

**No rerolls,
Take two arrows!
Finish your turn!**


This is you!





**Take one arrow
If you choose to no reroll,
You must shot four times,
Finishing your turn**

BANG! **BANG!**



This is you!

BANG! **BANG!**


Take one arrow
If you choose to no reroll,
You must shot four times,
Finishing your turn

This is you!


On First Roll - Take one arrow
Reroll Arrow, Bull's eye 1 & 2


This is you!


Use Gatling Gun, Shoot everyone,
Drop your arrows
Take to beers to heal yourself or
someone else











THE CHARACTERS
Their life points ranges from 7 to 9 bullets

NAME

LIFE POINTS

SPECIAL ABILITY



Each player has a role that define its goal card:

- Sheriff: must eliminate all Outlaws and the Renegade(s);
- Outlaws: must eliminate the Sheriff;
- Deputies: must help and protect the Sheriff;
- Renegade: must be the last character in play.

Roles present in game per number of participants.

- 4 players: 1 Sheriff, 1 Renegade, 2 Outlaws;
- 5 players: 1 Sheriff, 1 Renegade, 2 Outlaws, 1 Deputy;
- 6 players: 1 Sheriff, 1 Renegade, 3 Outlaws, 1 Deputy;
- 7 players: 1 Sheriff, 1 Renegade, 3 Outlaws, 2 Deputies;
- 8 players: 1 Sheriff, 2 Renegades, 3 Outlaws, 2 Deputies



Let's play!

- The game begins with the Sherriff revealing his role (this player get two additional life points) taking its turn rolling the dice
- After his turn, the game continues with the next player clockwise.
- The roles of the other participants in the game remain a secret until the moment they are eliminated.
- Complete rules of BANG! The Dice Game a http://www.dvgiochi.net/bang_the_dice_game/BANG!_dice_game-rules.pdf

Project - Part 1

- Code in C Language a mechanism to include the different participants in a game of Bang!
- The program would assign life points & roles, rolls dice, perform shooting and healing using random numbers.
- The program simulates the game of Bang and provides proper output to the console as the game unfolds. Showing the results of the dices, their interpretation and other decisions done by each player.
- Once a player is eliminating his/her role is revealed.

Project - Part 2

- Expand the program done in Part 1, to adapt its strategy for selecting people to received beers or shoots, every time a player is eliminated, and the player's role is revealed.
- What changes would you do?
- What Data Structures would you choose for your solution?
- Document everything, submit a weekly report of everything done to develop further the project.
- Attempt the coding of your design to improve upon the version developed in Part 1.

Deliverables

- A working program for part 1 (TBA)
- Weekly reports of planning, research, brain storming, decision, design to be implemented. (TBA)
- A working program for part 2, showing the changes done to improve program from part 1, based on the design and/or research done. (TBA)