A concurrent Ludu game for playing the game between 2 players (same LAN) using socket programming.

Framework: Opengl
Language: C++
IDE: Xcode

DiceLuduGame ⟩ My Mac   Running DiceLuduGame : DiceLuduGame   ⚠ 181

GameSimulator.cpp   Clientfunc.hpp   Gam   GameSimulator.cpp   GameHelperObject...

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      Backend.hpp
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      Friend.cpp
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  ▶ Products
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      libglfw.3.3.dylib
      libGLEW.2.1.0.dylib
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```cpp
100  class Player
101  private:
102      unsigned
103      Position
104      vector< T
105      bool isHo
106      string us
107      int playe
108      bool play
109      //player
110
111  public:
112      int posin
113      int statu
114      Colors co
115
116      Player();
117      Player(un
118      Player(Po
119      void setP
120      void setC
121      void setT
122      unsigned
123      void init
```

DICE GAME

Your Turn
thread cond1
main

ge:Start_game
mit|numofplayers:2|listofplayers:amit;sajib

Auto ◇   Filter   All Output ◇   Filter