Project 1 King of the Hill

## Game Rule

This game is designed based on some board games.

There will be two to five players in this game. Each of them will start with 0 points score and 10 health points(HP).

Players take turns to act. In one turn, one player will roll 6 dices and acting based on the result of rolling.

The dice have 6 faces: one, two, three, attack, heal, money. If you have at least three of 1, you will get 1 score point. At least three of 2, get 2 score point. At least three of 3, get 3 score points. If you have *X* of heal faces, you will recover *X* health points but can’t recover to more than 10 health points at any time. If you have *X* of money faces, you will get *X* money. The description of attack faces will be somewhere later.

At beginning of the game, the hill is empty with no player on it. If you have at least one attack face in your turn and the hill is empty, you will get on the hill and get 1 score points. If you have *X* attack faces and not on the hill and there is another player on the hill, you will decrease his health points by *X.* If you are on the hill, you will decrease all of others’ health points by *X.* When one’s health points is 0 or less, he loses and quits the game. If he was on the hill, the hill becomes empty again.

If you are on the hill by the start of your turn, you will receive 2 score points.

The first player gets 20 or more score points win the game.

## Target1

Design the player class

Design the game class