War of the Ring 2.0

Abstract: *War of the Ring* was developed originally by Simulations Publications Inc. (SPI) in the late 1970's in response to the wild popularity of J.R.R. Tolkien's books. It uses a traditional wargame hexagon map to depict all of middle earth, and allows both Frodo's quest to destroy the ring, and the large scale military conflicts, to be depicted simultaneously.

Pros: the application domain is relatively well-defined, since the board game has detailed rules. War of the Ring would benefit extremely from computer implementation, since it is so large and complex that it is hard to manage the physical pieces and remember all the rules.

Cons: Not everyone likes games, or Hobbits. I have an implementation, written in Unicon, by a previous single-semester software engineering class.

Why We Ought to Do It:

War of the Ring is a lavish and detailed board game simulation of the finest fictional universe ever devised. Its designers, inspired by dungeons and dragons, partially managed to incorporate the meaningful actions of individual heroes, small groups, and leaders into a game that is really about a world-wide conflict between thousands of intelligent souls from several races. As a game design, it was almost too big to handle manually, and begs for computerization.