Game GoHome!

Game GoHome! is simple board game designed for CISC 3110 Spring 2017. The game can be played with 2-4 players. The **object** of the game is to reach "Home" first, which is the last square on the board game. There may be *obstacles* in the way, and the obstacles must be overcome. Obstacles consist of a number of spaces that the user must move *backwards*.

The game comes with 4 player pieces, a board, and a set of 10 cards. There are two cards with each number from 1-4, one card with "lose a turn," and one with "switch places with another player."

To begin playing, choose the player with the shortest first name. Afterwards, go in order of seating (or any other order decided upon by players/programmer).

A turn consists of picking a card. If there is a number on the card, the player moves forward that number of spaces. If the card says "lose a turn," the player does nothing, and the turn moves to the next player. If the player gets "Switch places" it must switch with another player. After the player moves, if the player lands on an obstacle, the player moves back that number of spaces. If the player lands on an obstacle after moving backward, it does not have to move back again.

Here is a sample set of cards:

1	1	2	2	3	3	4	4	Lose a turn	Switch places with another player

On the following page is a **sample** board. Each game comes with a different board.

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In summary, the following table describes the game GoHome!

Object:	Reach the last space on the board, which is labeled "Home."
Players:	2-4 players
To Begin:	Player with shortest first name goes first.
To Play:	Players take turns in order until one player wins. A turn consists of picking a card. If the card has a number, the player moves that number of spaces. If the card says "lose turn," the player does nothing, and the game continues with the next player. If the card says "switch places," the player must switch places with another player. If the player lands on a space with a number, the player moves back that number of spaces.