

Implementation Of Boardgame Using Matrix

Team Details

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INTRODUCTION:

Ludo is a strategy board game that can be played by two to four players. In the game, the players need to compete their four tokens from start to end consistent the die rolls.

BACKGROUND:

Ludo is derived from the Indian game Pachisi. The game and its varieties are documented in numerous nations and under different names.

MOTIVATION:

These days the world is moving towards Information Technology, there was a requirement for an enhancement for our manual ludo game.

LITERATURE SURVEY:

By doing some research on the topic we found out that Ludo is a board game that can be modelled as a first-order Markov chain as it is memoryless. And the Markov process can be implemented by using a transition matrix.

REFERENCES:

<https://bglearning.github.io/technology/ludo-as-a-markov-chain.html>

<https://www.geeksforgeeks.org/dijkstras-shortest-path-algorithm-greedy-algo-7/>