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| **Name** | R1. Make a board |
| **Abstract** | The program should generate a board with n rows and m columns |
| **Input** | The number of rows and columns |
| **Output** | A board with the rows and columns specified |

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| **Name** | R2. Number boxes |
| **Abstract** | Each box of the board should be numbered |
| **Input** | A grid |
| **Output** | The boxes are numbered from bottom to top and first. And from left to right and the next row from right to left and next row from left to right. All boxes should number following the previous pattern. |

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| **Name** | R3. Players |
| **Abstract** | The program must be 2 or more players represented by a symbol like $\*!%#+& |
| **Input** | The number of players |
| **Output** | A symbol for each player |

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| **Name** | R4. Ladders |
| **Abstract** | The ladders are numbered from one to number of ladders |
| **Input** | Number of ladders |
| **Output** | The ladders in the board |

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| **Name** | R5. Snakes |
| **Abstract** | The ladders are numbered from a to z |
| **Input** | Number of snakes |
| **Output** | The snakes in the board |

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| **Name** | R6. Menu |
| **Abstract** | It should a menu with three options:   * Play * See positions * Exit |
| **Input** |  |
| **Output** | Enter in a option |

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| **Name** | R7. Play |
| **Abstract** | It must create a board and starting the game |
| **Input** | Choose the option to play |
| **Output** | Create the board |

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| **Name** | R8. See positions |
| **Abstract** | It must allow to see the winners |
| **Input** | Choose the option see positions |
| **Output** | Shows the winners |

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| **Name** | R9. Exit |
| **Abstract** | It must terminate the program |
| **Input** | Choose the option exit |
| **Output** | The program terminate |