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## Ludo project github

You can't take that action at this time. You're signed in with a different tab or window. Reload to refresh your session. You're signed out in a different tab or window. Reload to refresh your session. You're signed out in a different tab or window. Reload to refresh your session. This is a ludo game javascript project. If anyone thinks the game can be improved from a design or functional point of view, just do it. Below is an image of the content of the action: Page 2 You can't take that action at this time. You're signed in with a different tab or window. Reload to refresh your session. You're signed out in a different tab or window. Reload to refresh your session. C#project game board You can't take that action at this time. You're signed in with a different tab or window. Reload to refresh your session. You're signed out in a different tab or window. Reload to refresh your session. Page 2 C # Project Game Board You cannot take that action at this time. You're signed in with a different tab or window. Reload to refresh your session. You're signed out in a different tab or window. Reload to refresh your session. An Android-based ludo game is played according to Nepali rules. The game was developed entirely using java and xml in the Android studio. This is a copy of the original Ludo Board game as part of my web development bootcamp at IronHack Brazil. Thanks first of all I would like to say thank you to all my colleagues, teachers and all IronHack staff to help me achieve my goal of publishing my first iteration game. It's a real challenge for me and all the support and fun times shared between us all have made all the difference, and for that I'll be gratefull aways!! Start This game works in the browser and does not require installation. Link to run games in your browser = &gt; HERE. Prerequisites No hardware prerequisites are required. Just run the game and have fun! About Ludo Game is a strategic board game for two to four players in which players race their four cards from start to finish under the reels of a single die. Like other cross-body and circle games, Ludo is derived from the Pachisi Indian game, but is simpler. The game and its variants are popular in many countries and under many different names. Game Rules Since this is my first project, I have transformed the original game to make it work. Here are the rules for this particular Ludo game and I also added a link to the original rules. Details about it in the Improvements section of the article read.me. The game starts with four colors, each with 4 colors (pawn). Blue start game, followed by yellow, green and red, respectively. The game will be played with only one dice. In turn of each color, the player must roll the dice and then click on the selected good one to make the move. a player can only take one piece from the base and place The game if the dice roll 1 or 6. Once in the board, each piece must run through the board until it is received so that it is square column house (e.g. the blue of the home column square line is the blue path). After making it to the home column square, the player must roll the dice and get a 6 to move the piece to the home triangle, independent of the square in which it is located. The first player moves all 4 pieces to the home triangle winning the game. The original rule (there are rules that differ from some variations, but this rule is the most commonly used rule): the link. Game improvements and coding In the project, I had to make some adaptability to present a functional game. Other deployments cannot be implemented so far due to short schedules. Although, there are many improvements that can be made in coming to itself and in its code. Here are some examples; GAME IMPROVEMENTS Perform a function to allow players to choose how many colors to play before starting the game. Perform the dice rolling function to decide which color to play first. Fixes a problem in which the player can move pieces of other players after rolling the dice. Make the rule return a piece to the base if another colored piece stops if the same square. Perform path blocking rules if the player receives 2 pieces (the same color of course) in the same square. Blocking paths means other colors are blocked and won't be able to move along. Improve the method to move each piece into the home triangle. If the dice return a larger number of steps remaining to the home triangle, the piece must move inside the home triangle and then return to the remaining steps, until the player rolls the correct number required. Add feedback to the game page to improve the mobile experience. IMPROVED CODE I've done best to write an organized code. Since my initial suggestion was to make this game only apply dom manipulation methods, my logic is not object oriented and there is no use of any frameworks or tools, such as jQuery or Canvas. Perhaps because of that, I faced many challenges to manipulate all the elements properly and perform all the logical works the way I wanted (which is why I changed/adapted/ignored some rules). The basis of this game is a matrix of DIV elements placed on Ludo's Table Image, and all other elements are created, such as pawn buttons and dice, created in CSS and they are manipulated using Javascript. Logic can become simpler if we think of an object-oriented solution and use some tools like Canvas to improve each good one advancing inside the board. In addition, better animations can be made to improve the gamer experience (dice scroll animation, pawn movement, message box, etc.). Donate Please fork/copy the repo To look deeper into this fun game and contribute with some improvements on if you want. I plan to work on it in the future as well :) Author & Control Version Henrique Henrique Mendes - Ludo Game Version 0.1 - Published on January 24, 2019 Page 2 This is a copy of the original Ludo Board game as part of my Web Development Bootcamp at IronHack Brazil. Thanks first of all I would like to say thank you to all my colleagues, teachers and all IronHack staff to help me achieve my goal of publishing my first iteration game. It's a real challenge for me and all the support and fun times shared between us all have made all the difference, and for that I'll be gratefull aways!! Start This game works in the browser and does not require installation. Link to run games in your browser = &gt; HERE. Prerequisites No hardware prerequisites are required. Just run the game and have fun! About Ludo Game is a strategic board game for two to four players in which players race their four cards from start to finish under the reels of a single die. 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