

Ludo Game (game development)

Libraries to be used- os, collections, random, copy, pickle

How I am going to implement things- I will be taking additional help from youtube and google to learn about the libraries I don't have much knowledge about and prepare a proper algorithm (flowchart/logic) before writing code

Timeline for two weeks-

In first week, I am going to learn about libraries and revise whatever was taught in the course.

In second week, I will start working on project.

what other things I need to learn apart from course- I think almost everything I will use is from these course except one two libraries I mentioned. If I come to know that I need to use something apart from this course, I will update this doc file later.

Motivation- I really wanted to make applications using python and I was too much interested in game development

Reference- Wikipedia, goodle, youtube

(Nishant Thakre)