

Game GoHome!

Game GoHome! is simple board game designed for CISC 3110 (by Professor Sokol, and yes, this is being used with permission!) The game can be played with 2-4 players. The **object** of the game is to reach "Home" first, which is the last square on the board game. There may be *obstacles* in the way, and the obstacles must be overcome. Obstacles consist of a number of spaces that the user must move *backwards*.

The game comes with 4 player pieces, a board, and a set of 10 cards. There are two cards with each number from 1-4, one card with "lose a turn," and one with "switch places with another player."

To begin playing, choose the player with the shortest first name. Afterwards, go in order of seating (or any other order decided upon by players/programmer).

A turn consists of picking a card. If there is a number on the card, the player moves forward that number of spaces. If the card says "lose a turn," the player does nothing, and the turn moves to the next player. If the player gets "Switch places" it must switch with a player of its choice. After the player moves, if the player lands on an obstacle, the player moves back that number of spaces. If the player lands on an obstacle after moving backward, it does not have to move back again.

Here is a sample set of cards:

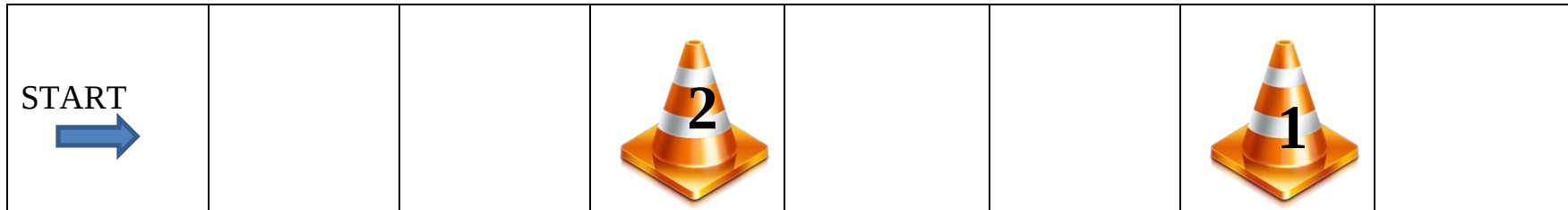
1	1	2	2	3	3	4	4	Lose a turn	Switch places with another player
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On the following page is a **sample** board. Each game comes with a different board.

Game GoHome!

							
							
HOME 							

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In summary, the following table describes the game GoHome!

Object:	Reach the last space on the board, which is labeled "Home."
Players:	2-4 players
To Begin:	Player with shortest first name goes first.
To Play:	Players take turns in order until one player wins. A turn consists of picking a card. If the card has a number, the player moves that number of spaces. If the card says "lose turn," the player does nothing, and the game continues with the next player. If the card says "switch places," the player must switch places with a player of its choice. If the player lands on a space with a number, the player moves back that number of spaces.

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As we discussed, you need to have (at least) a class for the Cards, Deck, Players, and Board. Each class should have an overloaded << operator so that printing is easier. I also do not want any functions that do not get used. (For example, avoid the urge to just write setters just because the concept exists. Only write setters for things that really need to change.) Also, do not write default constructors for the sole purpose of simplifying implementation. Your class should only have a default constructor if it really needs it.

What you need to submit:

The .h and .cpp for each class and the main program.

Make sure every function is well-commented and explained. Try to use only techniques we used in class, and if you use something we didn't, it must be explained. You must understand whatever you use.