**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.
* **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.