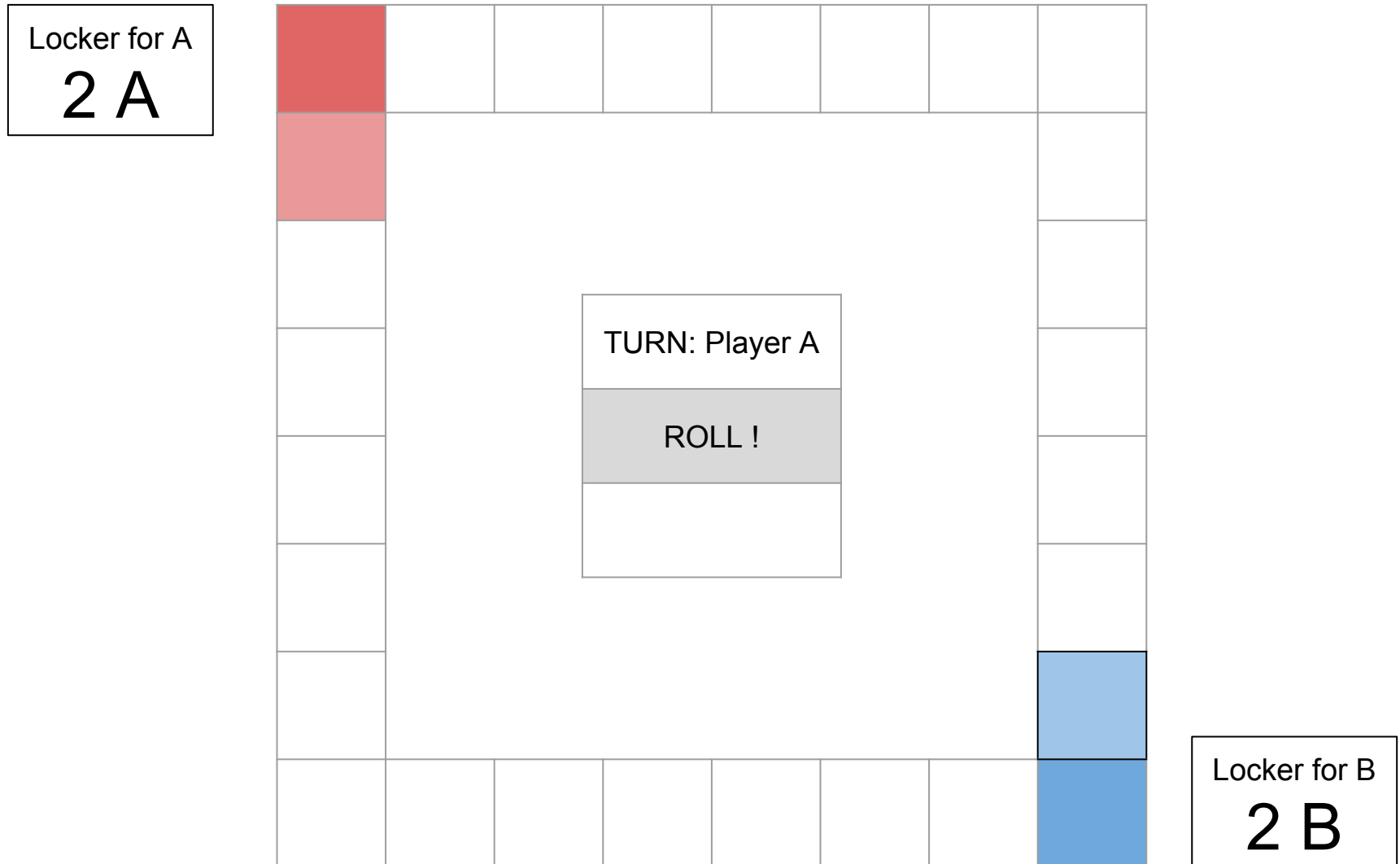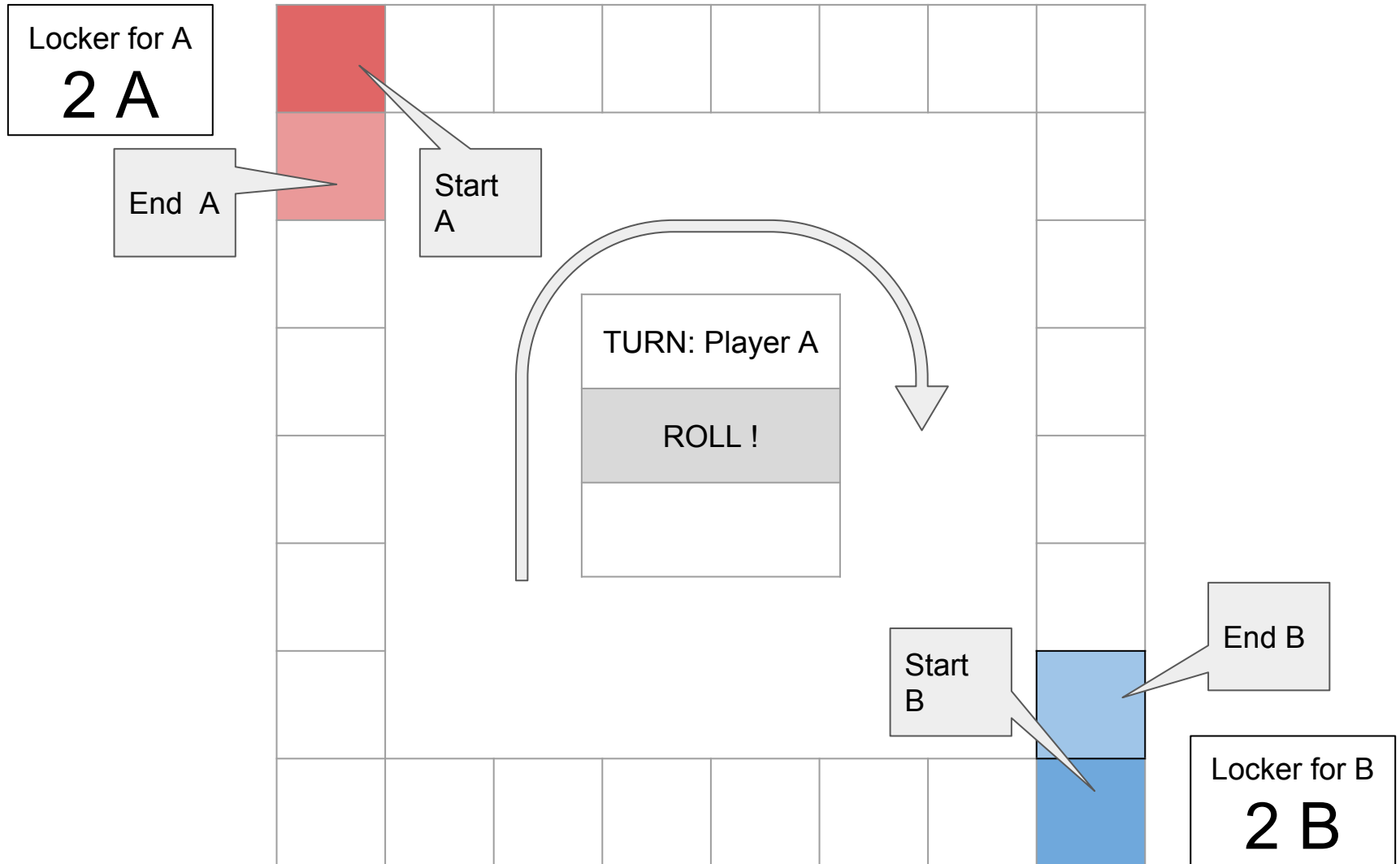# Assignment - 3

GAME - LUDO

LUDO

You will be making a simple version of LUDO

- Two players A and B
- Simple grid
- No safe squares
- Some rules are skipped for simplicity
- Other rules given along with layout in following pages

Basic HTML / CSS layout

Locker for A
2 A

TURN: Player A

ROLL !

Locker for B
2 B

Start and End squares

Locker for A
2 A

End A

Start
A

TURN: Player A

ROLL !

Start
B

End B

Locker for B
2 B

Rules

You will be making a simple version of LUDO

- There are 2 tokens for each player (as shown in locker)
- Initially all 2 are in locker
- Players roll a die turn-wise, starting from Player A
- Use Math.random() function to generate random number for die roll.
- A token can be freed from the locker only when die rolls 6
- Tokens are freed at START point of the player.

Rules

- If all tokens are in locker and the die does not roll 6, turn passes to other player.
- If the player who has rolled has a token in play, he can **choose a token** and move it ahead (clockwise) a number of squares equal to the number indicated on the die.
- If a 6 is rolled, the player can release a token from the locker (instead of moving a token)
- If a 6 is rolled, the same player can roll again.

Suppose player B rolls a 6 to free first token

Locker for A
2 A

TURN: Player B

ROLL !

6

Click on locker after die rolls 6 to release token
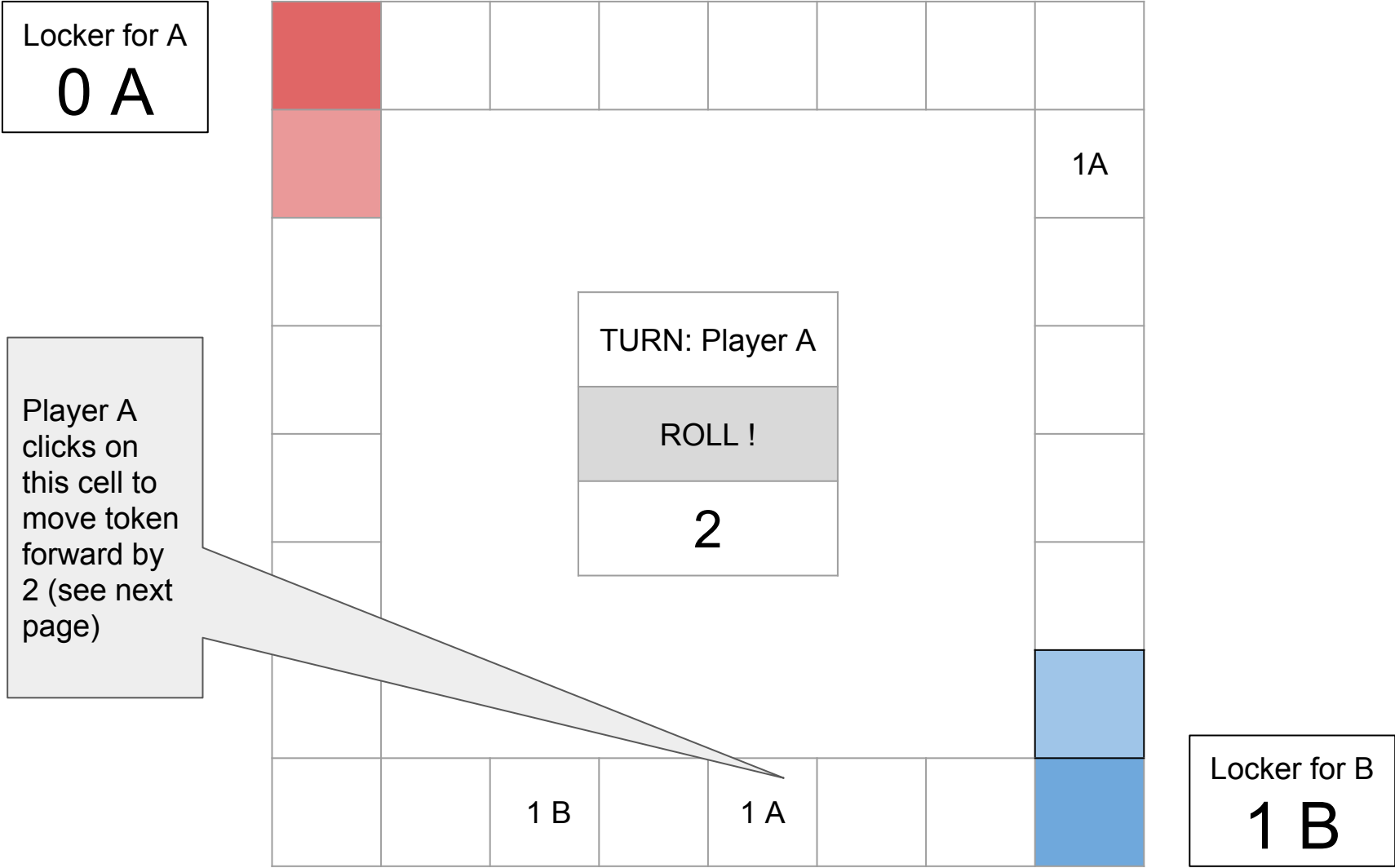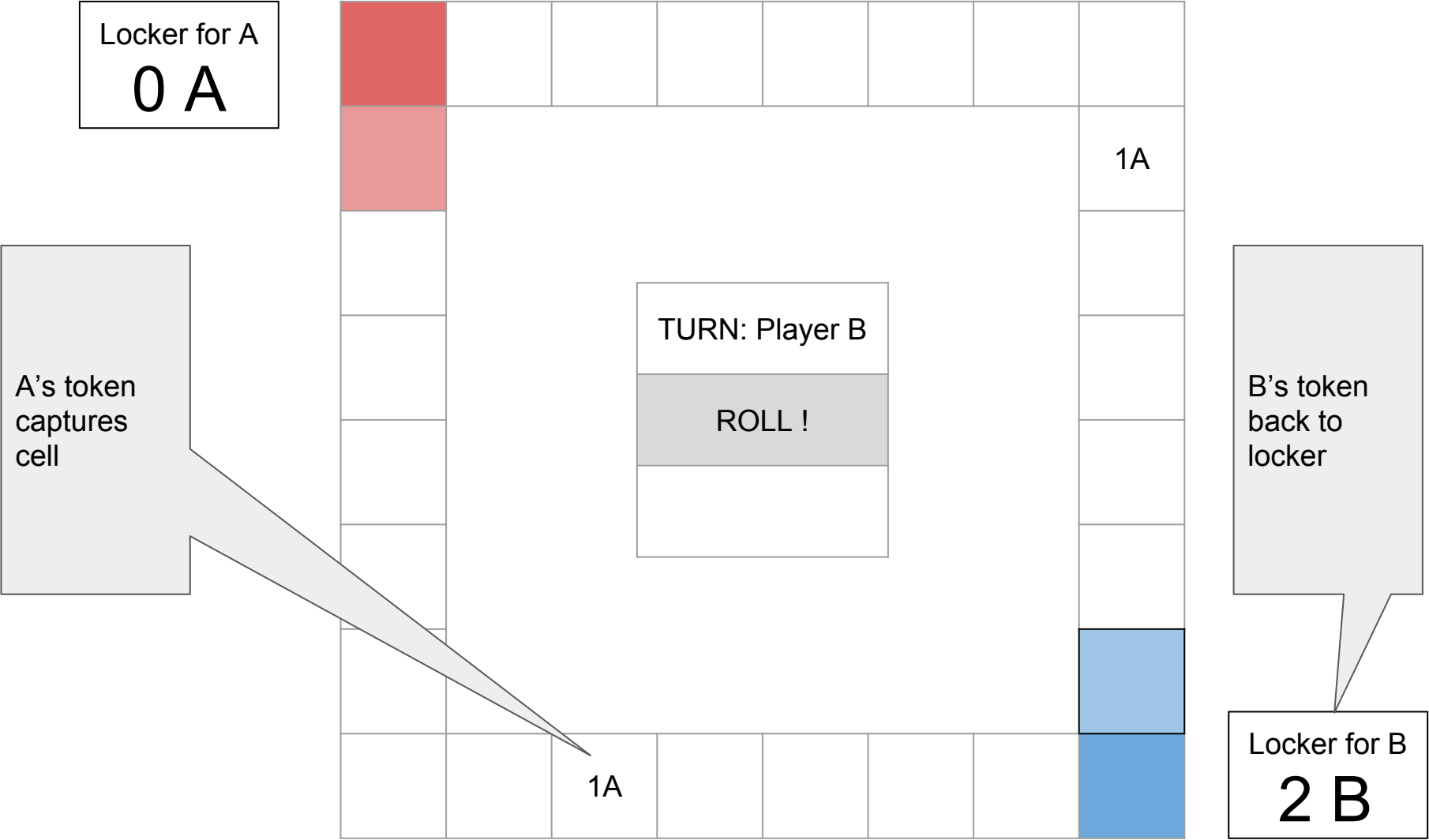
1 B

Locker for B
1 B

Rules

- Each cell is denoted by a number followed by player name A or B
- Eg - 2 A denotes there are two tokens of player A in the cell
- A cell can hold multiple tokens of same player
- If a player's token moves to cell already occupied by opponent, the player's token replaces those of the opponent, while the opponent's token(s) return to its(their) locker.

A rolls a two

Locker for A
0 A

1A

TURN: Player A

ROLL !

2

Player A clicks on this cell to move token forward by 2 (see next page)

1 B

1 A

Locker for B
1 B

B is captured

Locker for A
0 A

1A

A's token captures cell

TURN: Player B

ROLL !

B's token back to locker

1A

Locker for B
2 B

Rules

- When a token reaches / crosses the end point, it leaves the game board
- The player whose all 2 tokens leave the board first, wins.
- **There should be a feature to enter and submit the value of dice roll (alternative to the random roll) for checking.**

Note:

- Make sure die does not roll when turn is going on
- Make sure Player can move/free his token only
- If you are finding this difficult, try to write down the logic and conditions for onclick events before coding.

All the Best!

All creativity and design/features are encouraged!

You can add enhancements to make the board look better - eg, showing tokens, showing the die, transitions for tokens advancing, increasing player number, adding safe squares etc.