

## CIT102 Project: Animal Safari Project

### Instructions

Game play: Players take turns rolling the die and moving their playing piece the number of spaces indicated on the die.

Landing on a compass space: If a player lands on a compass space, they must follow the directions given. For example, if the player lands on a "move forward 2 spaces" space, they must move their playing piece forward 2 spaces.

Landing on a binoculars space: If a player lands on a binoculars space, they must draw one or two cards from the deck of animal cards. Get either one or two animals.

Winning the game: The first player to collect five animal cards and reach the finish space wins the game.



## **Game Play**

Player 1 roles dice

Player 1 moves \_\_ spaces forward

If player 1 lands on compass space then

Player 1 moves \_\_ spaces forward/backwards

Else if player 1 lands on binoculars space then

Player 1 draws 2 cards from the deck of animal cards

Player 2 roles dice

Player 2 moves \_\_\_\_ spaces forward

If player 2 lands on compass space then

Player 2 moves \_\_ spaces forward/backwards

Else if player 2 lands on binoculars space then

Player 2 draws 2 cards from the deck of animal cards

If player lands on space 100 & has less than 5 animal cards then

Player moves back to space 50

If player lands on space 100 & has 5 animal cards then

Player wins Game

## Pseudocode

Start

compass\_spaces[9] = {12, 17, 35, 51, 56, 71, 76, 91, 97}

binoculars\_spaces[9] = {8, 13, 31, 47, 52, 67, 72, 87, 93}

Do

Player 1 roles dice

Player 1 moves \_\_ spaces forward

For i = 0 To 8:

If player 1 lands on compass\_spaces[i] then

Player 1 picks compass card

Player 1 moves \_\_ spaces forward/backwards

OR

Player 1 steals/gives \_\_ animal cards to player 2

Else if player 1 lands on binoculars\_spaces[i] then

Player 1 picks binocular card

Player 1 draws \_\_ cards from the deck of animal cards

Endif

EndFor

If Player 1 lands on space 100 & has < 5 animal cards then

Player 1 moves back to space 50

Endif

Output Updated Board & Show Player Positions

Player 2 roles dice

Player 2 moves \_\_ spaces forward

For i = 0 To 8:

If player 2 lands on compass\_spaces[i] then

Player 2 picks compass card

Player 2 moves \_\_ spaces forward/backwards

OR

Player 2 steals/gives \_\_ animal cards to player 1

Else if player 2 lands on binoculars\_spaces[i] then

Player 2 picks binocular card

Player 2 draws \_\_ cards from the deck of animal cards

Endif  
EndFor

Output Updated Board & Show Player Positions

If Player 2 lands on space 100 & has < 5 animal cards then  
    Player 2 moves back to space 50  
Endif

Until (player lands on space 100 & has 5 animal cards)

If Player 1 lands on space 100 & has 5 animal cards then  
    Player 1 wins game  
    Output Player 1 Animal Cards  
    Player 2 loses game  
    Output Player 2 Animal Cards

Else If Player 2 lands on space 100 & has 5 animal cards then  
    Player 2 wins game  
    Output Player 2 Animal Cards  
    Player 1 loses game  
    Output Player 1 Animal Cards

Endif

Stop