We have:

Player cless:

- Creales new player object which the function members of the player object com be changed.

Board does:

- Creates to overed with 52 tiles each von and deploy players.

Main Priver don:

- Combines all classes to keep the game going.

Needed:

- Implement challenges, events of dollerent terrains. (random-events.txt)
- Choice of advisors and their unique perks (path dass)
- character txt (lion choices).
- Flisplay main menu for each hum of the genne. (convent position of players)
- Asles questions of choice

 prompt the player to enter their name
 and select lion, and prompt them no
 choose the path (cub training or pride landes)
 - Each player begins with 2012 Pride Points befor choosing Heir Path Type.
 - Stanking winher of Leadership Trooks

vovies hor each character.

- Path Type chosen com i veveau er decrease PP or 2T.
- Path class (lub Training leme toon with Advisor choice, Pride buds hunchon).
- Move on board by spinning a virtual spinner to advance files on board.
- Lespond to in-genue events (solving riddles, making choices)

- Example:

Moin Menn: Select an ophon.

- 1. Cheek pleyer progues
- 2. hevrew character
- J. Check Position
 - h Review Your Advisor
- 8. More Forward.

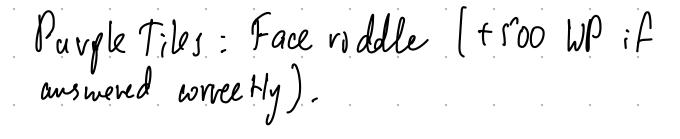
- The tiles on the map should be vandourced each time the game stants
- Pride Rock:
 Game's endpoint
 Convert's leadership traits to PP.
- Regular Tiles (Green): Randou events (50% chance of triggering).

Blue Tiles: +200 Stawing, Strong h and UP.

Piule Tiles: +300 Stawing, Strength and WP. Get to choose gour advisor.

Red Tiles: Move back 10 tiles. -100 Stawing, Strongh and WP.

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



- Riddle 9, 1x7 (hiddles for puple tile).
- Tile class. (Ropverus each tile and potential effects)
- 4 dan niembers for each class
- Game stats at the end of the game.
- All players reach bus down Rock:
 For every wo points in Stamina,
 Strength or WP, add 2000 PP to their
 PP total.
- Highest Pride Point player wins.
- Sorting algorithm. and one other

eustomoration (?) Otter austomizations: - Coure balaveines - Modely text Pile - bame louple xi by - Change the theme - Alter the characters - lus tomize challenges - Add unique interactions - Modely game board - Create more claims/structs.