

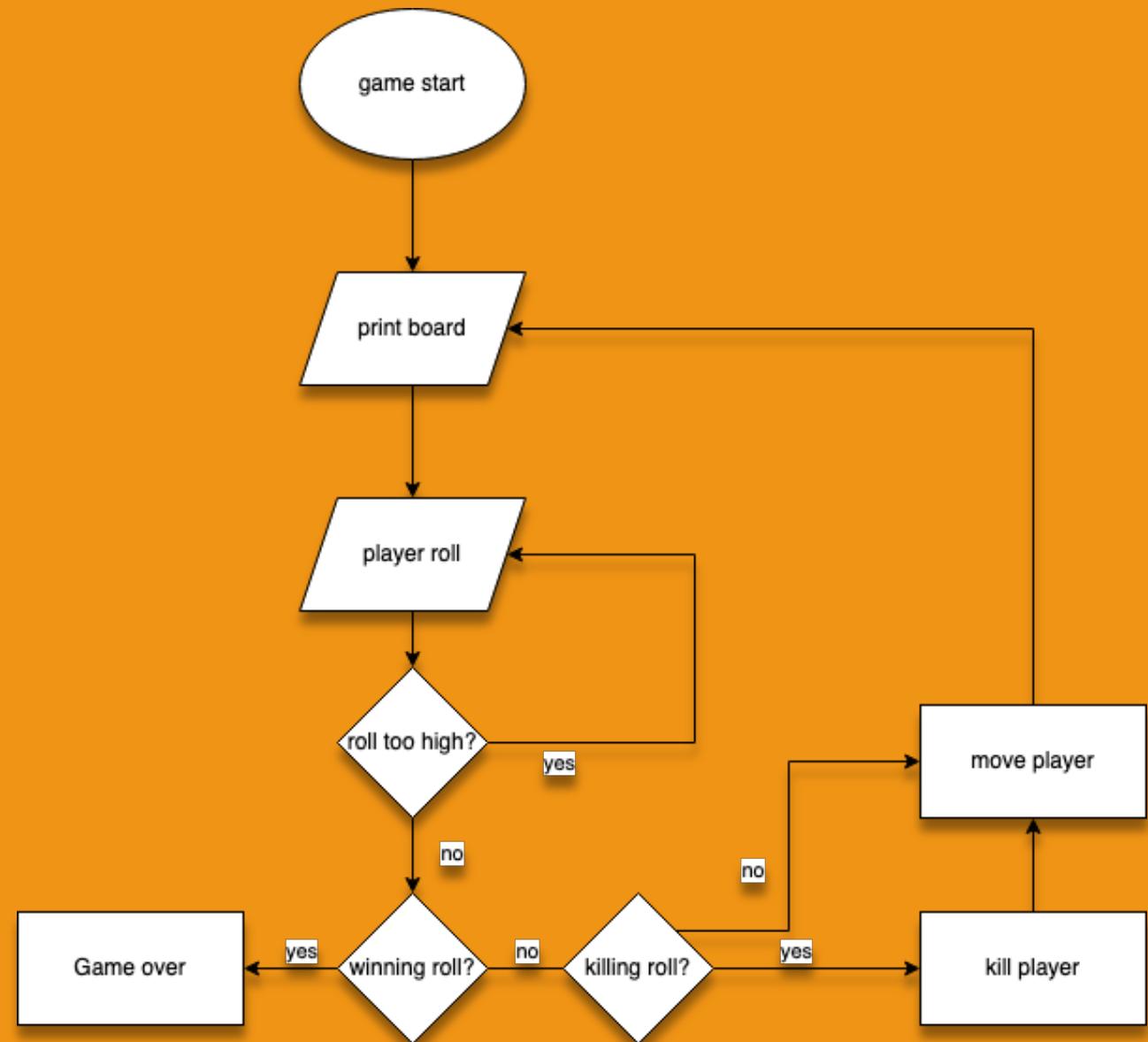
Game presentation

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INTRODUCTION

- There are two players
- The goal is to reach home before the other does
- Each player rolls the dice from 1-3 and moves accordingly unless:
 - The player catches up to the other one, which is then killed
 - The player was close to finish and just about rolled too high to win
 - The player wins! And the game ends

FLOWCHART



PSEUDOCODE AND CODE

```
For rows in range
    for columns in range
        print home at final position
        else print players at start if that's their position
        else print player 1 and 2 at their position
        else populate the board with dashes
```

```
def displayPlane():
    size = 3
    for rows in range(1, size+1):
        for col in range(1,size+1):
            if rows == getXPos(8) and col == getYPos(8):
                print('home\t',end='')
            elif (rows == getXPos(player1[1]) and col== getYPos(player1[1])) and (rows == getXPos(player2[1]) and col== getYPos(player2[1])):
                print(player1[0],player2[0],'\t', end='') #allow for both players to be next to each other on start
            elif (rows == getXPos(player1[1]) and col== getYPos(player1[1])):
                print(player1[0],'\t', end='') #display player1
            elif (rows == getXPos(player2[1]) and col== getYPos(player2[1])):
                print(player2[0],'\t', end='') #display player2
            else:
                print('-\t',end='')
    print()
```

PSEUDOCODE AND CODE

PSEUDOCODE AND CODE

If player rolls
check roll value and store it in variable
if it's too high, skip turn
else if it wins, display winning plane and exit
else if it kills, kill other player and take the position
else move regularly
display updated plane

```
#Start the game
displayPlane()
while True:
    playerRoll = int(input('Player1 please press 1 to roll the dice'))
    if playerRoll == 1:
        tempRoll = rollDice() #Check value of move before executing it
        if player1[1]+tempRoll>8: #Higher roll than needed to win
            print('Oh no! You have to skip your turn :(')
        elif player1[1]+tempRoll==8: #Winning roll
            movePlayer(player1, tempRoll)
            victoryScreen()
            print('Congratulations Player1! You won!')
            break
        elif player2[1]>player1[1] and (player1[1]+tempRoll) == player2[1]: #kill when caught up to player2
            kill(player2)
            movePlayer(player1, tempRoll)
            print('You just killed player2!')
        else:
            movePlayer(player1, tempRoll)
    displayPlane()
```

PSEUDOCODE AND CODE

PSEUDOCODE AND CODE

```
# Initialise players and their starting positions
player1 = ['1', 0]
player2 = ['2', 0]

# Get X coordinate
def getXPos(key):
    return positions[key][0]

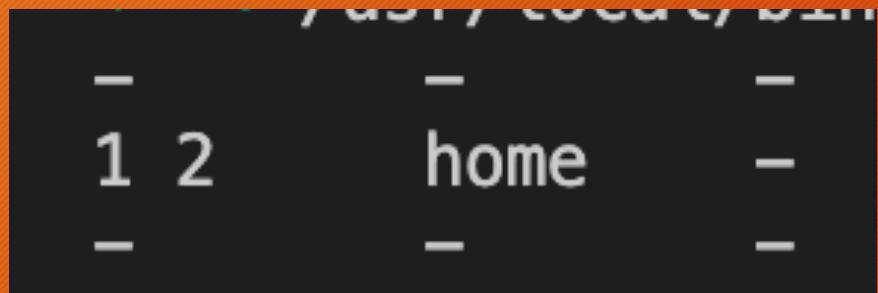
# Get Y coordinate
def getYPos(key):
    return positions[key][1]
```

```
# Handle moving the player position
def movePlayer(player,roll):
    player[1]= player[1]+roll

#move player to starting position on getting killed
def kill(player):
    movePlayer(player, -player[1])

#roll the Dice
def rollDice():
    return random.randint(1,3)
```

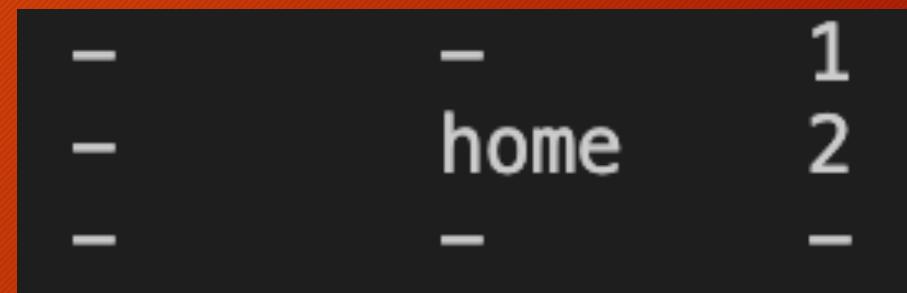
OUTPUT



A terminal window showing the output of a command. The output includes a timestamp, a file path, and several lines of text starting with '-' and '1 2'.

-	-	-
1 2	home	-
-	-	-

Starting Screen



A terminal window showing the output of a command. The output includes a timestamp, a file path, and several lines of text starting with '-' and 'home'. The last line contains the numbers '1' and '2'.

-	-	1
-	home	2
-	-	-

Game in progress

THE END

Thank you!



Winning Screen