**Project Documentation: Ludo Game**

**Overview:**

Ludo Game project is written in Python. The project file contains python scripts (game.py, run.py, painter.py, recorder.py). This is a simple console based strategy board game which is very easy to understand and use. Talking about the gameplay, all the playing rules are the same just like we play in real time ludo. Here at first, the user has to select players i.e either human or computer. After selecting human, the player has to enter details such as name and select color(red, green, yellow and blue). the player can also start the game within two players if he/she wants.After starting the game, a console based ludo board appears, other rules are the same. First, the computer or the player has to roll the dice. The main thing in this console based game is that the player just has to press “Enter Key” to roll the dice. At the top of the board, it displays a dice with the number. The system keeps on rolling until there’s a possible pawn to move. All the game movements are performed automatically. Whenever the player tries to end the game, there’s an option available to save the unfinished game so that he/she can continue it later. A simple console GUI is provided for the easy gameplay. The gameplay design is so simple that user won’t find it difficult to use and understand.

**Features:**

Player Selection: Users can choose to play against human or computer opponents. When selecting human players, users provide their names and select a color for their pawns (red, green, yellow, or blue).

Customizable Gameplay:Players have the option to start the game with two players if desired.

Interactive Console Interface: The game utilizes a console-based GUI to provide a user-friendly interface for gameplay.

Dice Rolling: Players initiate dice rolls by pressing the "Enter" key. The current dice value is displayed at the top of the board.

Automated Gameplay: All game movements are executed automatically, eliminating the need for manual pawn movement by the players.

Save Game Option: Players can opt to save the game at any point, allowing them to resume their progress later.

**Gameplay:**

* Upon launching the game, players are prompted to select their opponents (human or computer).
* Human players provide their names and choose a pawn color.
* Players can choose to start the game with two players.
* The game board is displayed in the console interface.
* Players take turns rolling the dice by pressing the "Enter" key.
* Pawn movements are automatically executed based on the dice value.
* Players have the option to save the game for later continuation.

**Usage:**

* Run the run.py script to start the game.
* Follow the on-screen prompts to select players, enter names, choose pawn colors, and start the game.
* Press the "Enter" key to roll the dice during gameplay.
* Enjoy playing Ludo against human or computer opponents!

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**Conclusion:**

The Ludo Game project provides an entertaining console-based implementation of the classic board game. With its simple yet intuitive gameplay design and customizable options, it offers a delightful gaming experience for users of all ages. Whether playing solo against computer opponents or competing with friends, Ludo Game promises hours of fun and excitement.