

**15-112 (2017)**

## **Final Project Proposal**

- **Project Description:**

I will be making a board game called 'Ludo'. A ludo is a game where the player rolls his/her dice and move the pieces accordingly. Objective of the game is to move all the pieces home before the other player using a track that has 52 spaces. The game starts when a player scores a six on the dice. A player can capture an opponent's pawn anytime one lands on the top of the opponent's pawn, which goes back to the starting point. You can check out the rules [here](#).

- **Libraries:**

I'll be making use of the PyGame and Tkinter libraries mostly, and possibly some other ones to aid me in certain tasks.

- **User Interface:**

- A menu screen with 1 to 4 player options.
- The playing screen with the board.
- The player(s) will use the mouse to move their pieces and roll a dice.

- **Features to implement by first deadline:**

- I will have made a visual interface for the Menu and playing screen of the game and allow multiple users to play.

**Other Features: -**

- As ludo needs even number of players so if there are odd number of players, computer (AI) will play as the other player.

**Wow Factor:-**

- The graphics is supposed to be good and the game is supposed to be user friendly.