

Read Me

Features in the game:

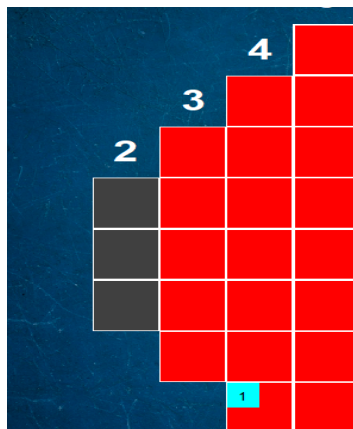
- 2,3,4 player game.
- Core gameplay (Roll dice/End turn)
- Computer players
- Save/Load
- Colorblind deficiency accessibility

2,3,4 player game

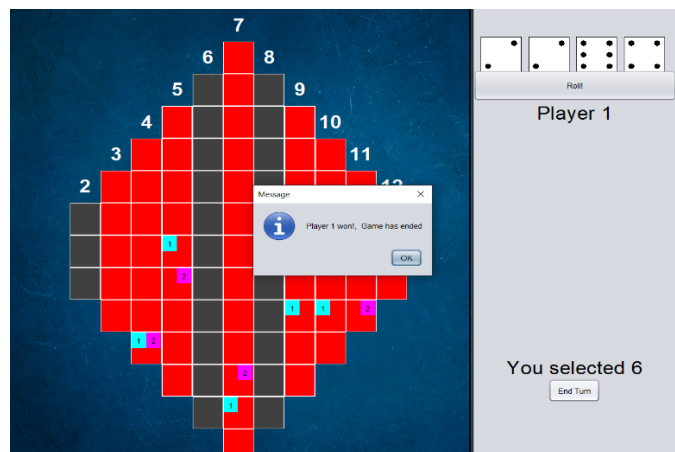
During the set-up game screen, the user can add players and switch the player from human to computer players by clicking the “switch to” button. Upon switching, the name of the player also gets saved. The user can also remove players by using the "remove player" button, which takes away the last player added to the game.

Core gameplay

- The player's turn is shown with a label below the roll button. During their turn, the player can roll the dice and choose up to two combinations. If the player selects more than two, it will be considered invalid.
- After selecting their combinations, the player can either end their turn or choose to roll again. However, the player cannot select more than three runners while choosing their combinations. If they do, it will be considered an invalid option.
- Moreover, if a player selects a column that has already been claimed by another player, it will also be considered an invalid choice.



Captured column



Game win message.

Computer Players

During the game set-up screen, the user has the option to set up computer players and adjust their difficulty. The difficulty level can be set to Easy or Hard. In Easy difficulty, the computer players will randomly choose runners to place and randomly select combinations without considering which combination might help them progress with runners. On the other hand, in Hard difficulty, the computer players will select combinations that will help them move forward with runners that have already been placed.

Save/Load

To save their game, the user needs to click on the options button located at the top of the screen and then click the save game button. After saving the game, the user can exit the game using any method they prefer. To load the saved game, the player only needs to click on the load game button located on the main menu.

Colorblind deficiency accessibility

In order to accommodate individuals with colorblindness, we have opted to use numbers to indicate the player's marker on a square.

