

**VISVESVARAYA TECHNOLOGICAL UNIVERSITY,
BELAGAVI - 590 018**



Mini Project Report On

“LUDO GAME APP”

**A report submitted in partial fulfillment of the requirements for
MOBILE APPLICATION DEVELOPMENT LABORATORY (18CSMP68)**

in

COMPUTER SCIENCE AND ENGINEERING

Submitted by

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Under the Guidance of

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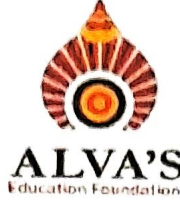


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2020 – 2021

ALVA'S INSTITUTE OF ENGINEERING AND TECHNOLOGY
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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
CERTIFICATE

This is to certify that the Mini Project entitled “**LUDO GAME APP**” has been successfully completed by

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in the partial fulfillment for the award of Degree of Bachelor of Engineering in Computer and Engineering of the Visvesvaraya Technological University, Belagavi during the year 2020-2021. It is certified that all corrections/suggestions indicated have been incorporated in the report. The Mini project report has been approved as it satisfies the academic requirements in respect of Mini Project Work prescribed for the award of Bachelor of Engineering Degree.

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Mini Project Guide

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ABSTRACT

Ludo is board game played between friends and family. The game is played between 2 to 4 players, the objective of the game is pretty straightforward, each player gets 4 tokens, and these tokens must make a full turn of the board and then make it to the finish line.

Ludo Game Simulation is a android application that imitates the manual method of playing ludo board game. The motivation behind this project work is the need to strengthen students understanding of processes and digital literacy and more specifically their reflective understanding of video games. Secondly Organizations face significant problem in trying to analyze risk ratio and to make complex-living contexts understandable. Organizations need to adapt continuously to the change of inner and outer conditions through the use of simulation. This system is achieved by writing a computer program that allows players to roll a dice randomly, take decisions and move the pawn based on the outcome of the dice on a well-designed graphical interface. The design of adequate gaming simulation system plays an important role in supporting organizational learning, changing mental models, fostering alternative interpretation patterns of reality, developing new communication and action patterns, and reconstructing the sociotechnical aspects of organizations. Furthermore, any game involving number can aid in children early mathematics development.