Object Oriented Programming

SE Fall 21

Project Proposal

**Submitted to**

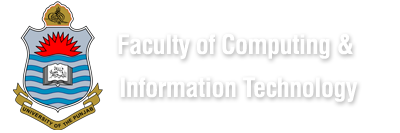
Maam Madiha Khalid

**Submitted By**

BSEF21M001- Yeshal Khan

BSEF21M008 - Zohaib Shahid

BSEF21M026 - Huzaifa Riaz

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**LUDO++**

**Project Statement**

We're going to create a classic **ludo** game using Object Oriented approach. Our aim is to learn basic game development through this project.

**Features List**

The game will have 4 players, with each player having four pieces commonly known as “goti”. The pieces will move according to the number on dice. The player whose all four pieces reach Home first will win. If a player's piece gets overlapped by another player's piece, the former will lose all the points of that piece.

**Possible Solution**

We're going to create 3 classes:

* PIECE: has 3 members (a number variable and a **x** and **y** variables to represent location).
* PLAYER: has 2 members (a color variable & an array of type PIECE).
* BOARD: has 2 members (a 2d array to display all pieces, an array of type PLAYER).

**Source Of Idea**

We came up with this idea through discussion. We wanted to make a game, so we went for a familiar one.