

We have:

Player class:

- Creates new player object which the function members of the player object can be changed.

Board class:

- Creates board with 52 tiles each row and deploy players.

Main Driver class:

- Combines all classes to keep the game going.

## Needed:

- Implement challenges, events of different terrains. (random\_events.txt)
- Choice of advisors and their unique perks (path class)
- character.txt (lion choices).
- Display main menu for each turn of the game. (current position of players)
- Asks questions of choice  
Prompt the player to enter their name and select lion, and prompt them to choose the path (cub training or pride lands)
- Each player begins with 20k Pride Points before choosing their Path Type.
- Starting number of Leadership Traits

varies for each character.

- Path Type chosen can increase or decrease PP or LT.
- Path class (Club Training Function with Advisor choice, Pride lands function).
- Move on board by spinning a virtual spinner to advance tiles on board.
- Respond to in-game events (solving riddles, making choices)

→ Example:

Main Menu: Select an option.

1. Check player progress
2. Review character
3. Check Position
4. Review Your Advisor
5. Move Forward.

- The tiles on the map should be randomized each time the game starts

- Pride Rock:

- Game's endpoint

- Convert's leadership traits to PP.

- Regular Tiles (Green): Random events (50% chance of triggering).

Blue Tiles: +200 Stamina, Strength and WP.

Pink Tiles: +300 Stamina, Strength and WP.  
Get to choose your advisor.

Red Tiles: Move back 10 tiles.  
- 100 Stamina, Strength and WP.

Brown Tiles: Move back 1 tile.  
- 300 Stamina.

Purple Tiles : Face riddle (+500 WP if answered correctly).

- Riddle s, 7x7 (Riddles for purple tile).
- Tile class. (Represents each tile and potential effects)
- 4 data members for each class
- Game starts at the end of the game.
- All players reach Wisdom Rock :  
For every 100 points in Stamina, Strength or WP, add 1000 PP to their PP total.
- Highest Pride Point player wins.

- Sorting algorithm. and one other

customization (?).

Other customizations:

- Game balancing
- Modify text file
- Game complexity
- Change the theme
- Alter the characters
- Customize challenges
- Add unique interactions
- Modify game board
- Create more classes/structs.