

Assignment 2

Igel Ärgern Game

Game Initialization

- The game includes 2-6 players.
- Each player can choose a different colour (e.g., RED, BLU, GREEN, YELLOW, PINK, ORANGE).



Game Initialization

- Each player has 4 tokens of the chosen colour.



Game Initialization

- The game also includes a board (6x9 squares) and a dice.
- Squares can be normal squares or obstacle squares (in black).
- There is one obstacle square for each row.



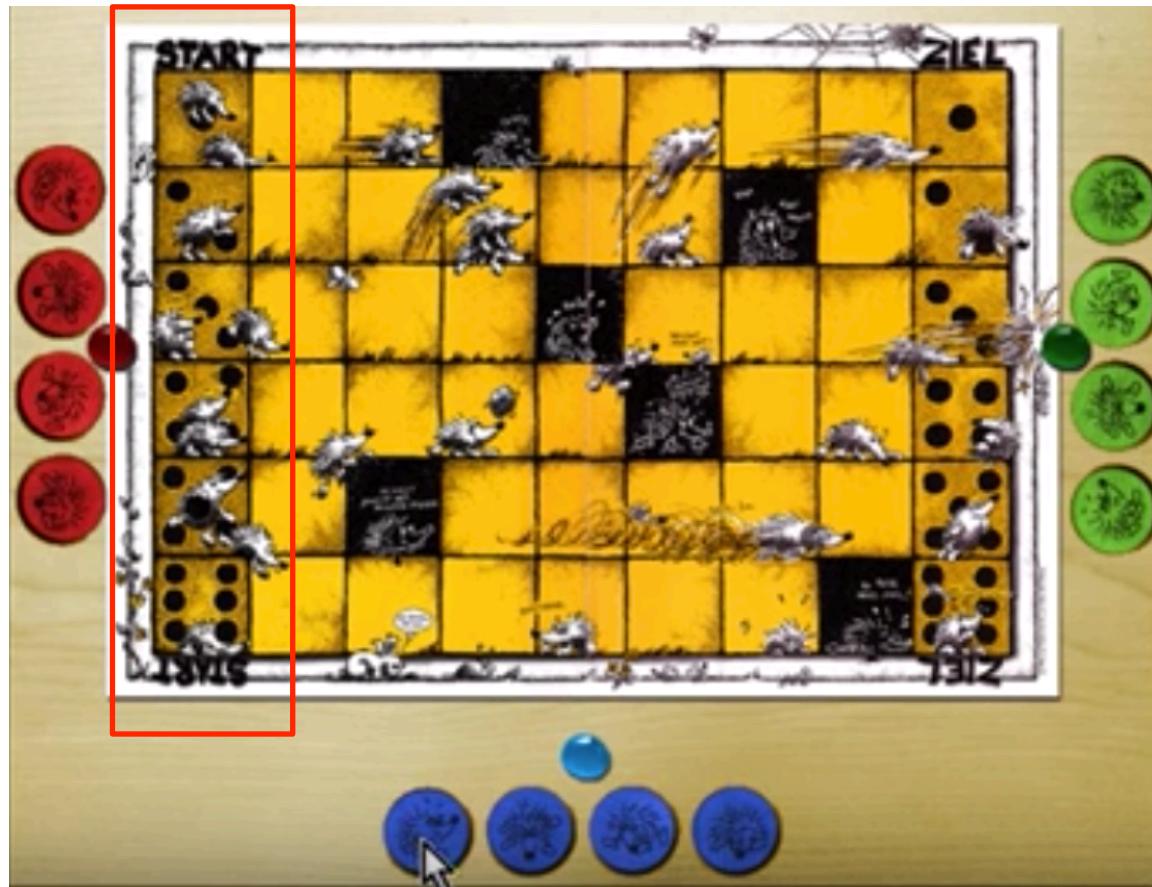
Goal

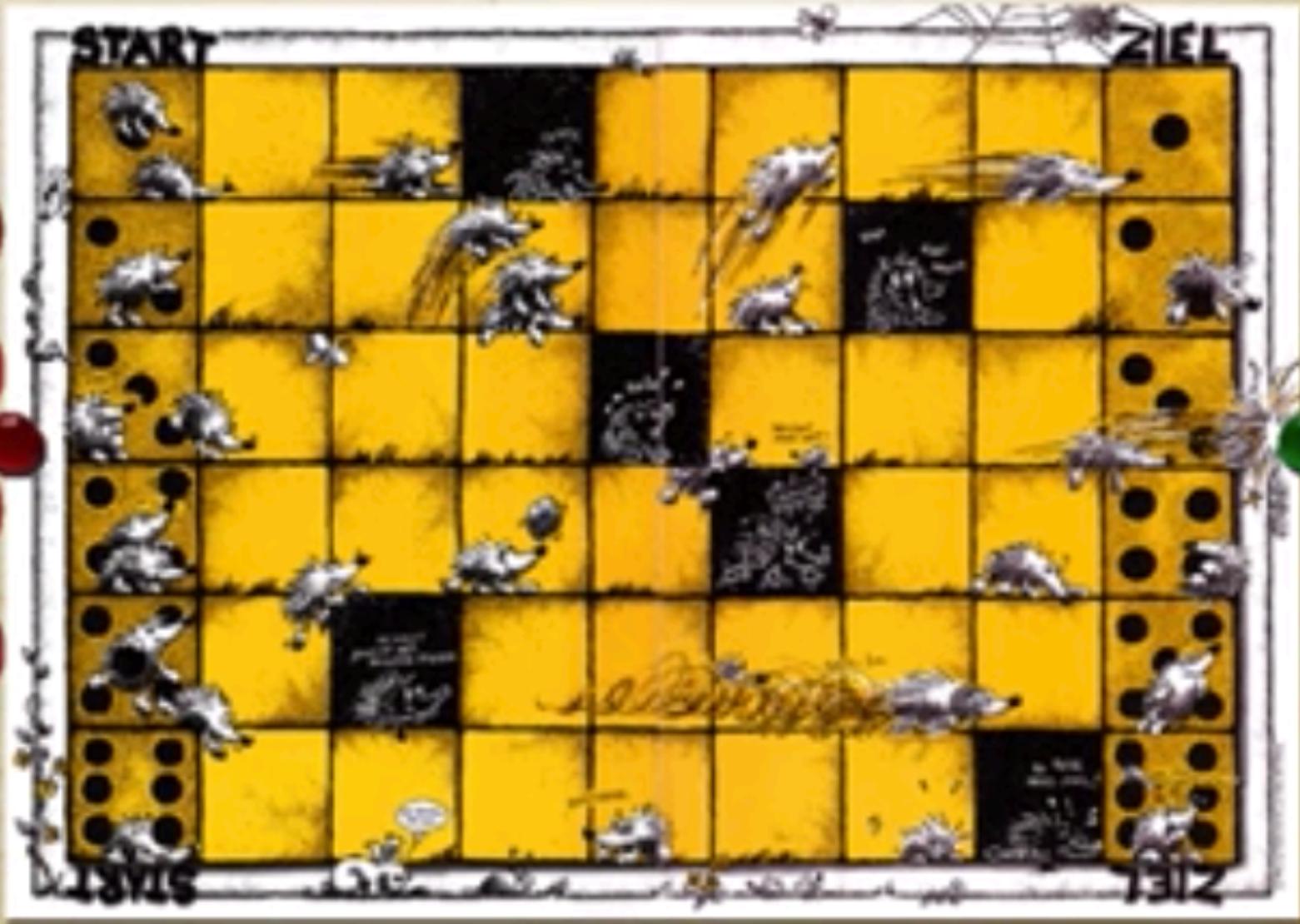
- Be the first player who moves 3 tokens of his/her colour to the rightmost column of the board.

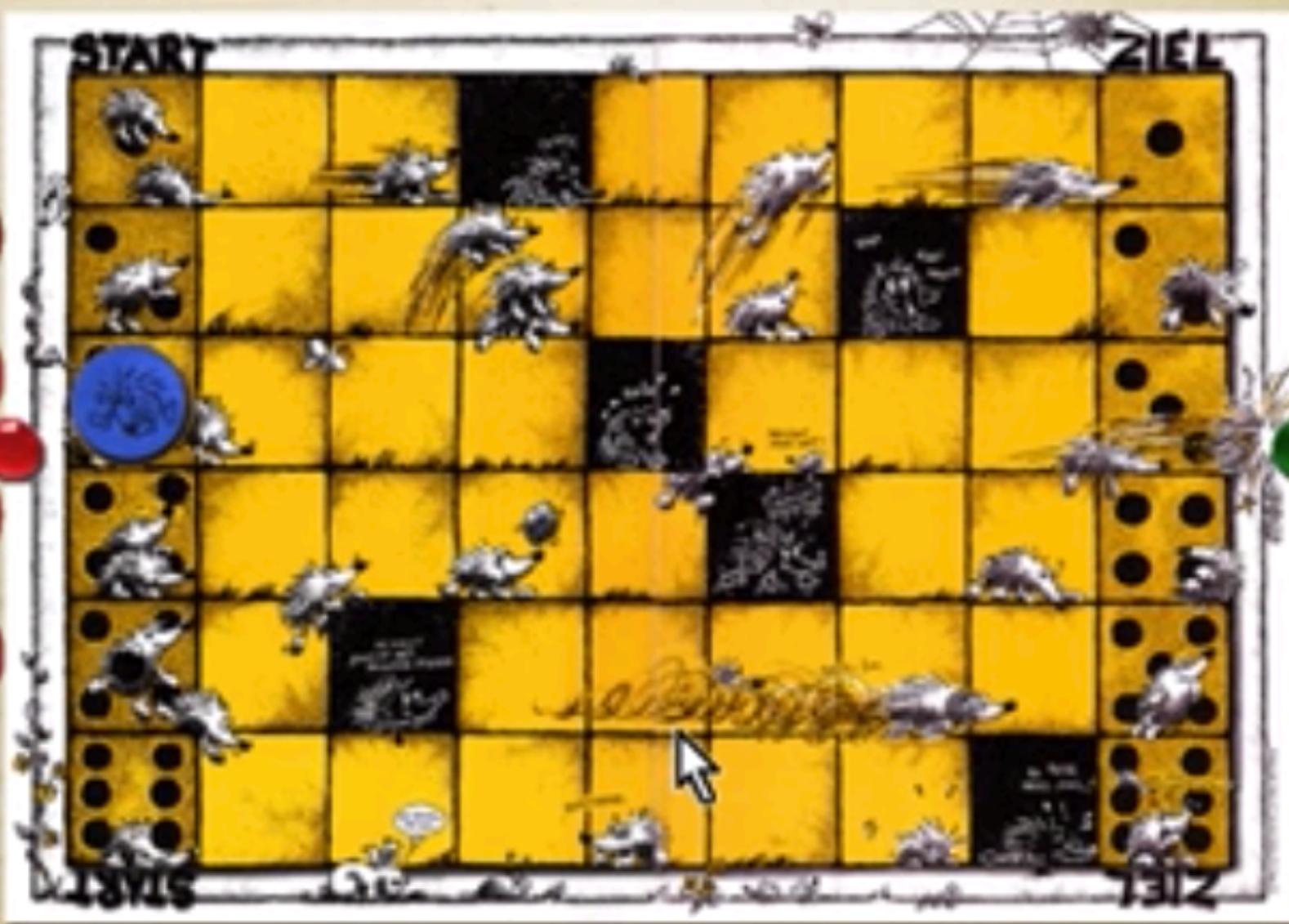


Game Start

- Each player in turn moves one token in the leftmost column of the board

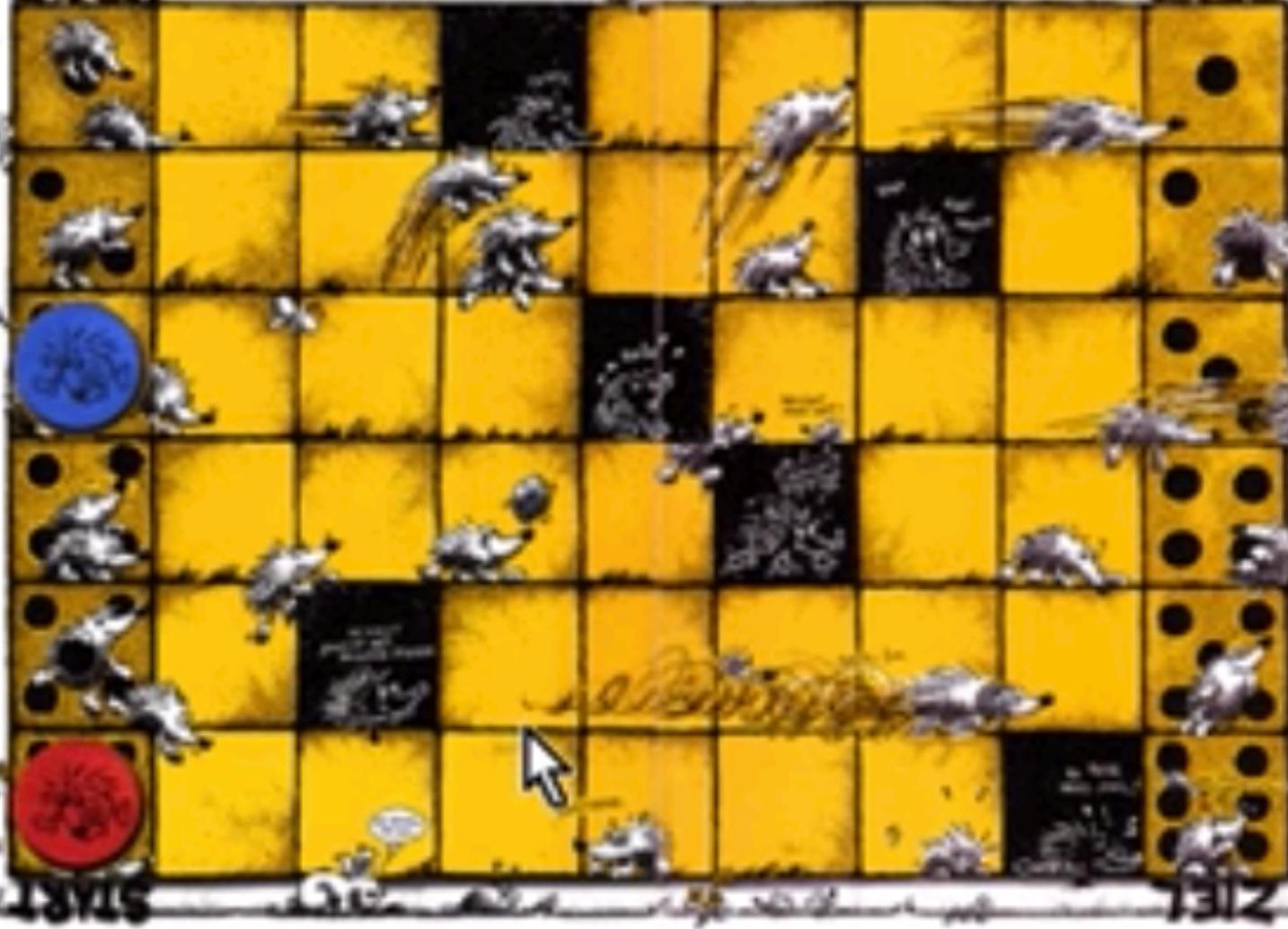






START

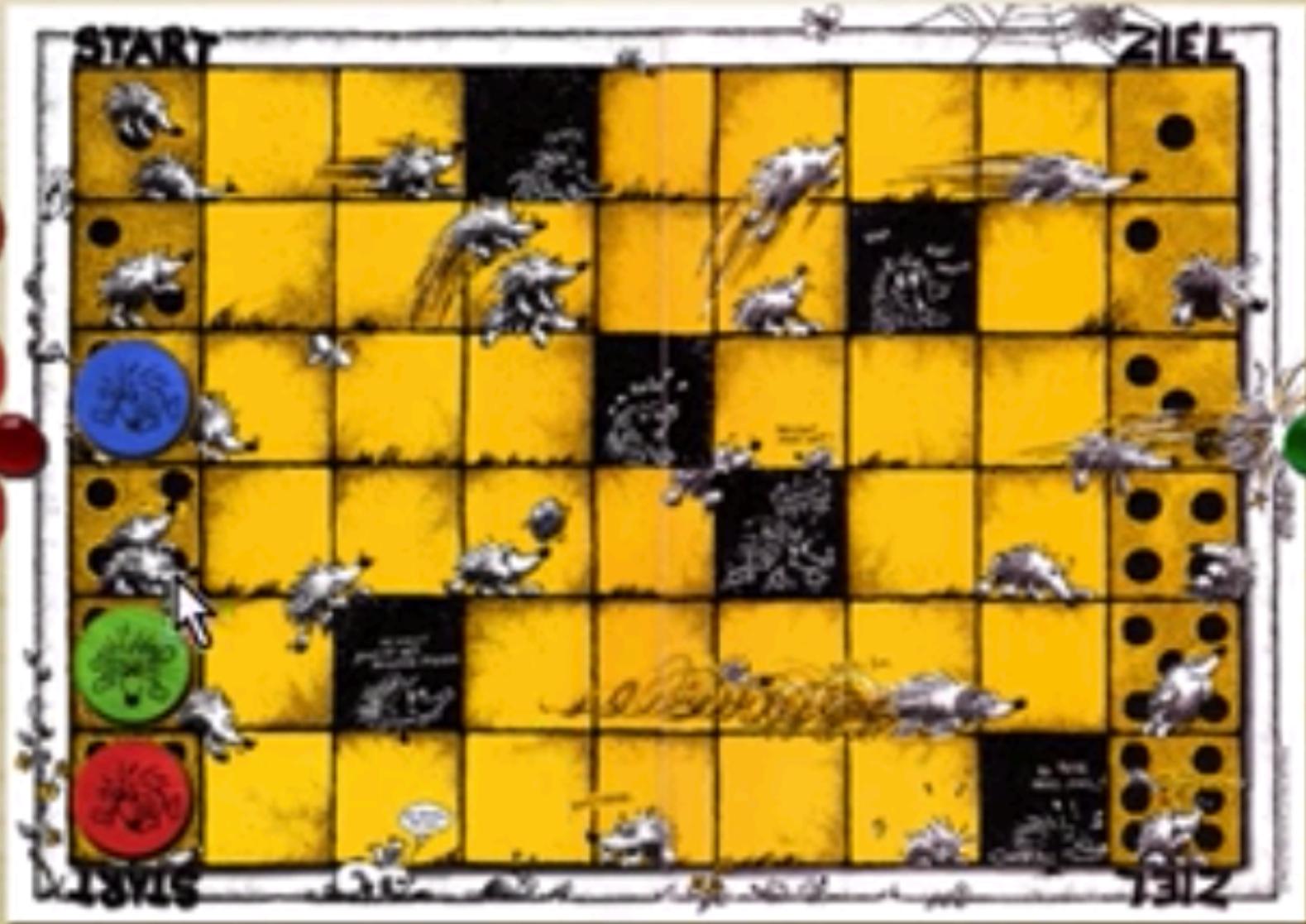
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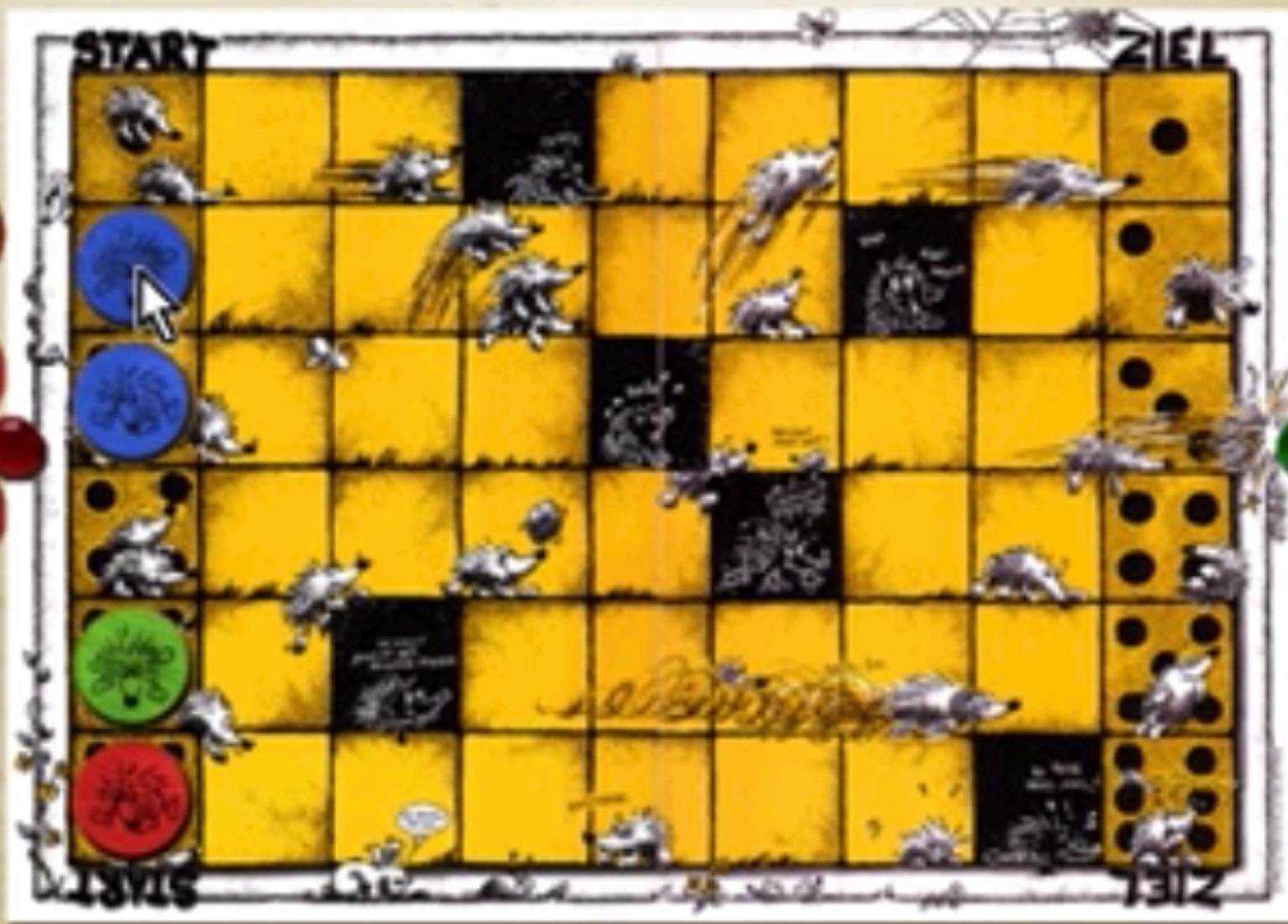


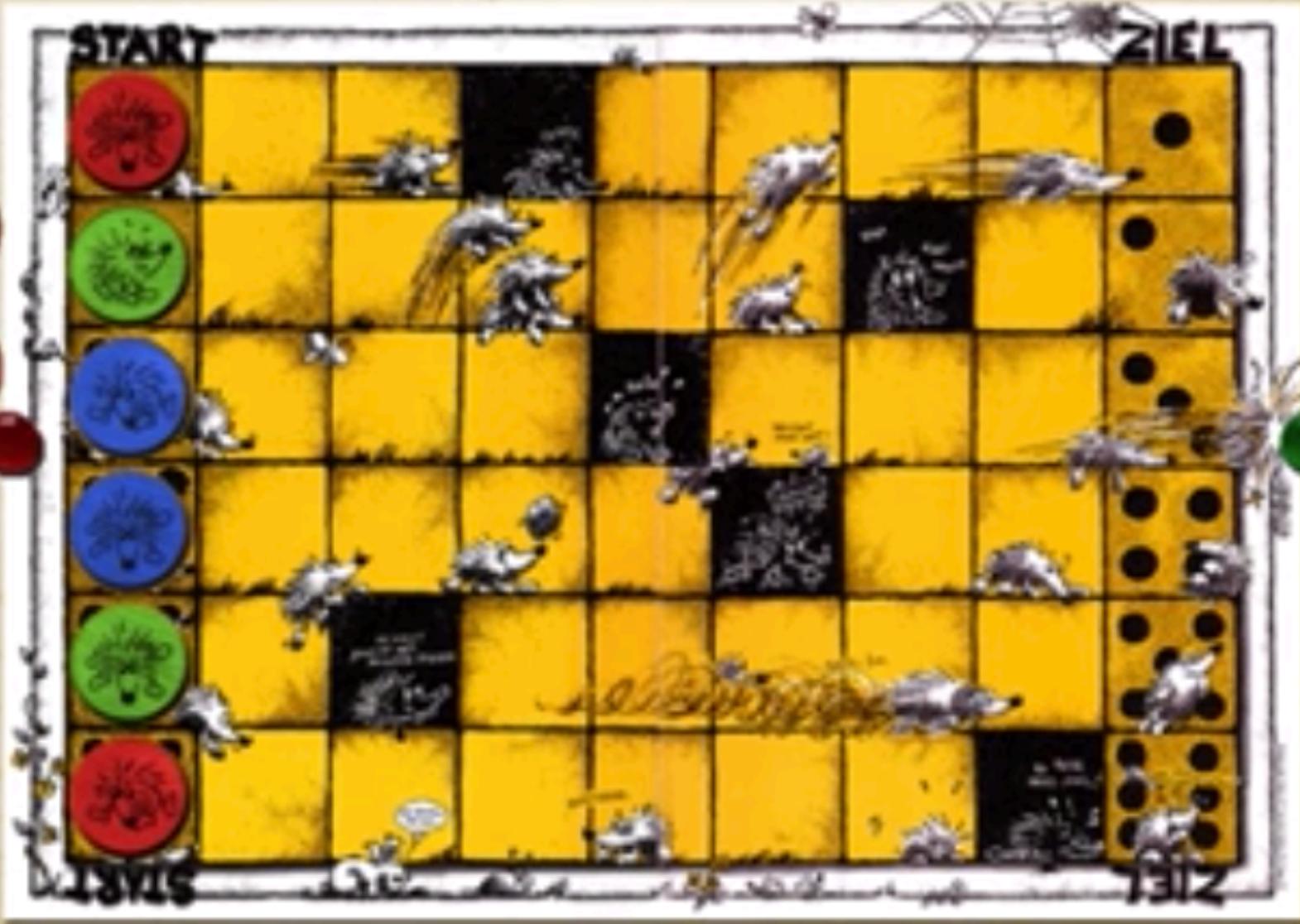
START

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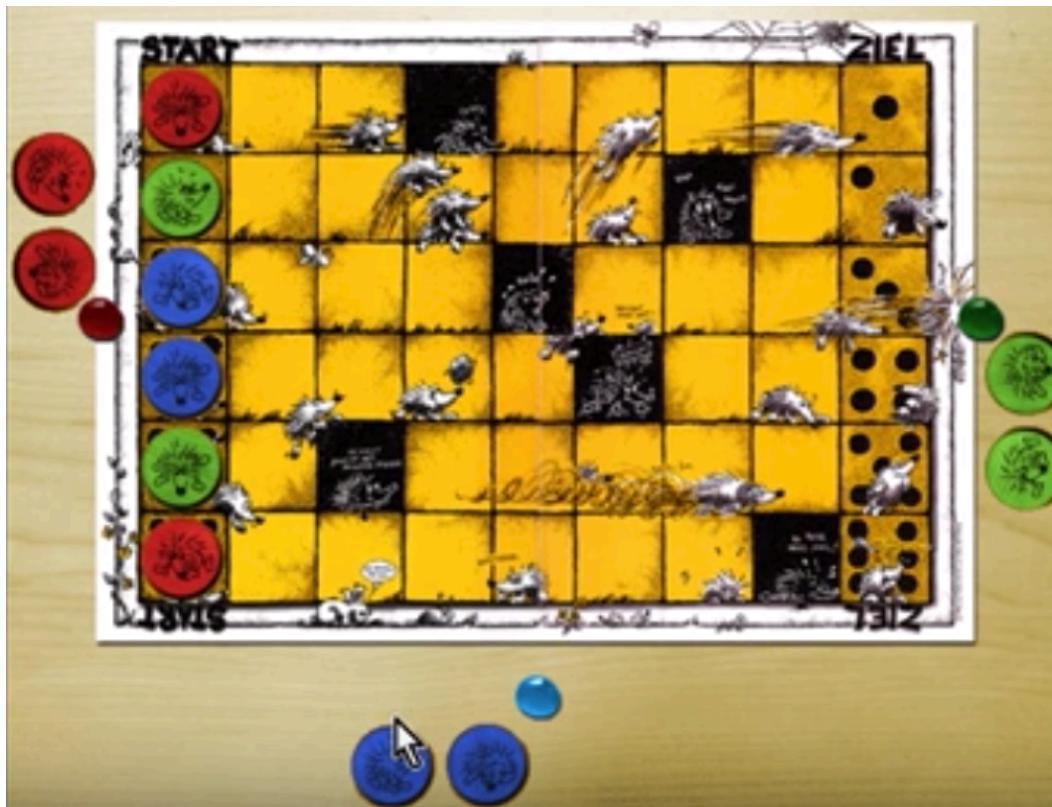






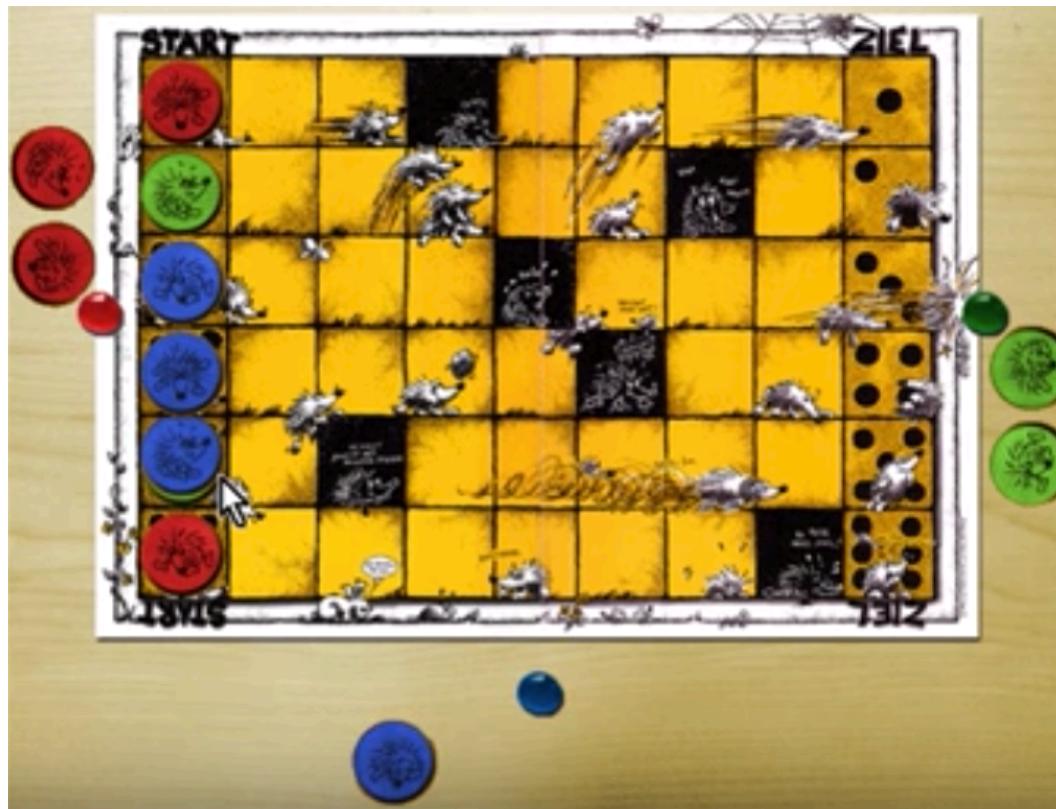
Game Start

- When all the squares in the first column are occupied, tokens are staked on top of another.
- A token should be placed first on top of one of the smallest stacks.
- A player cannot stack a token on top of his/her token.



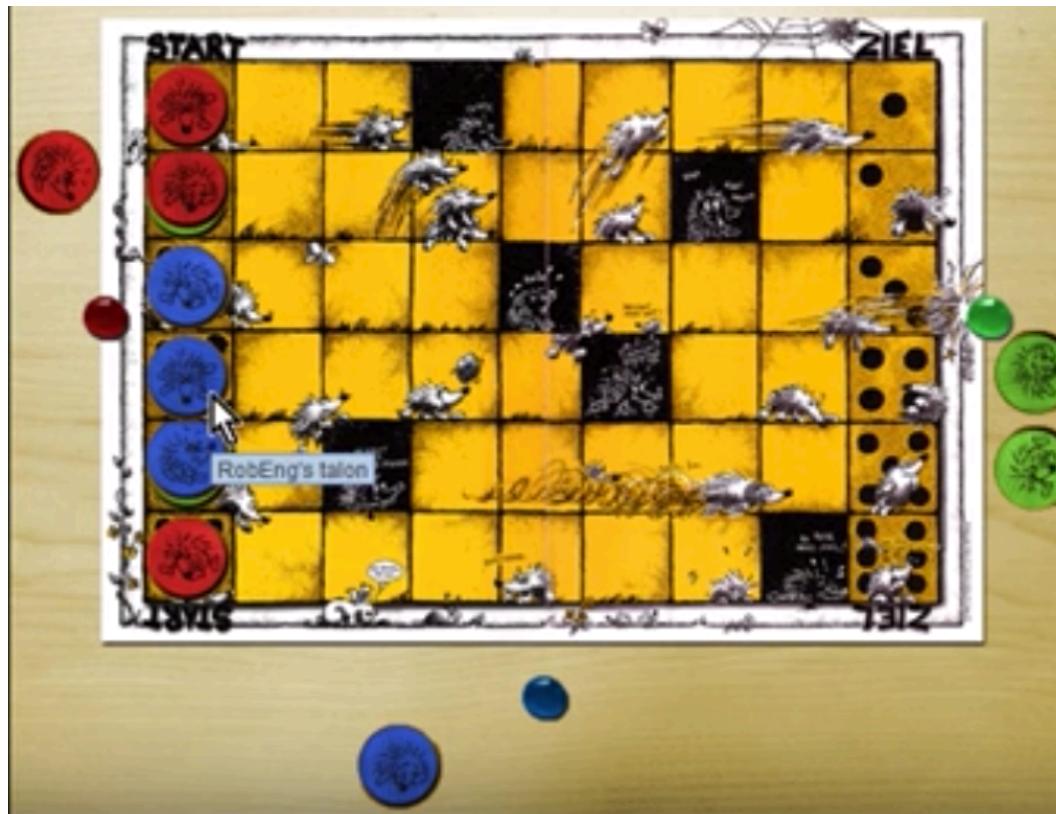
Game Start

- A blu token is moved to row 5



Game Start

- A red token is moved to row 2



Game Start

- A green token is moved to row 3



Game Start

- A blu token is moved to row 6



Game Start

- A red token is moved to row 4



Game Start

- A green token is placed in row 1



Game Start

- Then each player in turn should:
 1. Roll the dice
 2. Optionally move one of his/her tokens up or down of 1 step
 3. Move forward one of the token at the row indicated by the dice



1) Roll the Dice

- The number is 4



2) Move Up or Down One of Your Tokens

- The blu player decides to move up his/her token in position [5,1]



2) Move Up or Down One of Your Tokens



Move Forward

- One of the tokens in row 4 should be moved

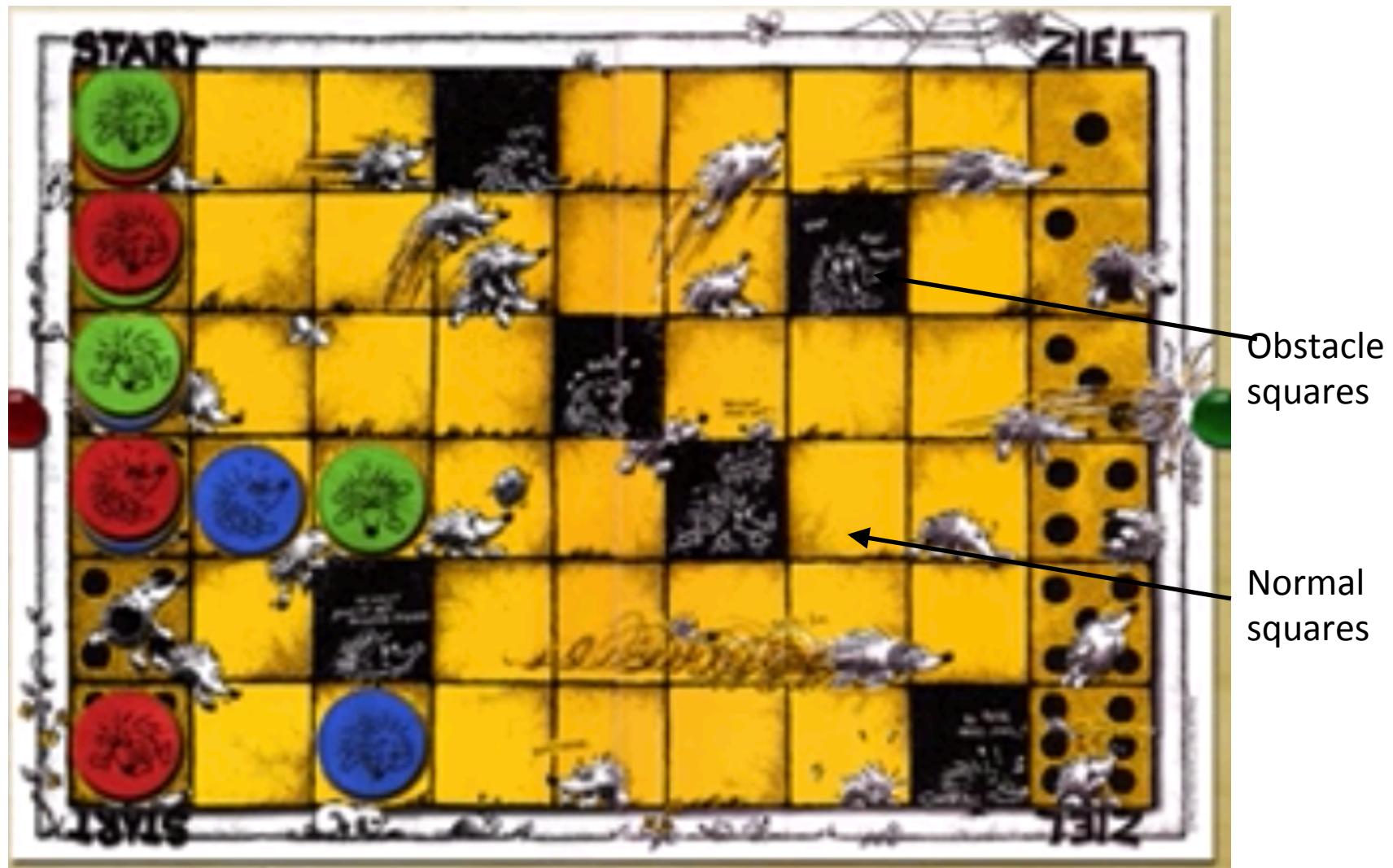


Move Forward

- Player 1 moves forward of one step the blue tokem on row 4

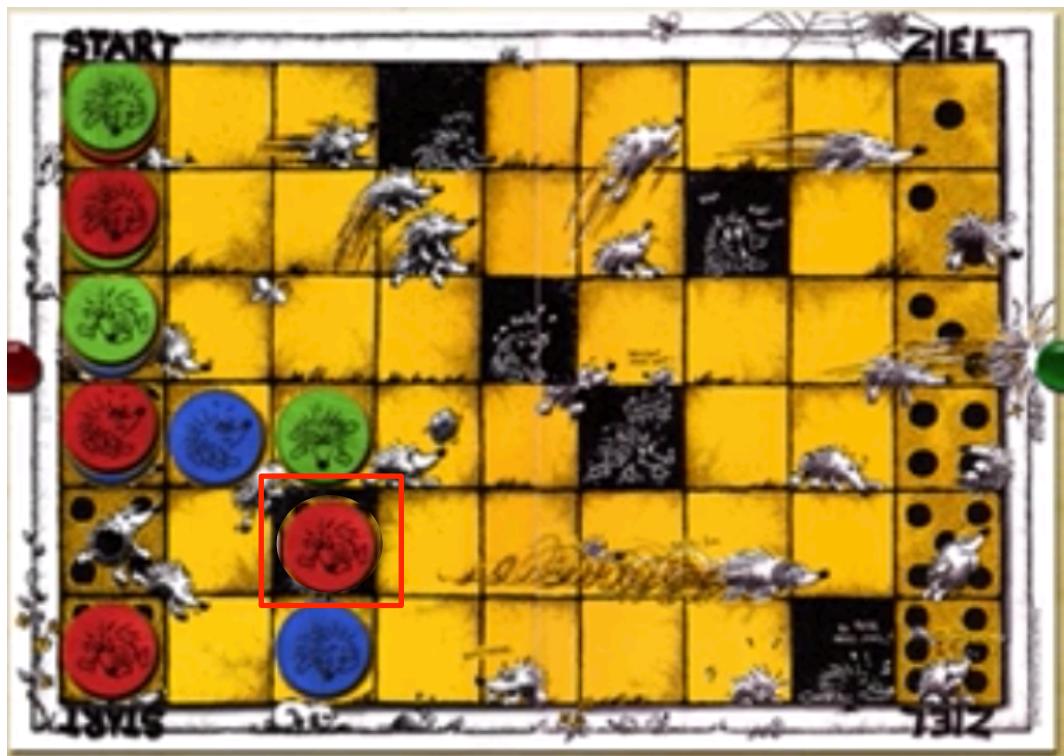


Squares Type



Obstacle Squares

- Obstacle squares block token movements. No token in that cell can move until there is another token in a column behind the obstacle square, in any row.



If a token is in obstacle square (5,3), the token cannot be moved until there are tokens in columns 1 and 2.