

COMPUTER PROGRAMMING I

1st Homework Assignment

Due on: November 7, 2022

In this homework, you are required to implement a game for two players. The rules of the game are the followings:

- There is a path starting with one and ending with one hundred.
- The first player reaches square 100 and wins the game.
- There are two lucky squares and two penalty squares chosen by two players before the game begins.
- When one player steps into one of the penalty squares, the player jumps ten squares back, and when the player steps into one of the lucky squares, the player jumps ten squares forward.
- After the players select lucky and penalty squares, they start the game by rolling a six-sided dice and going forward accordingly.
- Each step program should require a return key to roll the dice.
- Simulate this game in Python and show each player moves on the screen.

IMPORTANT

- Academic dishonesty, including but not limited to cheating, plagiarism, and collaboration, is unacceptable and subject to disciplinary action. Any student found guilty will have a grade of F. Assignments are due in class on the due date. Late assignments will generally not be accepted. Any exception must be approved. Approved late assignments are subject to a grade penalty.