15-112-final-project

(Ludo Star)

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**Idea:**

the goal of my final project is to make a Ludo star game in python.

**Description:**

Ludo star is a board game in which 2-4 players can play it. the board is divided into four different color parts with four bases to differentiate between each player. each player has four tokens, in order to win, one player should have all the tokens in the middle of the board. because it takes too long to finish one game, I will consider the first player in which one of his/her token reaches to the end (middle of the board) to be the winner. the interesting part in the game is, the ability to get other player tokens to the beginning base of that player, as the user token ends to the same box that the other token was in it.

**Libraries and features:**

initially, I will be using the pygame library and random library. the feature that I will be implementing is, the ability to play against a computer and a multiplayer mode which allows friends to play together.

**User interface:**

the user interface will have at first the main window that has a menu that includes, the game modes (either playing with a friend or a computer), help button and a quit button. when the user starts a game, the window will have the board interference that the player uses to play, a player will roll a dice and according to the number that appears, then make a move. after that, the computer or other players (depending on the mode) will do the same thing until a player win.

**Checkpoints:**

1- in the first checkpoint, i hopefully will be done with the board and its implemintaions(colors , shapes, features).

2- in the second checkpoint, i will complete the part in which the player rolles a dice, moves a token and try to win.