# STUFF THAT IS WRONG

## objPlayer Object

This object will be responsible for holding information about the player and his/her associated pieces on the board. Including things such as their colour, Username, pieces (an array of 4 individual pieces), and the current state of the players Home and Start locations.

## objPiece Object

This object is responsible the pieces of each objPlayer. Their index to determine their identity between each other piece for the same player. Their position on the board.

## Trouble Object

This object is responsible for instantiating the Trouble game object, assigning a player a colour, as well as figuring out how many players are in the game. This object is also responsible for switching the active player. This is the object that will be sent as an envelope to the other players. This object also include al the functions and movement for the game.

## Major Requirements

**Moving:**

Getting a 6 from the roll should let you take a piece out of the start and place it at the beginning place on the board or move 6 spaces if player already has a piece on the board. When a 6 is rolled the player will also get another turn. When you roll the die, you should be able to select a piece and it will move that many spaces.

**Landing on an opponent/your own:**

During the move stage of your turn, if you selected a piece that would land on another piece at the end of its move, you must check if it’s an opponent or your own, if it is your own piece then you can’t move there, if it is an opponent’s, then you take their place on the board and their piece is put back into start.

**Board GUI:**

The game will include an interactive board that shows where all the pieces are. The board will look similar but not exactly like the game trouble. The board and pieces are all made of clickable buttons. Each player can only click on their pieces.

**2-4 Players:**

The game should be able to support 2-4 players at the same time with only 1 current player ever being able to move his pieces. When a player finishes their turn the program should send a copy of the updated board to each of the other players and then the program will assign a new current player.

## Minor Requirements

**Colorful:**

The game is colorful and shows helps to identify individual players.

## Troublesome UML