

Create a Board Game

Personal Finance Group Project (50 pts)

Objective: You and your team members are to create a board game that emphasizes the importance of setting good personal finance habits. Your game should be similar to Monopoly or Life, but **NOT** the same.

Task: Create a game that includes the topics we covered during the semester. Please make sure to incorporate: budgeting, taxes, saving/banking, student loans, purchasing & maintaining a vehicle, renting or purchasing a home, insurance, and investing

Requirements:

1. Come up with a creative name for your board game that deals with personal finance.
2. You must create a board in which players can move pieces from start to finish. This board should be neat, colorful, interesting, and creative.
3. Decide how players will move around the board.
(Rolling dice, Spinning a wheel, Drawing an event card, etc.)
4. Come up with an objective for the game – What is the goal or how do you win?
Relate the objective to what you have learned about the importance of good personal finance habits.
5. Create a written set of rules for your game. Rules should be very specific. How do players move across the board, when do they draw event cards, why do they draw event cards, is there money involved in the game, do players have to pay off debt in order to win, etc.?
6. Create 25 event cards which players must draw periodically throughout the game. Determine when players will get these cards and what they must do with the cards, make sure to place these instructions in the rules.
These cards should be events like the card we made the other day in class.
(Ex. Any time a player lands on 'Take a Chance' they must pick a chance card complete the action on the card)
7. Pick at least two of the following items and incorporate them into your game:
 - a. Decide how players will obtain money or payment for specific items. Also decide if players will have to buy anything or sell anything, along with when and how.
 - b. Decide if players will be given employment status during the game and if this will influence the amount of money they receive. If so how often will they receive this as income?
 - c. Decide if players will have to pay off debt that they have accumulated. This should be clearly stated in the rules. Ex. Borrow money at the beginning of the game to get a higher paying job Or buy a house during the game.
 - d. Decide if at any point in the game players must pay each other for things.
Ex. Pay the person whose job title is 'doctor' \$20 for their services when you were sick with the flu.