

Project proposal for B581

Random Colored Boxes

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Rules of the game :

The user is presented with a 3D checkered board consisting of random colors. The colors represent the following functionalities:

1)**Black and White** : These are the colors that the user can travel upon.

2)**Red**: When the user lands on this color enroute to his destination, he's sent back N squares, N being unique to each different red.

3)**Green**: When the user lands on a green square, he's advanced M squares, again M being unique to each green square.

Aim: The aim of the user is to travel from the START square to the END square, avoiding as much REDs as he can.

The no.of Steps taken at any particular square is decided by DICE, which is invoked upon pressing the spacebar. DICE returns a random number each time it is called.

Each square is indexed by a number from the starting square.

User Interaction :

When the DICE returns a positive number the board tilts either right (Odd numbered row) or left(Even numbered row).

When the user lands on a GREEN square the board is tilted upwards.

When the user lands on the RED square the board is tilted downwards.

The random number associated with the RED square is less than its index.

The random number associated with a GREEN square lies between its index and the End square's index.

The dice returns numbers from 1 to 6.

