

# Assessment 4: Requirements Changes

## Scenario 1: University Domination

1) Modify the game so that there are two types of gang member: undergraduates and postgraduates. They must differ somehow, e.g., in terms of their strength (in combat), the distance, or speed with which they can move etc. The rules must be modified to accommodate each player having some number of each type of gang member. You may place reasonable constraints on how the different types of gang members may be played (for example, you may want to assume that territories may only be occupied by one type of gang member).

2) Add a feature so that a player may acquire *punishment cards*. During a player's turn, a punishment card may be deployed, which penalises (in some way) one or more other players. You should have at least three different types of punishment cards, and at least one of them should attempt to make the instructors laugh.