

HIGHER TECHNICAL INSTITUTE



COURSE IN COMPUTER STUDIES

DIPLOMA PROJECT
(Project Report)

COMPUTERIZED MONOPOLY GAME

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INTRODUCTION

In this project I have undertaken, I'm going to develop a computerized version of the well-known board game, MONOPOLY. As you might all know MONOPOLY is a board game that is played among teenagers and not only. But do you know anything about the history of this game? Let's see some things.

Charles B. Darrow was a sales rep for an engineering firm, when the stock markets crash of 1929 took place. Like thousands of Americans, he lost his job, and could only keep food on the table by doing small mechanical work for people, like fixing irons, and other small items. He even walked dogs, and began Making Jigsaw Puzzles, and other game inventions in his spare time. None of which ever made it anywhere.

However in 1934, his wife and him were expecting their second child, so he needed to do something to increase the income of the family.

So Mr. Darrow sat down and remembered when his wife and him took a trip to Atlantic City, a few years before the loss of his job. Remembering the city, the street names, and the whole image of Atlantic City so clearly in his mind, he decided to design a game after this city that he remembered so well.

He began drawing squares on a piece of tile, and adding colors to those squares with whatever paint he could find at the local hardware store. He then decided that he would let the players of this game be able to buy these streets, and own them. And in a sense own part of Atlantic City.

And he eventually came up with the game we all know as **Monopoly®**.

<http://members.aol.com/david16073/history.html>

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