Week 4 – Challenge Board Game – TUBOGA

What we need:

A layout (board)

10 x 10

START (gets 100 florins)

SHOP (buy and sell)

QUERY (Quiz with reward between 50 and 150)

CHANCE (get money or good item or lose money or item is destroyed)

EVENT (Bad things (pay taxes, fine, go to prison) Good things (go to shop, go to start, get money)

Jail (skip your turn 3 times, roll dice if equal numbers = get out or pay to get out (500)

FAMOUS\_PERSON (get a question price between 100 - 200 or sell computer)

RANDOM\_ITEM (get random item)

A dice (done)

Gives two random numbers between 1 to 6

Product is the amount of money received

Player one

Money:

Inventory:

Player two

Money:

Inventory:

Money (5000 florins wins the game)

Economy (buying, selling)

Shops give anywhere between 750 to 1200 florins

FAMOUS\_PERSON - sell computer (between 1000 - 1500)

**Computer parts costs**

Shop 1 (total computer cost 800)

keyboard - 50

mouse - 50

monitor - 130

printer - 20

CPU - 150

GPU - 200

motherboard - 75

Mini Tower - 125

Shop 2 (total computer cost 875)

keyboard - 20

mouse - 20

monitor - 250

printer - 10

CPU - 200

GPU - 250

motherboard - 50

Mini Tower - 75

**Layout (Board):**

* + Create a 10x10 board with designated positions for START, SHOP, QUERY, CHANCE, EVENT, Jail, FAMOUS\_PERSON, and RANDOM\_ITEM.
  + Update your map\_list to reflect this layout.

1. **Dice:**
   * You already have a function to roll two dice and get random numbers between 1 to 6. Ensure it continues to work correctly.
2. **Players:**
   * Keep track of each player's money and inventory.
   * Implement functionality for buying and selling items/computers.
3. **Money:**
   * Implement logic for earning and spending money.
   * Define the winning condition as reaching 5000 florins.
4. **Economy (Buying, Selling):**
   * Set prices for computer parts and computers in different shops.
   * Allow players to buy and sell items based on their inventory and money.
5. **Shops:**
   * Create functionality for players to interact with shops.
   * Determine prices for items and computers in each shop.
6. **FAMOUS\_PERSON:**
   * Implement functionality for encountering a famous person.
   * Allow the player to sell a computer at a price between 1000 - 1500 florins.
7. **RANDOM\_ITEM:**
   * Implement functionality for encountering a random item.
   * Determine the effect of the item on the player's inventory or money.
8. **Chance:**
   * Implement functionality for encountering a chance event.
   * Define various scenarios such as gaining money, losing money, receiving items, etc.
9. **Event:**
   * Implement functionality for encountering an event.
   * Define both positive and negative events that affect the player.
10. **Jail:**
    * Implement functionality for going to jail.
    * Allow players to skip their turn for three rounds or pay to get out (500 florins).