Project 1 Outline

Game similar to trouble with 2 players.

Game Summary/Rules (SRC: http://howdoyouplayit.com/trouble-game-rules-play-trouble/)

Trouble is a simple game for 2-4 players that requires a specialized board containing a pop-die roller (called POP-O-MATIC). According to Trouble game rules, the goal of the game is to be the first player to move all four of your pieces from “Home” to “Finish.”

**Game Play**

Chose a color, and place all four of your colored pieces in your “Home” spot. Roll the die (this involves pressing the dome of the pop-die roller, causing the die to jump and roll) to determine which player goes first. The player with the highest roll goes first and play proceeds clockwise (to the left).

Trouble game rules state to move your pieces from Home to Start, you must roll a 6. If you do not roll a 6, and no pieces are in play (all pieces are still on your “Home”), then your turn is over. Once one or more pieces has been moved from Home to Start, you move your pieces around the board based on the number rolled on your turn. Whenever you roll a 6, you get to roll the die and move your pieces again. This game does not have a penalty for rolling multiple 6s in a row. You may opt to move a piece in play 6 spaces instead of moving a piece to Start, as you do not have to move a piece from Home to Start when you roll a 6 unless you have no other moves.

Pieces move around the board clockwise (left). You must count each space you move, whether it is empty or full. If you are able to land on a space that has an opponent’s piece, your opponent’s piece is set back to your opponent’s home. This includes an opponent’s piece being on your “Start” when you roll a 6 and are able to move a piece from “Home” to “Start.” You may not land on your own pieces, including to move onto Start.

**Winning the Game**

Per Trouble game rules, to win the game, you must be the first player to move all your pieces into the your Finish. You must roll an exact number to move your pieces into an empty “Finish” spot. If you roll a higher number than you can move (and you have no other pieces you can move), then your turn is over and your piece does not move. Pieces do not move around the board a second time. Once in the “Finish,” you may move a piece further into the Finish area if there are open spaces and roll an exact number to move that piece into the available space.

If 3 or 4 people are playing, you may continue game play after one person has won to determine 2nd and 3rd places.

GAME COMPONENTS

* Board
  + Die roll area
  + Home
  + Track around board
* Game piece x6
* Die

Game Functionality

* homeToStart
  + If die value is equal to 6 you leave home onto start position on board-track
  + If space is occupied you cannot move from home and must move another piece on board
* Winner
  + If all three game pieces are in three “winner” slots before other player
  + Must get exact roll on die to land in winner slot
* Move-forward
  + The number of spaces you move forward equals roll of die
* Roll again
  + If a six is rolled at any point, that player gets to roll again
* Send-Back
  + If other piece occupies a space that you land in, that piece goes back to home
* Who starts the game
  + Each player rolls the die, highest roll goes first
  + Which player is up
    - Based on who started, switch off every roll

Graphics Needed

* Show die rolling
* Show piece moving forward/back to home