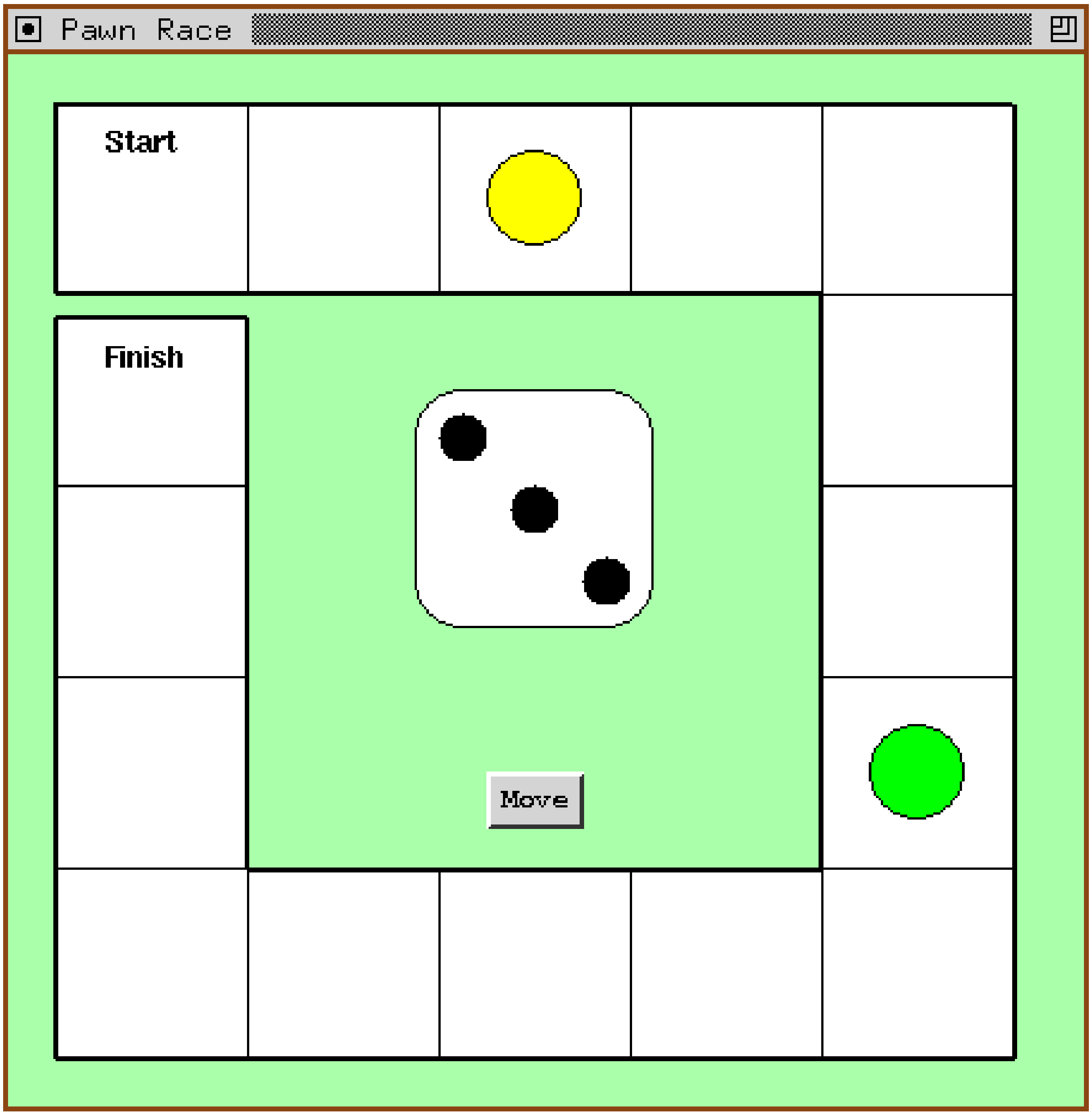
Pawn Race

The Pawn Race is a simple game for two players. Each player takes turns and rolls a die to move his or her piece that number of spaces. The first player to reach the end is the winner. To finish the game, the player must roll exactly the number of spaces to the end. If a player lands his or her piece on the other player's piece, the other player must start over from the beginning.



To start you off, we have already assembled the game board for you. You will have to make the pieces yourself, as well as demonstrate the game's entire behavior. Please note that although the board looks like a circle of squares, it is actually composed of lots of little pieces and Gamut cannot see the individual squares unless you do something to point them out. You will need to draw something on the board to show Gamut how the pieces move. You will also need to create objects offscreen to keep track of the game's state. The die in the center is actually only "three sided." That is, it has numbers one, two, and three and that's it. This is intentional so don't worry about it.

- **Open the file "pawn.gam". This has the start-up components for your task. Please feel free to save your work in this file.**
- **Create the pieces for the players. Make a green piece and a yellow piece using circles. Place both pieces in the center of the starting square directly one on top of the other.**
- **Draw something on the board to show the path that the pieces will follow.**
- **Make it so that pushing the "Move" button causes the die to roll (shuffle the deck) and moves a piece the corresponding number of places.**
- **Create an object to keep track of the current player's turn and make the "Move" button alternate between players.**
- **Demonstrate that when either player's piece lands on the other, the other player's piece goes to the beginning.**
- **Create an text object labelled "Winner!" and mark a position on the board where you would want it to go. Place the Winner! object offscreen.**
- **Make the Winner! label move to the marker when one of the pawns reaches the last position.**
- **When you finish, save your work in the file "pawn.gam".**