I started creating this game and the philosophy behind it was the game ladder and sneakers which in some sense resembles the life and how ups and downs of life bring people up or down.

For this game I have used a 2 dimensional array having 100 objects of type GameSquares. This array creates the whole game board and determines which squares bring up or down the players. The other object used is Player of which we have 2 instances Max and Min.

The way that the players move gets determined by the rules of the game. Like we can put a rule that any dice result of 6 has a reward that is to roll a die again.

All the codes are written by me and the only built-in functions used were draw rectangle and time functions (like setTimeOut or SetTimeInterval) of JavaScript.