University of Dhaka

Department of Computer Science and Engineering

Project Report
Fundamentals of Programming Lab (CSE-1211)
Fall – 2018

Project Name
Ludo & Snake Ladders Game

Team Members

Farhan Fuad

Aishwarya Ghosh Bristy

Roll: 35

Roll: 50

Abstract

Ludo is a strategy board game for two to four players, in which the players race their four tokens from start to finish according to the rolls of a single die. Special areas of the Ludo board are typically colored bright yellow, green, red, and blue. Each player is assigned a color and has four tokens in their color. The board is normally square with a cross-shape, playspace with each arm of the cross having three columns of squares, usually six per column. The middle columns usually have five squares colored; these represent a player's home column. A sixth colored square not on the home column is a player's starting square. At the center of the board is a large finishing square, often composed of colored triangles atop the players' home columns (thus depicting "arrows" pointing to the finish).

Otherwise snake and ladders is played between two or more players on a gameboard having numbered, gridded squares. A number of "ladders" and "snakes" are pictured on the board, each connecting two specific board squares. The object of the game is to navigate one's game piece, according to die rolls, from the start (bottom square) to the finish (top square), helped or hindered by ladders and snakes respectively.

Objectives

The main purpose of it is to entertain people.

Project Features

- We have fix coordinates to fix the position of pieces using function and structure.
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Project Modules

We have used four preprocessors in our code. Two are header files and two are define function.

- Initial.h : In our code we used this header file to initial all coordinates of all pieces and all small coordinate.

- Load.h : this header file used to load our previous game.

Platform, Library, and Tools

- **Platform:**   Windows XP or later
- **Library:**   iGraphics (a wrapper library for OpenGL)
- **Tools:**   Visual Studio

Team Member Responsibilities

- Farhan Fuad:
    Fix Coordinates, How to play ludo, Add timer, Multiplayer, Design ludo board, fix pieces, how to roll dice, load game.
- Aishwarya Ghosh Bristy:
    Fix Coordinates, How to play Snake and Ladders game, Design Snake and ladder Board, fix player, add timer, how to roll dice, menu, fix pieces.

Limitations

We don't make pc to pc playing game.

Conclusion