Ludo game

Complete Game Template

Requires Unity3D 2018 Supports Android ,iOs

Dear Customer, Thank you so much for purchasing this game kit. Here you can find the most important information on how to use this kit with maximum proficiency. All script and code assets are fully commented, but if you ever had questions about anything, feel free to contact us at mail:

Nourdin—nacer@hotmail.com

We'll try our best to support you with your questions as soon as possible.

Overview :

Ludo game is a thrilling endless game template ready for release. It consists of two scenes: "Menu" and "Game" which covers the game flow. Menu scene presents the buttons and saved numbers of players and type playing (vs pc or vs persons) and Game scene provides the game-play routines. The game-play is very fast and challenging, making the players want to win again and again. This is a full game, meaning that you can publish it right out of the box. It is also extremely easy to customize and re-skin, to match your own style. It also uses a genuine design scheme that enables you to freely choose 2D or 3D environment inside the game.

This kit is multiplatform and you can export to Android, iOS.

Game Play :

Ludo game is a strategy board game for 2 to 4 players and is being widely played in India, Nepal, Algeria and many Asian, Latin, European countries. It is also called as Parchisi, Parcheesi, and Laadhuu. The goal is simple, each player has to race their four tokens from start to finish (home) according to rolls of a single die or dice.

You got classic wood and neo-Ludo boards (paper & white). The wood board, die & tokens are a timeless design. It gives you a better visual experience and nostalgic feelings. The sketch marks and crystal clear tokens will make us feel the same old classic ludo board.

The board is the square shape with 3 columns of squares and supports up to 4 players (2, 3 & 4 players in combination with Computer). Each player will take one color from bright yellow, green, red and blue. You can also assign all players as Computer and quietly watch each, it is quite a lot fun. :)

Introduction to Scripts & Classes :

All scripts in this kit are fully commented and have short description about what they do. But here we take another look at a glance.

Game:

This Script Class conatint three funtions

1-moveplayer():to move the player depend the dice number .

2-bouncedice():return number betwent (1 to 6) and by this number we take some options

Exemple (if resultat of bounce dice is 1 and all players in initial position we move automatiquelly to other turns playres).

3-automatiquescale():this function help us to update scale of tokens to ivode the issue that same token in same positon so we can press one of them to move token .

Kill:

This Script Class conatint tow funtions

1-verifkill():this function afther move the token we call this function if we the token stop in the same positon of other tokens and no in the saves places .

We call the second function killplayers();

2-killplayers():thids function kill the token and retun his position to intial position .

Manager:

This Script Class conatint four funtions

1-veriftour():this function return bool if the token in his turn to play

2-automatiquetour():

Function return true if one of the token in there turn have token not in intial position and when we add to his position number of dice they have is inferior or egale to 57.

57 is the final positon of the waypoint of players .

3-automatiquetour2():the same ass the lats function but this return true if one of the strict inferior to 57

4-tour():

This function is very important because it do thow rols

Return number of the previous players of tow condition if he win or not.

And other calculate number of wining player to end the game.

Player:

 Script class Has one function

1-buttonmov(): this function active when we press to one of the tokens

This function calculate many condition depend number of dice and positon token

Vspc:

This class alloued when we play vs computer

It's simple has all action will the computer do to play with you

One function .

1-Vspc():we use the other function that the when we play VS humain and give it to the computer

He while loop this function to shoes the right token to move it and he will stop we he don't have chance to play

Win:

This class has tow function complaimentaire

1-verifwin(): call this function after every move player to see if he dosen't win we still play normaly else

We eliminate him and give him panel and rang of wining

In the second function

2-wingame():give a panel of win .

Main:

This class have one function

1-button():

This function return number of player and type of game if they will play vs computer or vs humaine.

Final word :

We waiting to yours reviews that help us for more update in the future can help you.