



## **Greedom The King's Estate: A Digital board game on energy**

### **About the game**

In present times, India suffers from the ever increasing demand for electricity and water. Existing garbage dumps are coming closer to exceeding their limits as tons of garbage is disposed-off every day. Therefore, families living in the peripheries of big cities are struggling to gain access to what is required for their everyday existence. However, equipped with the modern education and technological knowhow, today's generation has the utmost ability and potential to bring about a change in the society. Considering the aggravating problems with respect to improper waste and water management and energy usage and the facilities provided to this generation, a digital game is developed to (a) create awareness (b) promote use of alternative sources of energy by playing and doing (c) make students think about cost minimization (d) inculcate good habits to learn have a balanced life style and (e) to learn have a basic financial intelligence.

This digital game is developed in the form of Monopoly where players roll two perfect dice to move around with the option of buying and trading properties (Home, Office, Hotel and Resort) and provides various messages on energy efficiency, water and waste management. Players not only gets a chance to collect rent from their opponents, but also upgrade their property to increase its rental and resale value with the goal being to drive them into bankruptcy . Money can also be gained or lost through banks; players can end up in jail if they have a penalty or may have to pay a visit to hospital in case of negligence. The game will have a specific set of rules which will be mentioned. Monopoly has become a part of international popular culture playing in more than 103 countries.

Hope you like this game!