

PROJECT-PLAN

(free adaptation from "Monopoly")

- **GOAL OF THE GAME:**

- The goal of the game is to achieve the highest possible profit, renting, buying and selling the projects located around the game plan, until becoming the richest Project Manager (PM) and, possibly, the MONOPOLIST. Starting from the "Go!" cell, every PM moves his/her token on the game plan according to the throws of the dice.
- When the token is on a project/certification cell not yet owned/assigned, PM can asks to the Financial Control (FICO) to assign it to him/her, paying the price shown on the relative cell, otherwise the project will be put in auction and sold to the best offerer.
- The project's owner will enjoy the related income for its outsourcing that every PM that stops on such cell must pay to him/her.
- Incomes will increase by the number of FTE (Full Time Equivalent) participating to the project, increasing the quality of released deliverables (till the maximum number of 5). Thus, it is suggestible to allocate the greatest FTE number on each of the managed projects.
- In order to dispose of the greatest possible amount of budget to spend and speed up the number of people allocation on the project, it is possible to obtain budget extensions from the FICO on managed projects and certification schemes.
- When the PM will arrive on "Chance" or "Project Chest" cells, he/she must take a card from the relative card pack, and properly follow the contained instructions.
- During the game, a PM can also be in "Waiting for Allocation" (WFA) state and exit by paying a certain amount of money or after acquiring the needed skills for being allocated on new projects.

RULES OF THE GAME

(FROM 2 UP TO 6 PLAYERS, ALSO 7 WHEN WHO ACTS AS THE FICO + PROJECT PLANNING DOES NOT PARTICIPATE TO THE GAME)

- **Equipment:**

- The game includes a game plan with 40 cells showing projects, Project Management certifications, stops, penalties and bonus. Players will move on these celled by their tokens. Two dice will be used for calculate the movements on the game plan. In order to establish the amount of resources for a project, there are 32 FTE (green colour) and 12 teams including a Quality Manager (red colour); in order to establish the outsourcing value and budget extensions, there is a contract for each project and certification available and banknotes of different denominations.

- **Preparation:**

- Opening the game plan, it is possible to allocate the "Chances" and "Project Chests" card packs in the proper space, on their reverse side.
- Each player is identified by a token and receives a symbolic asset of 9 banknotes of 1.000€, 9 of 100€, 10 of 10€ and one or more banknotes of 5.000€ according to the following table:

No. Players	Money to distribute (overall)	Banknotes of 50.000€ to distribute	No. Projects/Certifications cards to distribute
2	35.000€	5	7
3	30.000€	4	6
4	25.000€	3	5
5	20.000€	2	4
6	15.000€	1	3

- **Start of the Game:**
 - All players will throw the dice and who obtains the greater number will start the game. Moving from the "GO!" cell, that player throws again the dice, moving his/her token clockwise of the same number of cells obtained with the dice. Then, the player on his/her left will continue and so on.
 - More tokens can stop on the same cell.
 - Several possibilities when stopping on a cell: to become Project Manager for such project or to pay the outsourcing fee to the PM managing such project; or to pay fees or to keep from the "Chance" – "Project Chests" card packs or to finish in Waiting for Allocation (WFA). Only a stop on the "Vacation" cell has no consequences.
 - When throwing the dice, a player obtains a "double number" (two dice with the same number), he/she can throw them again. If the "double number" is obtained three times in a row, the player will go in WFA.

- **Budget Increase:**
 - Each time a player crosses the "Go!" cell, FICO provides a project budget increase of 2000€.

- **Stop on a "free" project:**
 - When a PM stops on a "free" project (on which there is again an offer to prepare and send to potential clients) or a certification not yet achieved, he/she has the right to obtain it, paying the relative value shown on the card and on the game plan. After buying it, the PM will obtain the project/certification card, to visibly put in front of him/herself. Otherwise, the project/certification remains to be assigned.

- **Stop on a "started" project:**
 - When a PM stops on a project/certification cell where the offer has yet been accepted by the clients, moving from the Bid to the Delivery phase, he/she must pay a fee for temporarily participating in such Project Team. Such fee must not be paid if the project does not respect the profitability forecasts (% mark-up).

- **Advantages for appointed Project Managers:**
 - An appointed PM can achieve an advantage from managing a whole projects' group (having the same colour) or from owning all the Project Management certifications available. In such case, the other PMs passing on these cells will pay the double of the fee shown on such cards/cells.
 - When a PM has all the cards for a certain projects' group, he/she can start to request FTEs to allocate on the project, till the completion of the Team, optimizing the delivery. Therefore, the advantage will be to establish and obtain fees more and more higher.

- **Stops on the "Change" or "Project Chests" cells**
 - If a PM stops on these cells, he/she will take the first card from the top of the relative card pack and, after executing what required, will put that card on the bottom of the pack.
 - Only the 2 cards about "Exit from WFA for free" will be hold until they will be used by the PM or who bought them. After their usage, they are put also on the bottom of the pack.

- **Stops on the "Vacation" cell:**
 - When the PM stops on the "Vacation" cell, he/she stops there without doing nothing, till next dice throw.

- **Project Planning and Financial Control (FICO) departments:**
 - Project Planning must be a department that possibly allow to the Organization to take the highest profit as possible from the assigned projects, by the allocation of highly qualified human resources fitting with the projects' exigencies.

- FICO assigns budget increments and bonuses, it cashes fines and penalties, it assigns projects and make valid PM certifications on skills, it allows further budget extensions for those projects with some economic difficulties during their life. In every moment, it can decide to cancel a project, assigning half of the original contract value.
- **WFA – Waiting for Allocation:**
 - A PM is in WFA in the following cases: **1)** if the token arrives on the “Waiting for Allocation” cell (the one between the yellow and green cells); **2)** if he/she keeps a card asking to go in WFA from the “Chance” or “Project Chests” packs. Who go in WFA, does not cross the “Go!” cell and therefore must not receive the 2.000€ budget increase.
 - If a PM arrives on the WFA cell (the one between the brown and red cells), he/she will stay only a turn in transit and will continue to play next hand.
 - It is possible to exit from WFA in the following cases: **1)** paying 500€ for training and re-qualification courses for the PM or a people of his/her project team, before throwing the dice; **2)** obtaining “double dice” without having paid such fee and moving the token of the same number of points obtained by the dice; **3)** using or buying from another PM the “Chance” or “Project Chest” card asking to exit from WFA. After the third hand from his/her entrance in WFA, the PM is anyway obliged to exit, paying anyway a 500€ penalty, even if not obtained “double dice”.
 - While in WFA, a PM can anyway manage his/her project, acquiring or selling, cashing fees for allocation of his/her FTE and completing the composition of the project team.
- **FTE and Quality Manager:**
 - The appointment of FTE is reserved only to the Project Planning department. A PM can compose a complete Team only when he/she manage yet all the project of a same group (colour). Inclusion of FTE in projects must be proportional to the projects of a certain group. An example: it is not possible to allocate 2 FTE on a project when the other projects do not have neither 1 FTE allocated on them. So, if a PM acquires 6 FTE and the project group is composed by 3 projects, each project must receive 2 FTE. The maximum number of FTE per project is 4. Prices for obtaining a FTE are shown in each project card.
 - When reached 5 FTE per project, it is possible to add a further resource to each project, that’s the Quality Manager, that will allow to obtain a greater profitability by the optimization of deliverables (i.e. reducing the number of defects, planning for reuse, ...)
- **Shortage of FTE to allocate on projects:**
 - It during the game, Project Planning remains without FTE to allocate, PMs must wait that another PM will let some FTE free. If available FTE are few and 2 or more PM are making a request for them, they will be assigned to the best offer, that’s the project that – according to the greater forecasted profitability – can offer a greater amount of money.
- **Project sale:**
 - Project without allocated FTE and certifications can be sold within the organization from a PM to another one at the best offer received. Therefore a project cannot be sold if on it or on another project of the same group (colour) there are yet allocated FTE, even if they will be unallocated and newly available to the Project Planning department.
- **Budget extensions:**
 - Only FICO can allow further budget extensions in order to grant the positive ending of a project. The value for such extensions is equal to half of the original project value shown on the top of the project cards.
 - When the moment of difficulty has passed, a PM will return this value to FICO with an addition of 10%.
 - When a PM wants to sell a project to another PM, the acquirer must pay this 10% to FICO; at the same time the PM can ransom the cost for the budget extension, paying the value to

- FICO; otherwise if he/she want to pay only the 10% (without ransom), when will ransom it, he/she must pay both the value of the budget extension plus (newly) the 10% addition.
- It is possible to request a budget extension only if all the projects' group has no allocated FTE. Otherwise, those FTE will be considered able for re-allocations and FICO will assign budget credits to the PM for half of their selling value.
 - The projects on which a budget extension is required, cannot allocate FTE.
- **Ending of the game:**
 - The game will go on till the last but one PM has no more budget for managing projects.
 - It is also possible a more rapid conclusion, establishing a deadline for the game and calculating the overall value of budget, incomes, projects, FTE and allocated Quality Managers for each player. The winner will be the PM achieving the greater profitability.
 - **Other issues:**
 - If a PM does not own enough banknotes for paying his/her creditor(s), it is possible to pay in a mixture form (partly money, partly projects without allocated FTE). Projects will be evaluated at the price that the creditor will want to pay. Whether the price will be recognized not fair by the debtor, he/she can sell in an auction his/her projects to the other PM choosing the best offer.
 - It is not allowed to:
 - claim credits from another PM when the following player yet thrown the dice
 - help other PM in managing their projects
 - loan money or make donations to other PM

For any doubt, information or suggestion, proposal for new cards to add to the current sets, please contact me @ luigi.buglione@computer.org