Overview

– "Game of Life" ?
   "Sugoroku" ? (another famous board game).

– Simple concept and structure in C++.

–> No theory. No calculation. No physics.

–> Just for fun and performing what I learned in C++.

Considerable Arrangements

Make the whole program shorter.

Interesting Plots.

Complicated map.

 –> Intersections. Choose the way.

Objects

String (sequence of characters)

– Used to create a map.

Structure (sequence of data/numbers)

– Used to define the value of each status.

Functions

Function and Void Function

① Dice function (function)

–> Rolls a die (or dice) up to 10.

② Map function (void function)

–> Displays the whole map and the position
 where you are.

Functions

Main Function

① Start shooting random numbers.

② Create a *while-loop* to execute the program over and over until a game finishes.

③ Insert a while-loop for "player 1" to execute the set of actions (roll dice, execute an event, and display the position).

④ Insert a while-loop for "player 2" and do the same as above.

⑤ Insert a while-loop to Judge which player won and exit the program.

Schedule

Less than 10 min before demo.

- More details about the contraction.

- The parts I spent more time to solve.

- Outputs?