



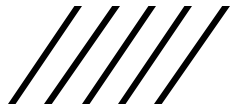
JAYMAXI

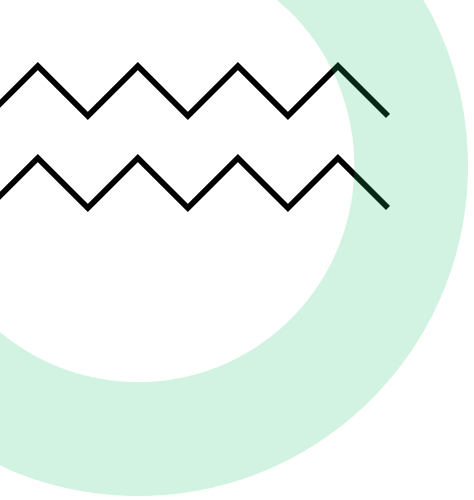
A GAME
BY
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&
MAKSIM





Game description

- Two players can play
 - Rolling a die in turn
 - The first to get a six will get the chance to start
 - Dangerous positions (a.k.a the bombs)
 - First to the castel wins
 - No tie
- 



About

- A single Die Game Founded by maxi and jeremy.
- Invented 26th july 2022
- Written in python
- Supervised by experts
- Stockholm Sweden.





Composition

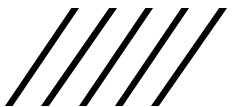
- Developed with the concept of functional programming
- Popular python modules
 - Pyfiglet
 - Random etc
- Graphical Visualization





Challenges

- Display board
- Algorithm
- Interaction of functions

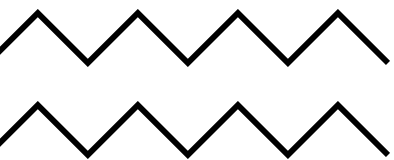




Future development

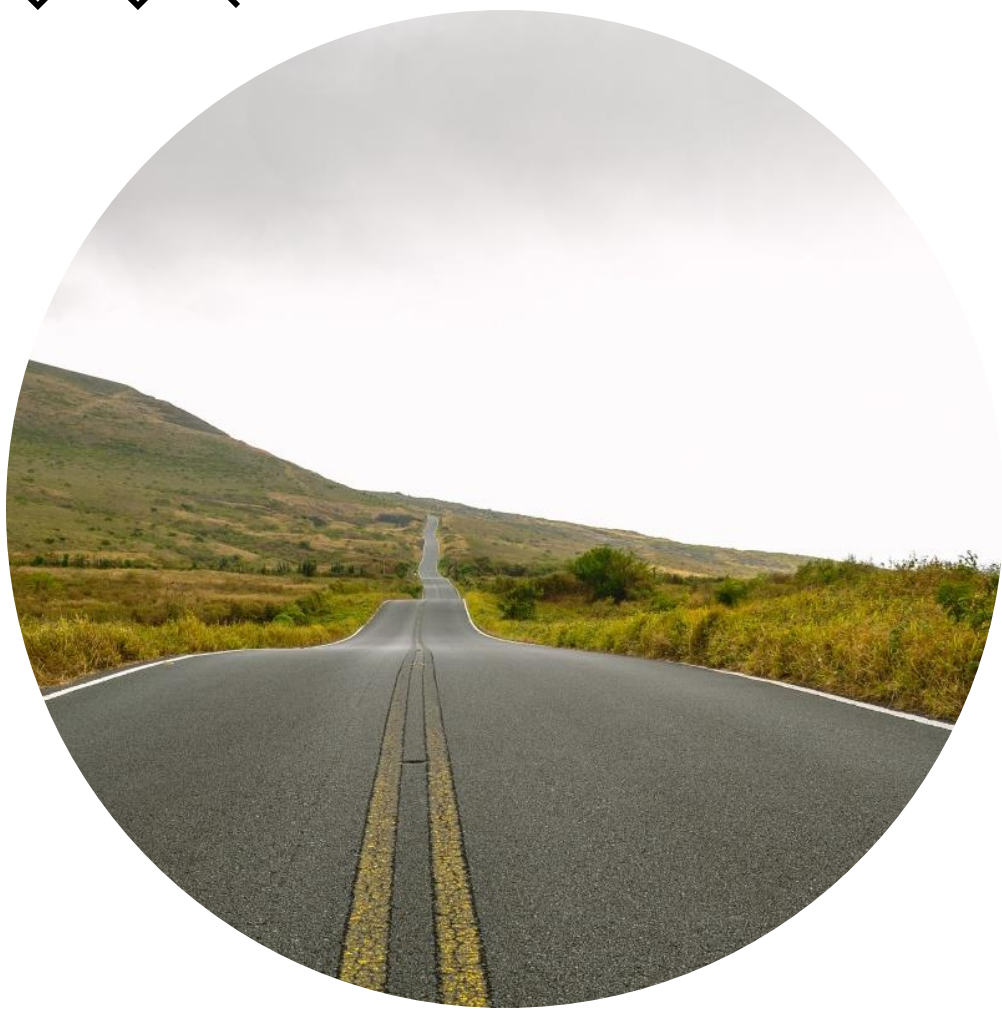
- From Die to Dice
- Improving User interface
- Multiple players
- ios & android version
- Advance logic/algorithm
- Remote players
- Gambling (\$\$\$)
- Encryption





Highlights

- The first steps with 6
- Brilliant player movement forward and backwards
- Finally castel





T H A N K S

The background is a dense, overlapping collage of triangles. Each triangle has a thick, colorful border (in shades of red, green, blue, pink, and orange) and a light beige interior. Inside each triangle is a large, bold, black question mark. The triangles are scattered across the entire frame, creating a sense of depth and movement. In the center-left, there is a white speech bubble with a thin black outline. A small, light pink circle is attached to the bottom right of the speech bubble, acting as a tail. Inside the speech bubble, the word "QUESTIONS?" is written in a bold, black, sans-serif font, with each letter spaced out.

Q U E S T I O N S ?