The problem that we hope to solve throughout this project is the recreation of the popular board game “Sorry!” which originally was introduced in 1934. The code written will create a Graphic User Interface (GUI) for the user to play the game on. The game will follow the classic rules and mechanics of "Sorry!". By developing a digital version of this board game, we aim to provide users with a convenient and entertaining platform to enjoy the game without the need for a physical copy of the game. Our primary objective is to recreate the original "Sorry!" game, maintaining its simplicity and strategic elements, while making it easier to play in any location and without the struggle of needing to set up a physical copy of the game.. This project seeks to combine the nostalgic appeal of the traditional board game with the accessibility of a digital platform. Players will be able to experience the excitement of "Sorry!" in a virtual environment, allowing for seamless gameplay and eliminating the logistical challenges associated with setting up and managing the physical components of the game. The GUI will offer an intuitive and visually appealing interface, ensuring that players can easily engage with and enjoy the digital rendition of "Sorry!". As we begin this project, our goal is to not only recreate the well known board game but also to enhance it, offering a user-friendly experience that stays true to the spirit of the original "Sorry!" We believe that this digital adaptation will not only accurately represent the classic game but also introduce it to a new generation of players.

Introduction:

The allure of classic board games lies in their ability to transcend generations, creating timeless moments of joy and competition. Among these treasures is "Sorry!", a game that has woven itself into the fabric of family traditions and social gatherings since its inception in 1934. As the digital age continues to redefine the way we interact with entertainment, there's a compelling need to bridge the gap between tradition and innovation.

In the era of smartphones, tablets, and online gaming, the timeless appeal of board games faces a unique set of challenges. The physicality of traditional games, while charming, can sometimes be a hindrance—misplaced game pieces, difficult setup, and the constraints of physical space. Recognizing these challenges, our project sets out to seamlessly blend the nostalgic charm of "Sorry!" with the conveniences and enhancements made possible by modern technology.

Background:

"Sorry!" thrives on its simplicity and strategic depth. Players navigate their pawns through a winding path, while a little luck is required when drawing cards to advance or hinder their progress. Understanding the essence of "Sorry!" is crucial to preserving its spirit in the digital realm.

The decision to digitize "Sorry!" is not an attempt to replace the traditional experience but rather to extend its reach. This project seeks to create a digital adaptation that remains faithful to the original rules and dynamics while addressing the practical limitations of physical board games. By doing so, we hope to introduce the joy of "Sorry!" to a broader audience and rejuvenate the interest of those who hold fond memories of the game.

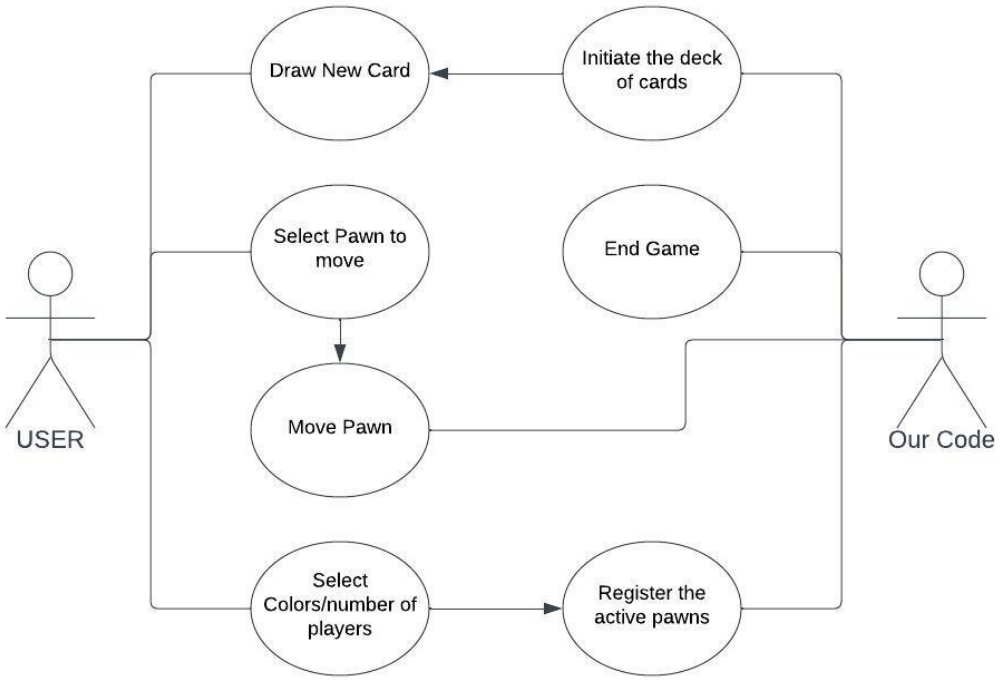
Motivation:

Our motivation is grounded in a passion for both the history of board gaming and the potential for innovation. We aim to provide a platform where players can effortlessly engage with "Sorry!" without the barriers posed by physical components. The digital adaptation opens avenues for a more dynamic and visually engaging experience, enhancing the enjoyment without compromising the integrity of the game's core mechanics.

Picture a family gathering where players, regardless of physical proximity, can share the thrill of strategic moves and unexpected twists in the game. This motivation fuels our commitment to delivering not just a recreation but an evolution of "Sorry!" one that respects its legacy while embracing the possibilities of the digital age.

In essence, our project is a homage to the classics, a digital embrace of a beloved board game, and a step towards ensuring that the joy of "Sorry!" persists in the hearts and screens of players, old and new alike.

UML Case Diagram



Instructions:

To begin playing the game please select the color of pawns you would like to use to play, then press the start button. After you press the start button you will be prompted to draw a card. Press the button in the center of the board that says “Draw” and you will then be given a card that will contain either “one” “two” “three” “four” “five” “seven” “eight” “ten” “eleven” and “Sorry!” your move depends on the card you get. If you draw a one you may move a pawn forward one or move a pawn out of start. If you draw a “two” you may move a pawn two spaces forward or move a pawn out of start, you will then draw another card and go again. If you draw a “four” you will select a pawn to move backwards four spaces. If you draw a “Sorry!” card you may move a pawn you select thirteen spaces. To move a pawn you must click on the pawn you would like to move, after you have drawn a card, then you must press the move button. The objective is to get all of your pawns all the way around the board and into their home. To enter your home you must draw a card that has the exact number of spaces required. There are special slide spaces around the board, where if you land on the starting slide space you will move to the end of the slide space, and any pawn that is in the middle of that slide space will be sent back to the start. You will also be able to send other pawns back to start if you are able to land on the

space that they are currently on. **This code is not very user friendly!** Please follow our rules very carefully otherwise you may break our game.