A mini project synopsis submitted on

" LUDO "

For partial fulfilment of the requirement of the degree of

Bachelor of Technology

In Computer Science & Engineering

By

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Under the guidance of

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ABSTRACT

This is a simple GUI based strategy board game which is very easy to understand and use. All the playing rules are the same just like we play in real time ludo. This is a simple 2D multi player game. After starting the game, a GUI ludo board appears, other rules are the same. First, the player has to roll the dice. The main thing in this simple GUI based game is that the player just has to press " 1 " to roll the dice. At the top of the board, it displays a dice with the number. The player has to keep on rolling until there's a possible pawn to move. All the game movements are to be performed manually by the player. A simple 2D GUI is provided for easy game play. The game play design is so simple that user won't find it difficult to use and understand.

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PROBLEM STATEMENT

Title: Ludo game.

Generally, we observed that it is troublesome to play the game in real world as it is needed to do some physical works like rolling the dice, moving the coin.

SOLUTION FOR PROBLEM DEFINITION

A solution is designed for this problem.

This project involves representing the board of ludo which is very similar to that of the board in the real world.

Here the can be able to easily understand the rules of the game as these rules are quite similar to that of the rules of ludo game.

All that the player has to do is to watch where he/she wants to go and to roll the dice by clicking the button which shows “Roll Die”.

The player can easily play and win the game.

INTRODUCTION

Pachisi originated in India by the 6th century. In this project, the basic ludo that is present in the real world is computerized i.e., the program that is written in this project creates a board which is quite similar to that of the board that is seen everywhere. Special areas of the ludo board are typically colored yellow, green, blue, red. Each player is given a color and possesses four tokens(coins) of one color in their game. The board is normally square with a cross-shaped game track, with each arm of the cross consisting of three columns with six squares per each column. The middle column consists of five colored squares which represent the player's respective home column. A sixth colored square which is not on the home column represents the player's starting square. At the center of the board is a large finishing square often composed of triangles in the four colors atop the player's home column thus forming the arrows pointing to the finish.

SOFTWARE AND HARDWARE REQ.

SOFTWARE REQUIREMENTS

Language used	:	C Language
Software	:	dev c++ with including graphics(graphics.h).
Operating system	:	windows 10

HARDWARE REQUIREMENTS

System	:	AMD
Hard disk	:	Not necessary.
RAM	:	2GB(min)
Processor	:	i5
Memory	:	128 GB SSD(min)

Place :

Date :

Prof. P. G. Sanmane
Mini Project Co-ordinator

Prof. S. G. Swami
Head of Department