

Mini Assignment – Behaviour

The objective of the task is to model object-oriented behaviour. The application to be build is the board game Ludo. For more details on the game, including the rules, please consult http://en.wikipedia.org/wiki/Ludo_%28board_game%29.



Figure 1: Ludo Board

1. Have a look at the *Counter* class below. *colour* indicates the colour of the counter, *number* specifies the id of each counter (from 1 to 4) and *position* represents the position on the board (0 for home).

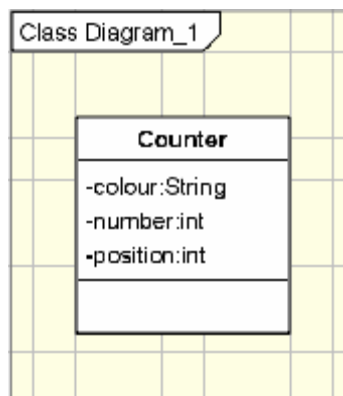


Figure 2: A Ludo *Counter* Class

Extend the class with a *move* method. Describe the operation in plain English, UML and pseudo code.

2. Create a method called *capture*, which represents the operation of a piece landing on a piece owned by another player. Use messaging to represent the method in UML and pseudo code.
3. What other classes and methods are required to fully model the game? Don't forget the die!