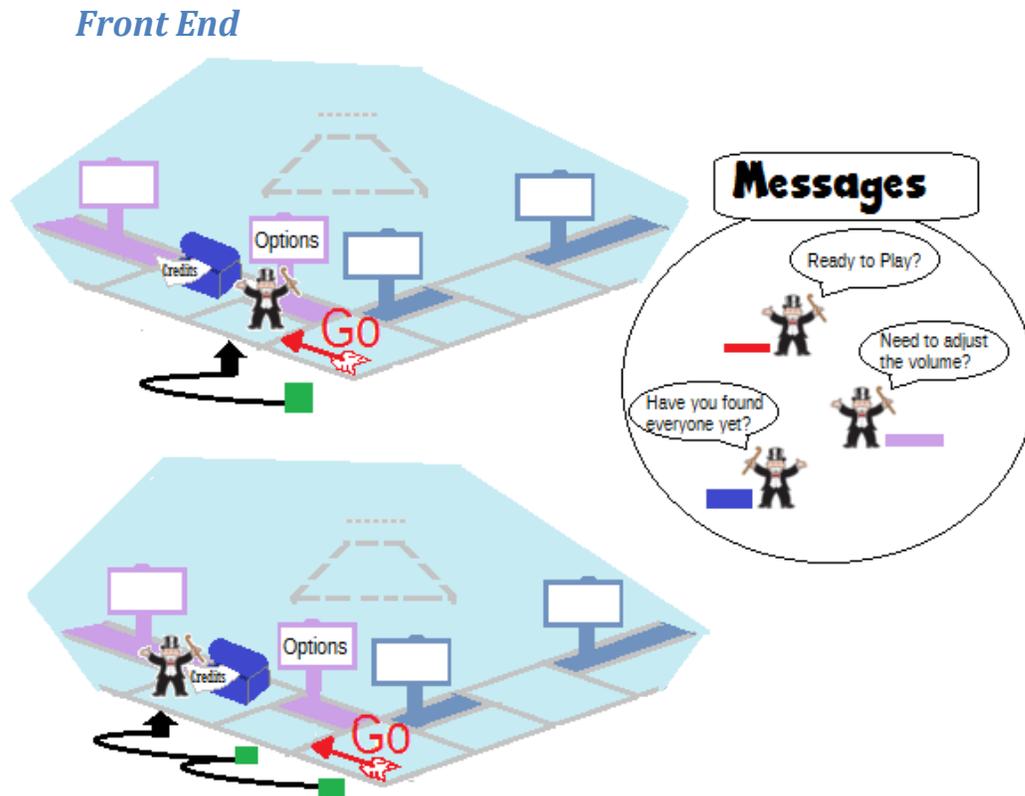
Use the Directional Buttons or Analog Stick to select different options.



To pause simply press start.

General volume will be controlled with the adhering buttons.

Interface



The Front End of Monopoly Race has three main options. The player controls Mr. Monopoly with either the Directional Buttons or Analog Stick, pressing either one will have him move to an option. Mr. Monopoly will walk over to an option and say something about it while he waits for the player to decide if they want that option or not.

The Three Options

Go/Play

This moves the player to the Play screen.

Option

This opens up a window where the player can select different options such as:

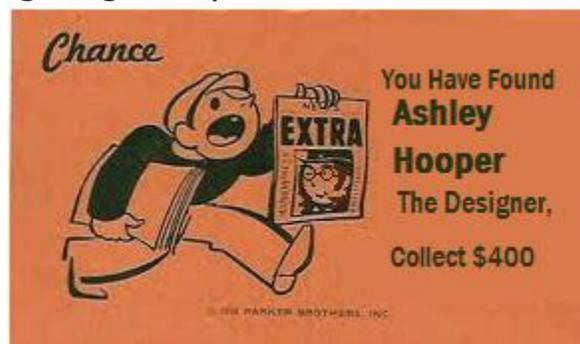
- Volume for Sound Fx
- Volume for music
- Screen Brightness
- Text Speed (3 options – slow, medium, fast)

Credits

This is a list of all workers on the game. The list starts off blank but fills in as the player plays. Each worker is worth a certain amount of money so as the player unlocks the game staff they will be able to purchase new skins and rules for their in game character. It is a fun way to show the credits and is a secret bonus feature in the game.

Staff members can be found by:

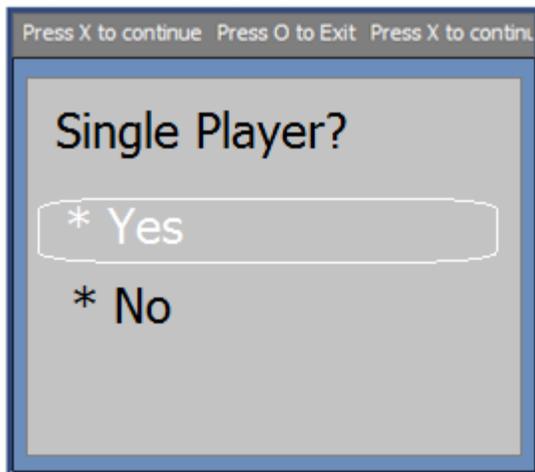
- Playing for a certain amount of time.
- Playing modes a certain amount of time.
- Winning a game or partaking on a team that wins.
- Losing a game often enough or being on a losing team.
- Drawing a staff card out of the chance pile.
- Playing on a team often.
- Owning enough property
- Owning enough money
- Trading property often.
- Playing Single Player often.



Play Screen



Upon entering the play screen the player will be given four gameplay options. After choosing an option they will be asked if this game is single or multiplayer.



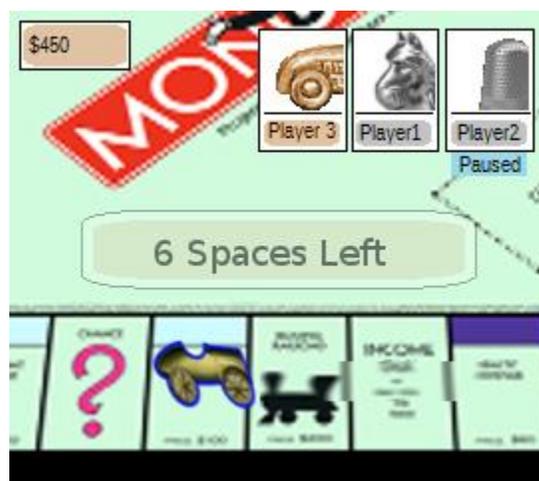
If the player chooses Single Player they will move unto Character Selection and the computer will randomly choose characters to play as and the game will begin.

For multiplayer it is a bit more complicated.



You can choose to host a game, which will enable you to send out private invites to your friends (These invites are seen on the game main menu) and create a private game, or you can create a public game choosing either local or internet based gameplay and allowing anyone to join. You must have at least two players before you are allowed to start a game.

Movement



Players can move either by rolling the dice, playing a card, or using an unlocked option.

Win Conditions

The player with either/or the most property or money will win the game. No matter the game mode.

Modes

The player is able to choose from four different modes; Classic, Mystery, Team and Rules.

Classic

This mode is played exactly like regular Monopoly. The player will be shown the Character Selection Screen following this screen.

Mystery

This mode is based on Monopoly, but has a few random changes. Rules can also be changed throughout the game. Rules that can change are:

- Turn Order
- Starting money amount
- Dice amount
- Property costs
- Space Locations (Go, Boardwalk, etc)
- Chance cards

Teams

Team mode is where the player can team with up to seven players. Each player moves their way around the board and must work together to own the most property in the end. The Team with fewer players will begin with either a money bonus or property bonus to balance out the play.

Rules

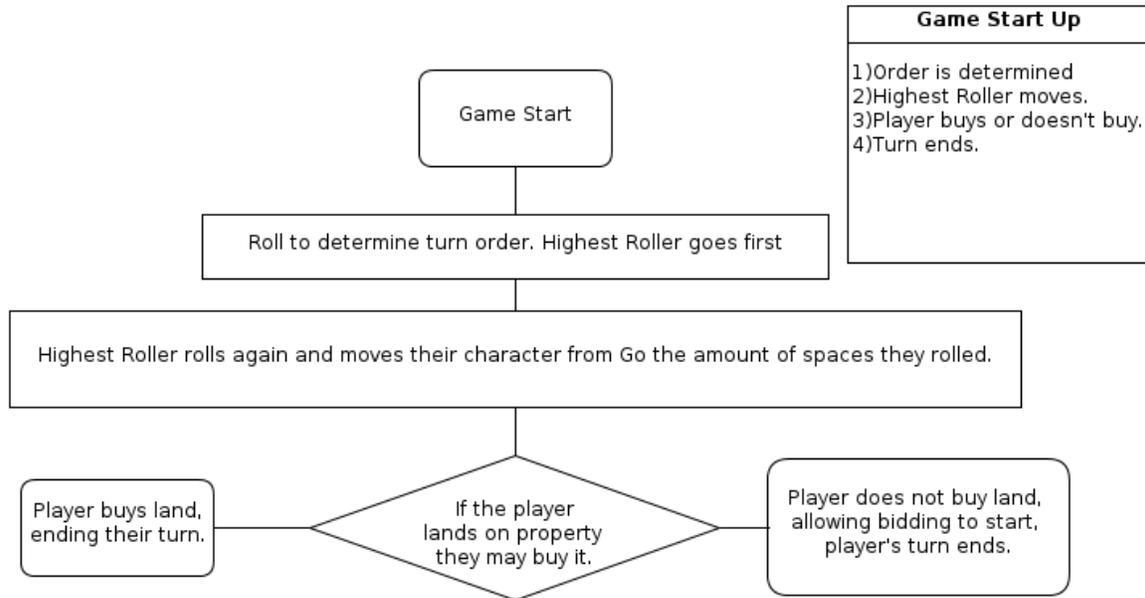
The Rules mode is where the player can set certain rules for a game. Like all the other modes they can choose multiplayer or single player

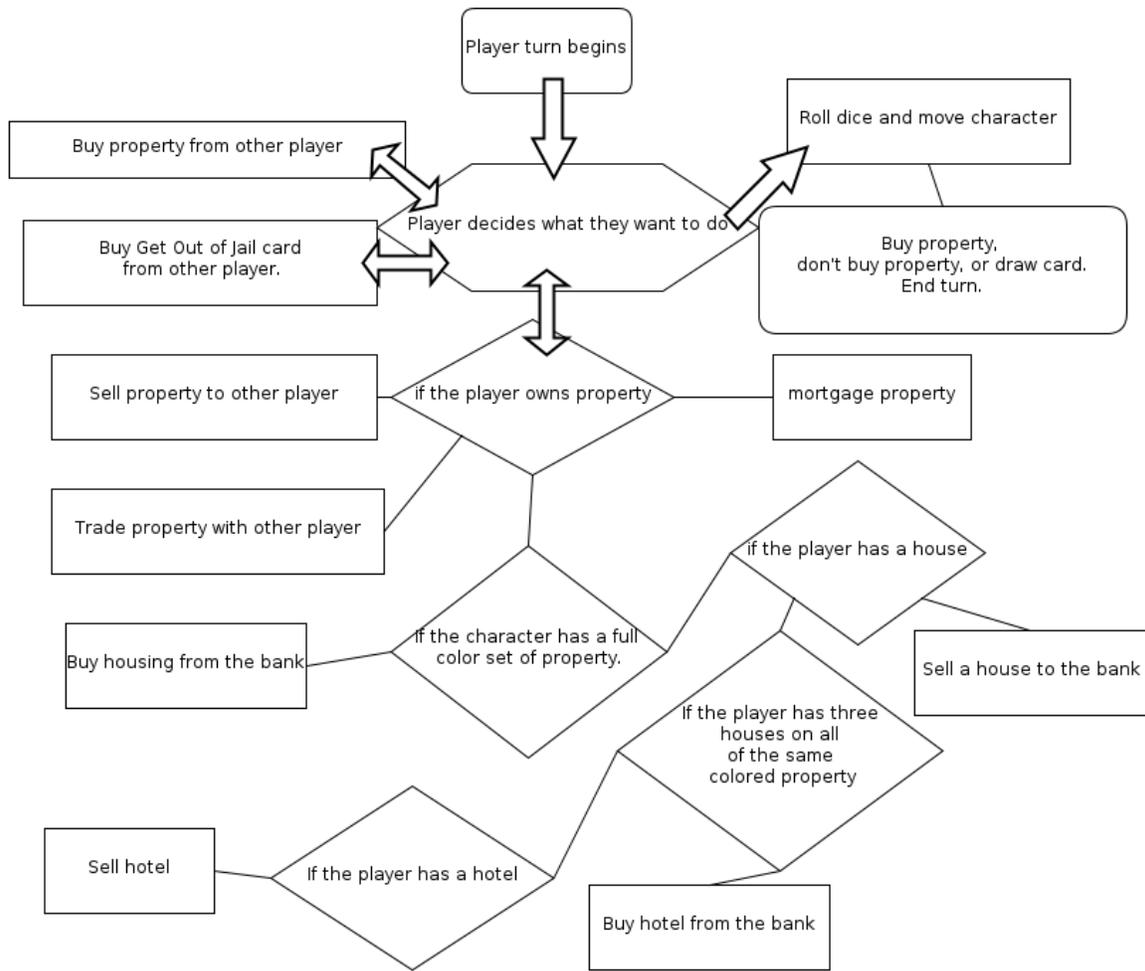
but only one player can be the rule setter. All the players need to agree to the rules set before the game begins. Players can vote up what rules to choose but unless they are set as the host that ultimately cannot decide. All players can see what is voted for. Rules that can be set are:

- Starting amount of money
- Starting amount of property
- Turn order
- Dice amount
- Property cost (average)
- Number of turns until the game ends
- Starting position on board (Unlock for \$10,000)
- Tourist Trap – enables player to buy a tourist trap that stops a player for 3 turns on their property. (Unlock for \$12,000)
- RailRoad Tickets – enables owners of the railroad to sell tickets enabling players to travel to the opposite railroad if they have a ticket. Players can set the price.(Unlock for \$15,000)
- Cops Alert – allows 2 cops to walk around the board and if a player lands on the same space as a cop they go to jail. (Unlock for \$20,000)
- Weather Report – enables weather to increase or decrease the value of all property. (Ex. Broadwalk value increase with sunny weather, Waterworks increase with rain.) Or creates a road block on the board (earthquake, flood)(Unlock for \$30,000)
- New Car – enables any player to purchase a car that adds to the total dice roll amount. (Unlock for \$50,000)
- Helicopter Ride – enables the owner player to fly across the board to any space they choose. 1 ride per purchase. (Unlock for \$70,000)
- Money Rules- The first player to reach the player set amount of money wins the game. (Unlock for \$80,000)
- Mode Set – allows the player to keep their current rules yet play in a mode other than classic. (Unlock for \$100,000)

<i>Name</i>	<i>Pricing per Game</i>	<i>Turn Use</i>	<i>How to obtain</i>	
<i>Railroad Tickets License</i>	<i>\$400</i>	<i>Every Turn</i>	<i>Player must buy a railroad, and then they can buy a license from the bank to sell tickets.</i>	
<i>Tourist Trap</i>	<i>\$400</i>	<i>Every Turn</i>	<i>Player must own a hotel, player can only put a tourist trap on one hotel of a colored set. The player will need to buy a new tourist trap per color set.</i>	
<i>New Car</i>	<i>\$1,000</i>	<i>Every Turn</i>	<i>The player must own at least one house. When rolling the dice each turn, the player is allowed an extra die if they choose to use their car. With the third die is in play the roll is halved, so all three dice are rolled but one of the die the player must choose to half.</i>	
<i>Helicopter Ride</i>	<i>\$5,000</i>	<i>One Turn</i>	<i>The player must own a hotel. When the player uses the helicopter ride they can move to any space on the board.</i>	

Flowcharts





Player Turn Options	
1) Player's begins 2) Player can choose any of these options before rolling the dice. -Buy Property -Buy Card If property is owned the player can -Sell property -Trade property -Mortgage property If the player has a full color set of property they can -buy a house if the player has a house they can - sell a house if the player has more the 3 houses on all same colored property they can -buy a hotel if the player has a hotel they can -sell a hotel	3) After the player has gone through their options they can roll the dice to end their turn. This will move their character (if not in jail or if they roll out of jail) and the player can buy the property they land on (if not owned by someone else + they have enough for it), if they land on any other space the appropriate action will be applied.

Game Characters



Monopoly Race to Riches has 12 playable characters.

Each character has 12 skins that can be unlocked, the skins are: Copper, Silver, Gold, Diamond, Ruby, Emerald, Pearl, Worn, Retro, Wood, Painted, Glow.

To unlock a new skin each character must have the same skin unlocked before a new skin can be unlocked, meaning, all characters have to unlock silver before any character can have a gold skin. Each skin will cost \$200 more than the skin before it; the starting skin is \$200. All the skins in game will total to \$28,800.



Wheelbarrow



Battleship



Sack of Money



Man on horseback



Racecar



Locomotive



Thimble



Howitzer



boot



Scottie dog



Iron



Top hat

The playable characters are shown above.

Other graphic examples of cards and board art can be found on:

<http://www.worldofmonopoly.com/fansite/index.php>

Game World

Locations

There are 22 colored properties, consisting of eight colored groups, besides colored properties there are four railroads and two utilities spaces that be purchased.

All information on property can be found on this site.

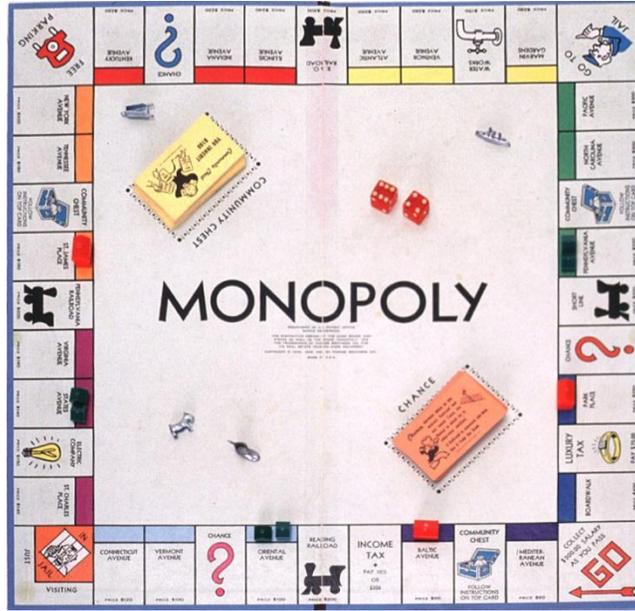
<http://www.math.yorku.ca/~zabrocki/math2042/Monopoly/prices.html>

All information for cards and property rent can be found here.

<http://monopoly1.cdbpdx.com/>

To be clear, there are 40 spaces total, 22 of which are colored properties, 6 of which are railroad and utilities spaces and the remaining 12 spaces are used for Go, 3 Community Chest spaces, Income Tax, 3 Chance spaces, Just Visiting/Jail, Free Parking, Go to Jail, and Luxury Tax space.

Name	Position	Price	Rent	Group	1 house	2 house	3 house	4 house	hotel	mort.	House cost
Mediterranean Ave.	2	60	2	Purple	10	30	90	160	250	30	50
Baltic Ave.	4	60	4	Purple	20	60	180	320	450	30	50
Oriental Ave.	7	100	6	Light-Blue	30	90	270	400	550	50	50
Vermont Ave.	9	100	6	Light-Blue	30	90	270	400	550	50	50
Connecticut Ave.	10	120	8	Light-Blue	40	100	300	450	600	60	50
St. Charles Place	12	140	10	Violet	50	150	450	625	750	70	100
States Ave.	14	140	10	Violet	50	150	450	625	750	70	100
Virginia Ave.	15	160	12	Violet	60	180	500	700	900	80	100
St. James Place	17	180	14	Orange	70	200	550	750	950	90	100
Tennessee Ave.	19	180	14	Orange	70	200	550	750	950	90	100
New York Ave.	20	200	16	Orange	80	220	600	800	1000	100	100
Kentucky Ave.	22	220	18	Red	90	250	700	875	1050	110	150
Indiana Ave.	24	220	18	Red	90	250	700	875	1050	110	150
Illinois Ave.	25	240	20	Red	100	300	750	925	1100	120	150
Atlantic Ave.	27	260	22	Yellow	110	330	800	975	1150	130	150
Ventnor Ave.	28	260	22	Yellow	110	330	800	975	1150	130	150
Marvin Gardens	30	280	22	Yellow	120	360	850	1025	1200	140	150
Pacific Ave.	32	300	26	Dark-Green	130	390	900	1100	1275	150	200
North Carolina Ave.	33	300	26	Dark-Green	130	390	900	1100	1275	150	200
Pennsylvania Ave.	35	320	28	Dark-Green	150	450	1000	1200	1400	160	200
Park Place	38	350	35	Dark-Blue	175	500	1100	1300	1500	175	200
Boardwalk	40	400	50	Dark-Blue	200	600	1400	1700	2000	200	200
Electric Company	13	150	*	Utilities	-	-	-	-	-	75	\
Water Works	29	150	*	Utilities	-	-	-	-	-	75	\
Reading Railroad	6	200	**	Railroad	25	50	100	200	-	100	\
Pennsylvania Railroad	16	200	**	Railroad	25	50	100	200	-	100	\
B. & O. Railroad	26	200	**	Railroad	25	50	100	200	-	100	\
Short Line Railroad	36	200	**	Railroad	25	50	100	200	-	100	\



Spaces are laid out like above and below.

11 Just Visiting/Jail	12 St. Charles Place	13 Electric Company	14 States Ave.	15 Virginia Ave.	16 Pennsylvania Railroad	17 St. James Place	18 Community Chest	19 Tennessee Ave.	20 New York Ave.	21 Free Parking
10 Connecticut Ave.										22 Kentucky Ave.
9 Vermont Ave.										23 Chance
8 Chance										24 Indiana Ave.
7 Oriental Ave.										25 Illinois Ave.
6 Reading Railroad										26 B. & O. Railroad
5 Income Tax										27 Atlantic Ave.
4 Baltic Ave.										28 Ventnor Ave.
3 Community Chest										29 Water Works
2 Mediterranean Ave.										30 Marvin Gardens
1 Go	40 Boardwalk	39 Luxury Tax	38 Park Place	37 Chance	36 Short Line Railroad	35 Pennsylvania Ave.	34 Community Chest	33 North Carolina Ave.	32 Pacific Ave.	31 Go to Jail

Positions of properties on a Monopoly board

Weather

While weather is an added feature its impact in a regular game can be great. Weather includes Rain, Sun, Snow, Flood, Landslide, Earthquake, and Twister.

Each of these will affect the board differently; Sun will return all values to default values unless a player rolls doubles, then all property increases by 10%, rain will last three turns and lower the value of all property by 5%. Snow will last two turns and stop all players on one side of the board, this side is determined by the first player to roll when snow has started, if the roll is below 3 the side between Go and In Jail is snowed in, if the roll is more than 3 but less than 5 the side between In Jail and Free Parking is snowed in, if the roll is more than 5 but less than 7 then the side between Free Parking and Go To jail is snowed in, if above 7 is rolled then the last side is snowed in. Any time a player attempts to move onto or through a snowed in side they are snowed in and must wait for the snow to melt in 2 turns.

Flood has the same rules as snow but all property on that side goes down in value by 15%. Landslide will affect the two closest players, all the properties between them will lose 15% value for 2 turns. If less than a space is between them or all players are equally spaced this event does not occur. Earthquake effects all the corner pieces of the board, Go, In Jail, Free Parking, Go To Jail, any houses within one space of the corner space are destroyed. This event only occurs if a player is on a one space by a corner space, this can affect multiple corners at a time. Twister lasts three turns, the player closest to the railroad station has a twister blow in front of them, each time that player rolls the twister moves that many spaces in front of them, destroying any houses or hotels along the way. Players can only move if a twister is not within two spaces from them.