

~~~~~ Cow and Leopard ~~~~~

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Dependencies and other files:

We have many images (like leopard, goat, board and many) in our program which is included in the folder itself. Except it there are no dependencies. Whole program is written in one file.

There is also a PDF file named "Leopard and goat"

What's project is about:

It's a traditional board game, and an evolution of checker, in which the players are not symmetrical. For rules and details simply run the game and click on instructions.

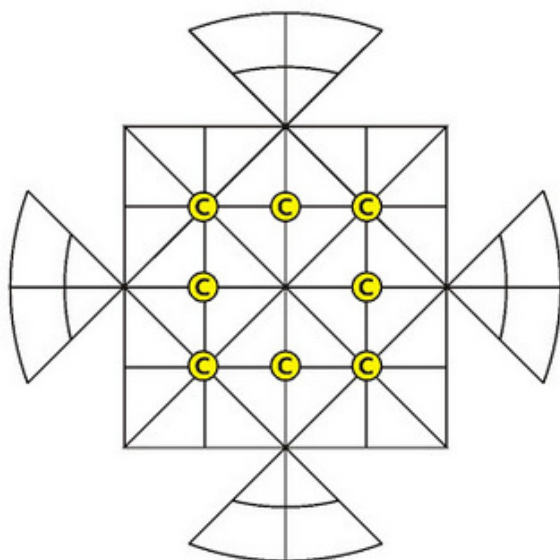
Or read below:

Winner:

- \* Leopards win if they take out a minimum of 12 cows.
- \* Cows win if they immobilise both leopards.

How to play:

1. Both leopards and cows should be placed only on intersections of lines.
2. During a turn only one coin has to be played.
3. At the beginning cows are placed at eight points.



4. One leopard is placed on any open point on the board such that it can attack a cow.
5. Next one cow is placed on any open point.
6. All cows are introduced one by one on the board one each during its turn. (i.e., one cow is placed on a point, next one leopard moves, next one more cow is placed on a point, next a leopard moves, next one more cow is placed on a point and so on).
7. All cows have to be introduced on the board before any cow starts moving.
8. If a leopard 'L' encounters a lone cow 'C' with an open point just behind it, then the leopard jumps over the cow to the open point and takes out the cow from the board.

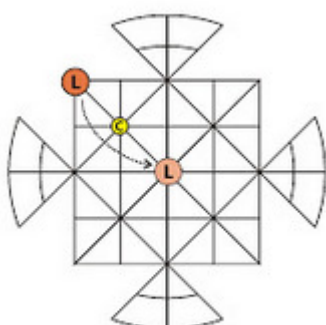


Fig. 3

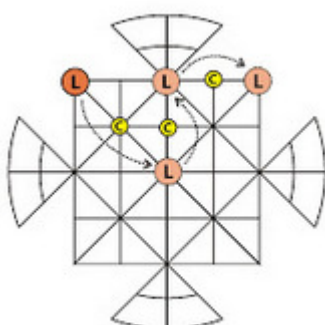
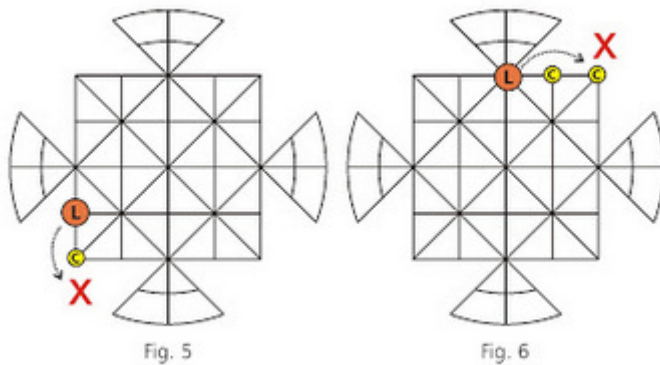


Fig. 4

9. Leopard can jump over multiple cows during its turn provided it should always land on an empty junction before jumping over the next cow (this is similar to multiple-cutting option as in Checkers). See Fig. 4.

10. Leopard cannot jump over a cow if there is no open point behind the cow as shown below in Fig. 5 and Fig. 6.



11. A cow that has been taken out of the board by a leopard is permanently out of the game and cannot be reintroduced on the board during that game.

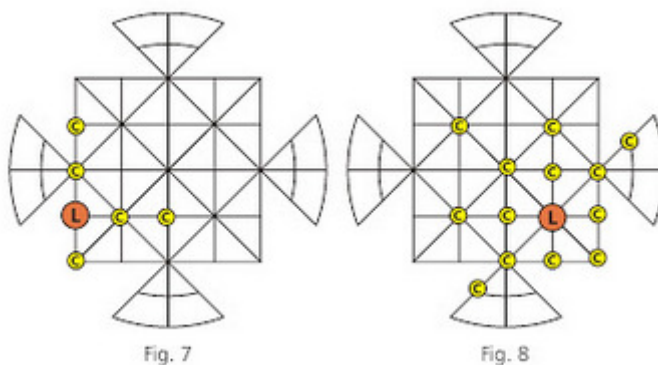
12. After all cows are introduced on the board, cows start moving.

13. Only one cow can be moved to its adjacent open point during its turn.

14. Cows cannot jump over anything.

15. Leopards cannot jump over another leopard.

16. Cows should avoid getting jumped over by leopards and try to surround leopards such that leopards cannot move as shown below in Fig. 7 and Fig. 8.

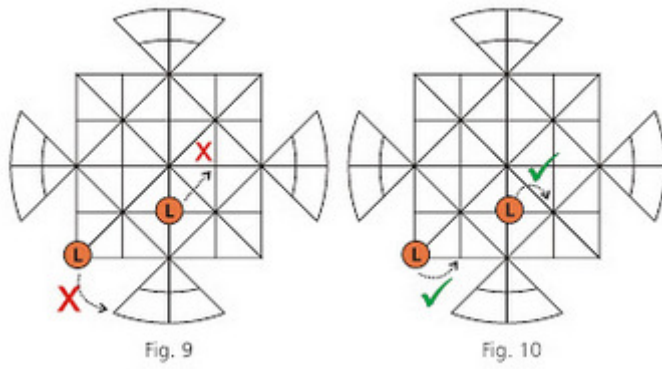


17. Leopards try to take out as many cows as possible and avoid getting tied down by cows.

18. Cows try to tie down all leopards rendering them immobile.

19. Lines denote the path of movement. Cows and leopards should always move along the lines. Movement of a pawn between adjacent points is possible only when the points are connected by a line. See Fig. 9 and Fig. 10 given below for wrong and correct.

20. Game ends when either leopard takes out more than 12 cows or cows manage to immobilise both leopards.



*Benefits: This helps develop strategy and concept of team work by teaching that even though weak, if united, one can vanquish the stronger enemy, working as a team...*