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Honours Project

Dice Wars

Risk is a strategy board game, extremely popular among families. The motive of the game is to conquest the entire political map on the board.

How is this related to this Honours project?

Dice Wars, the game that I have implemented is similar to risk, but a much shorter game, obviously depending on the number of players.

Each region contains a stack of 6-sided dice which equate to relative power of the player. In this implementation, each player starts with just 1 die in their regions.

On a player’s turn, the player has the choice to challenge any other player, who has a stack of dice in a neighbouring region. This challenge is resolved when each player rolls their dice, and the player with the higher total wins, that round. If there is a tie, then it is settled in the favour of the defender, not the attacker. The objective of the game, like Risk, is total global domination, or in this case total board domination.

Implementation

UI

My initial thoughts were to create a superficial CUI on terminal, but I was not convinced that it was the way to go, because all of the web examples that I saw online had many elements of colours and animation in them.

I did not implement any animations, except for changing of the colours in the map. There only a few basic actions I let a user make: Left-click, Right-click and Esc. The start up screen does give you the quick instructions as to what these actions are and do.

System Requirements

* Python 2
* Python pip package: pygame //you can do pip install pygame

Running it..

The user is required to launch the game using: ‘python run\_game.py’

This should open a game window with the heading Dice War.

The user can change the number of players by clicking on the number next to it.



