

Programming Fundamentals I

Group Project: The Goose Game, reimagined

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This program is a game based on Snakes and Ladders and The Goose Game, but with more features.

The basic game has at least two players and is played on a board, made up of tiles, players move by a number of steps, decided by a dice roll. Tiles can have effects, which will be activated once a player lands on them, effects can be positive or negative for the player. The player who reaches the end of the path first wins.

The main features will be:

- Board and game information displayed with tkinter/turtle
 - Variable board length
 - Variable dice faces (range of the dice)
 - Randomly generated boards (random effect tile placing)
 - Difficulty settings (number and harshness of effects)
 - Save games
 - Statistics about the game
 - Customisation of pawns
 - Themes
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- New effects
- Branching boards
- Hide/show tile effects

Possible tile effects will include:

- Moving back/forward by x
 - Skipping/gaining x turns
 - Going to another player position
 - For x turns having to throw y dices instead of one and always choosing the biggest/smallest value
 - Dice result multiplied by x for y turns
 - Subtract/add x to your next y dice rolls
 - For the next x turns your dice will always return y
 - Face-off: when sharing a tile with another player some contest will ensue
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