Game of the Goose

The goal of this project is to generate the trace of a Game of the Goose with a certain number of gamers (chosen by the user) playing on a board.

This document explicits how to use the executable, and how to create new boards.

Basic use

To play to this game, just open a terminal in the directory of the JAR file, make sure it is executable and start the game:

```
$ ./gameofgoose.jar
```

The game will start and ask you:

- The number of gamers (at least 2)

- The name of all the gamers

Then the trace of the game will be displayed.

Advanced use (with a custom board)

The default board used by the program is those of the original Game of Goose edited in XVI-th Century. But you can chose to use a custom board, with another number of cells and other places for the special cells (or no special cells at all!).

To start a game with a custom board, just run the JAR with the file configuration path in an argument:

```
$ ./gameofgoose.jar /home/user/path/of/the/config/file
```

The file set in argument will create the custom board described by the file instead of the default board.

Create new custom boards

You can create your own custom board really easily, as far as it is just a plain text file describing the board.

For instance, here is the content of a file describing the default board:

NUMBER_CELLS *63*

GOOSE *9 18 27 36 45 54*

TRAP *31 52*

WAIT *19:2*

TELEPORT *6:12 42:30 58:1*

The syntax is really simple:

Command	Argument(s)
NUMBER_CELLS	The total number of cells, excluding the start cell (at least 12 to be playable). **This command must be the first in the board's configuration file.**
GOOSE	The position of the Goose cells, separated by a space. A player who reaches this cell can move again from the number indicated by the dice.
TRAP	The position of the Trap cells, separated by a space. A player who reaches this cell can't move any more, and must wait that another player reaches the same cell to be able to move again.
WAIT	A set of "*position*:*time*", separated by a space. A player who reaches this kind of cell must wait *time* tours before being able to play.
TELEPORT	A set of "*position*:*newposition*", separated by a space. A player who reaches this kind of cell is teleported to the cell *newposition*.

Except the NUMBER_CELL command, all the other commands are optional. That means that you could create a board without any special cells.