Project Proposal
(Group 14)

The purpose of the project is to create a working version of the board game Ludo.

Ludo is a strategy board game for two to four players, in which the players race their four tokens from start to finish according to the rolls of a single die.

The program is going to start by asking the user for the number of players.

The classes are: Class
1. Board - Prints the board and responsible for moving tokens
2. Dice - rolls the dice using random
3. Token - Responsible for aspects of token like color.
4. User
5. Driver - the driver class runs the game and contains the main method.