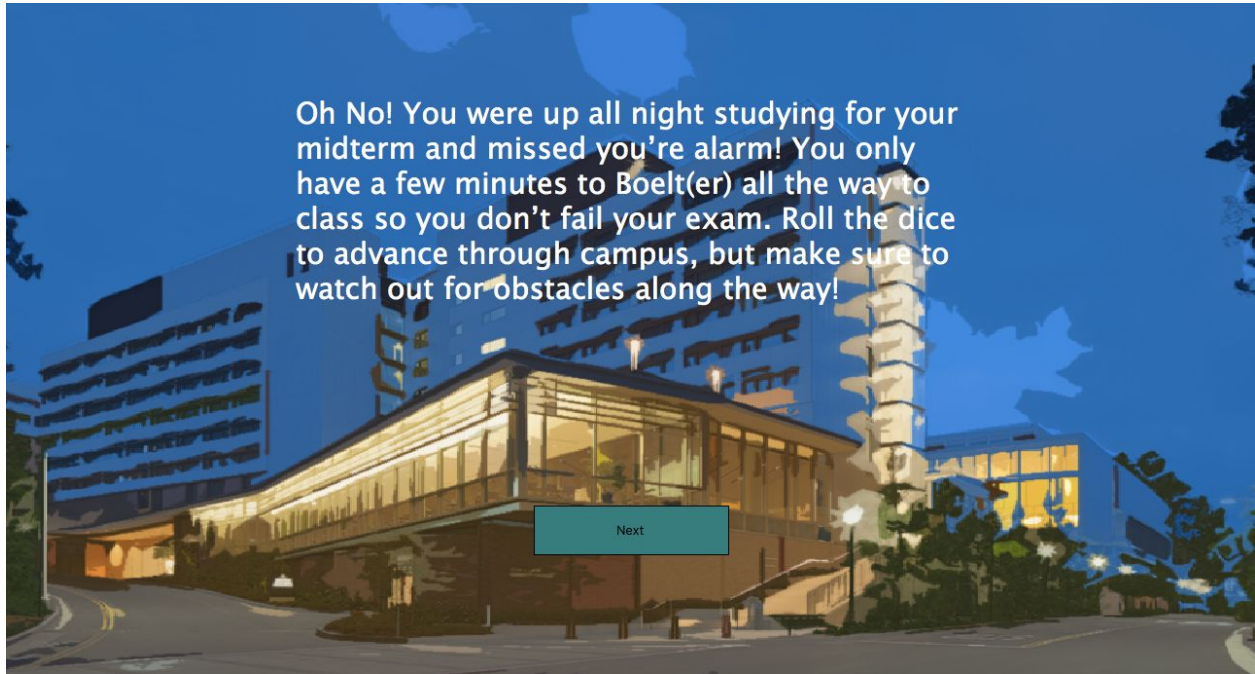


Billy Guenneugues and Sneha Sambandam  
PIC 10C Qt Project

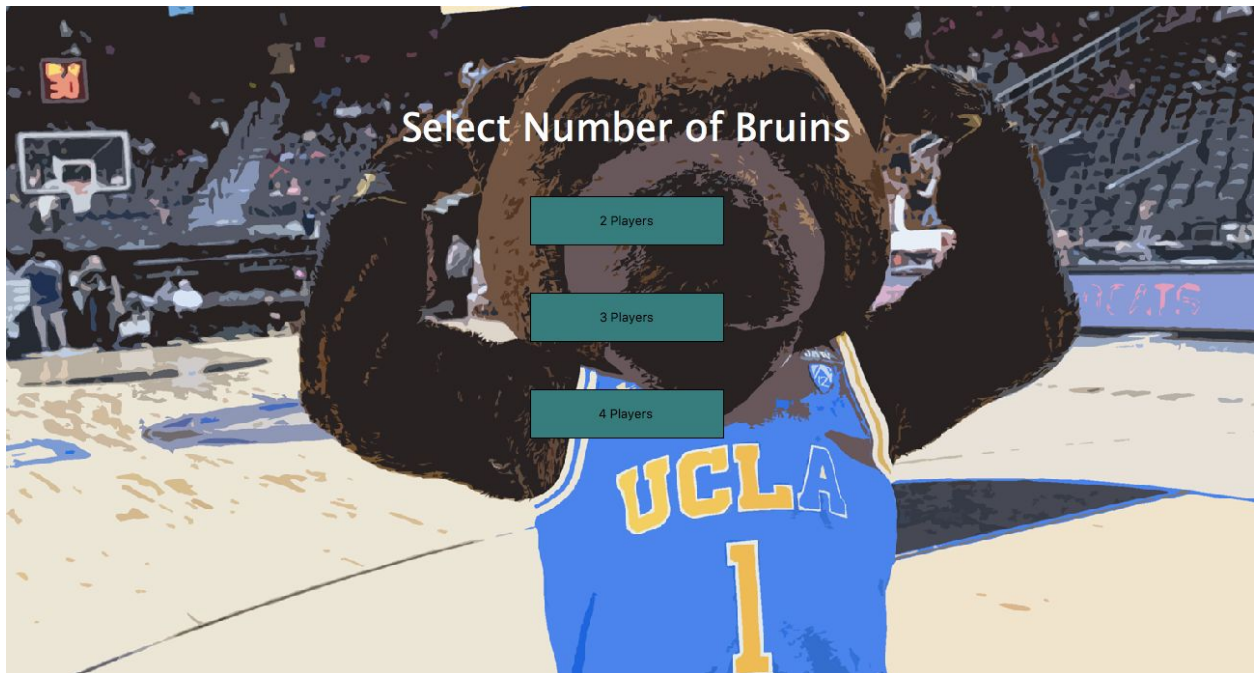
The concept of this application is to create an augmented UCLA edition of the classic Snakes and Ladders board game. Application opens with a welcome window with play, mute and quit buttons.



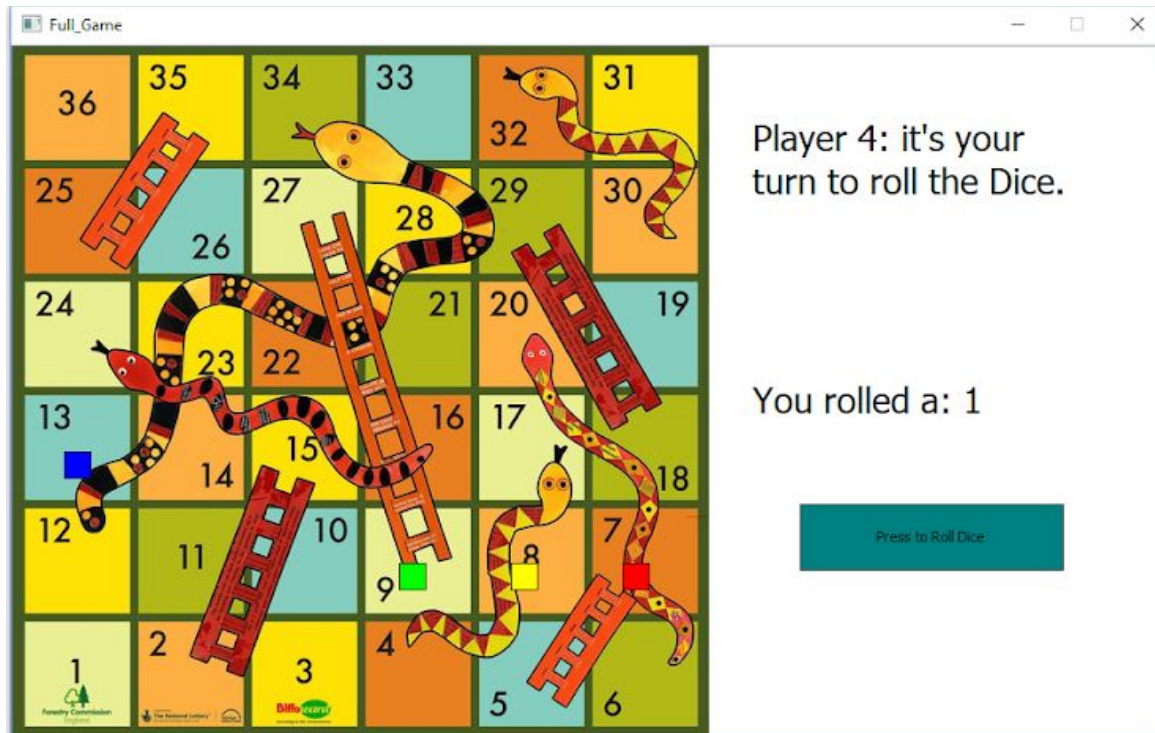
The play button takes you to the overall instructions window.



Pressing next gets you to the choose player window.

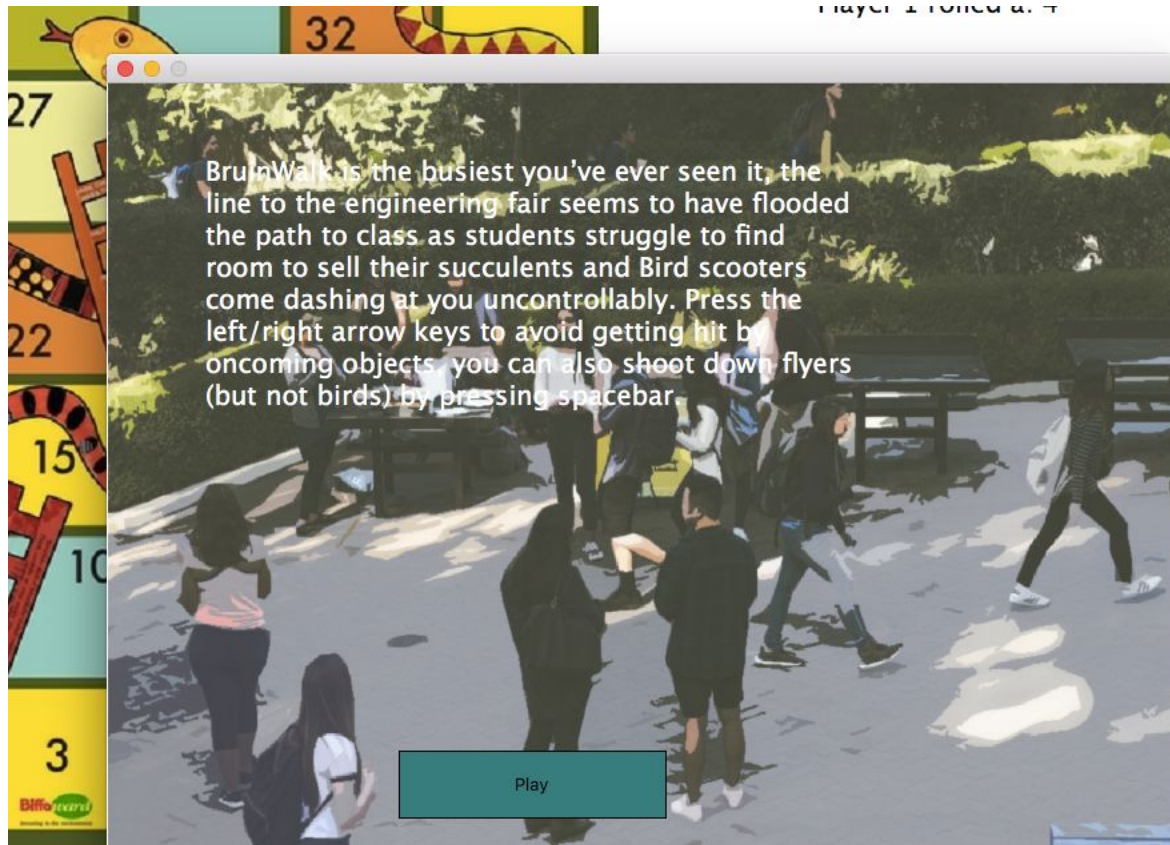


There can be 2-4 players who will try to reach the 36th position (to class) first. Pressing any of the buttons takes you to the main board window.

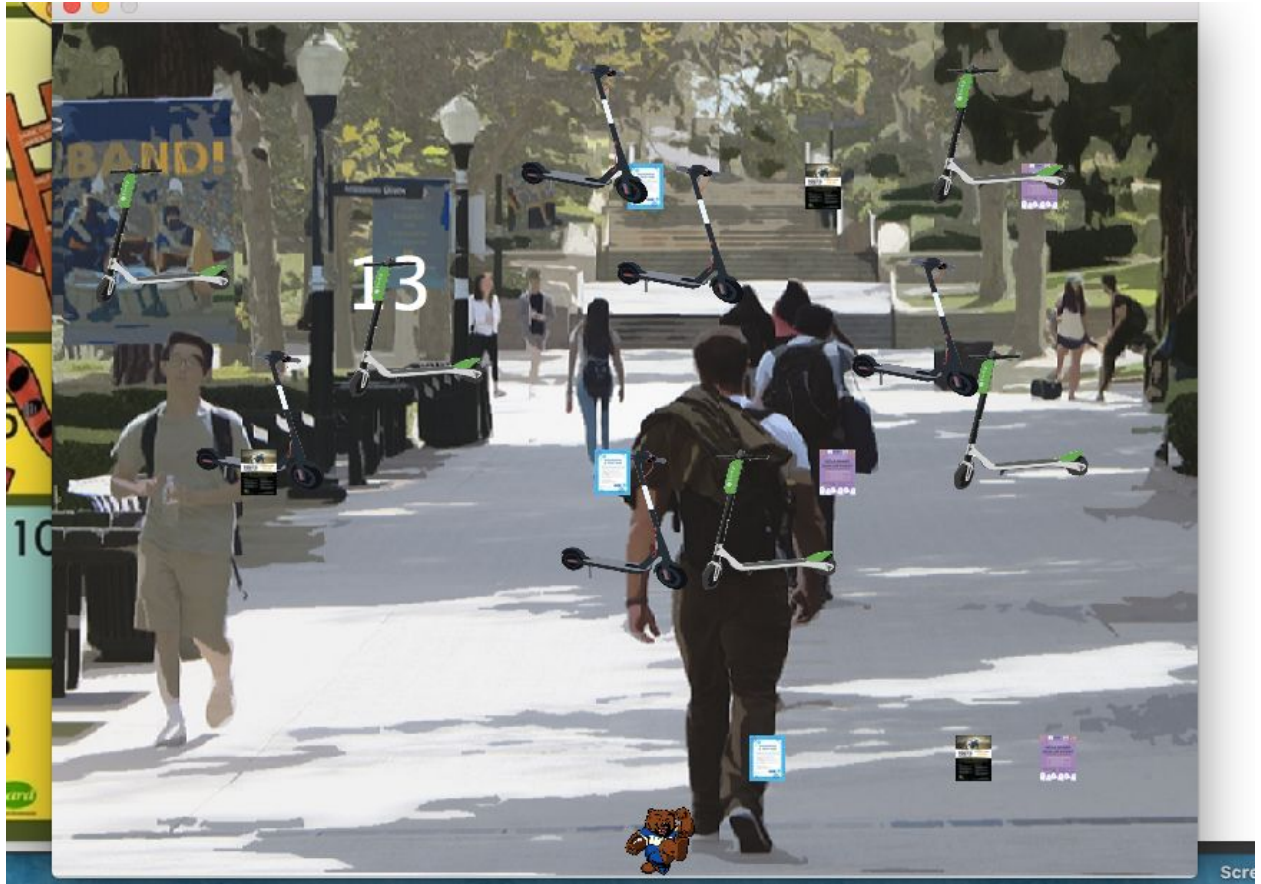


The window keeps track of whose turn it is at all times. Players move up the board by rolling a dice on their turn, which allows them to move up the board based on the number they rolled. When a player lands on the head of a snake, a mini game window will pop up. They can avoid being moved back if they win a round of a minigame in which they must jump over a swarm of “birds.” Note, if they happen to close the window before the game ends, they will forfeit the opportunity to stay at their position and must move down.

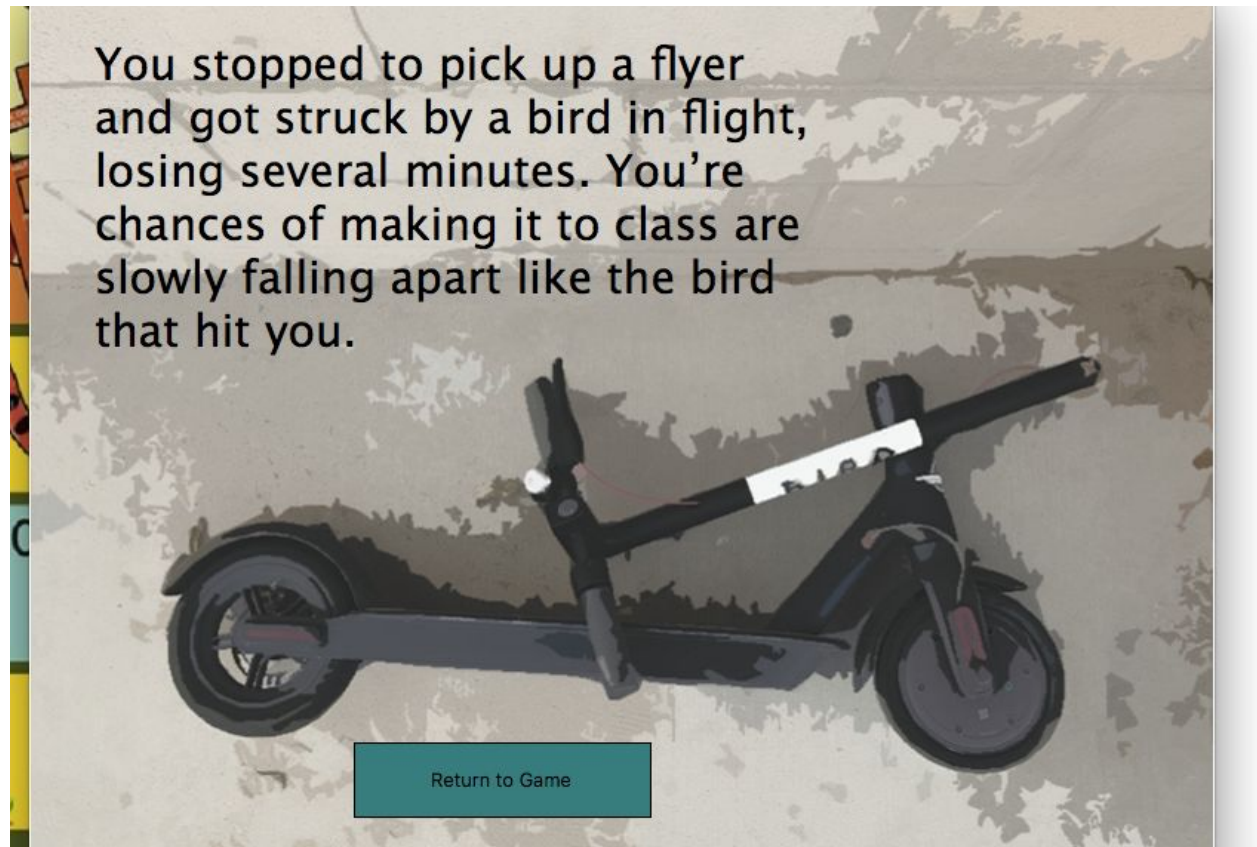




This is the snakes mini game instructions window.



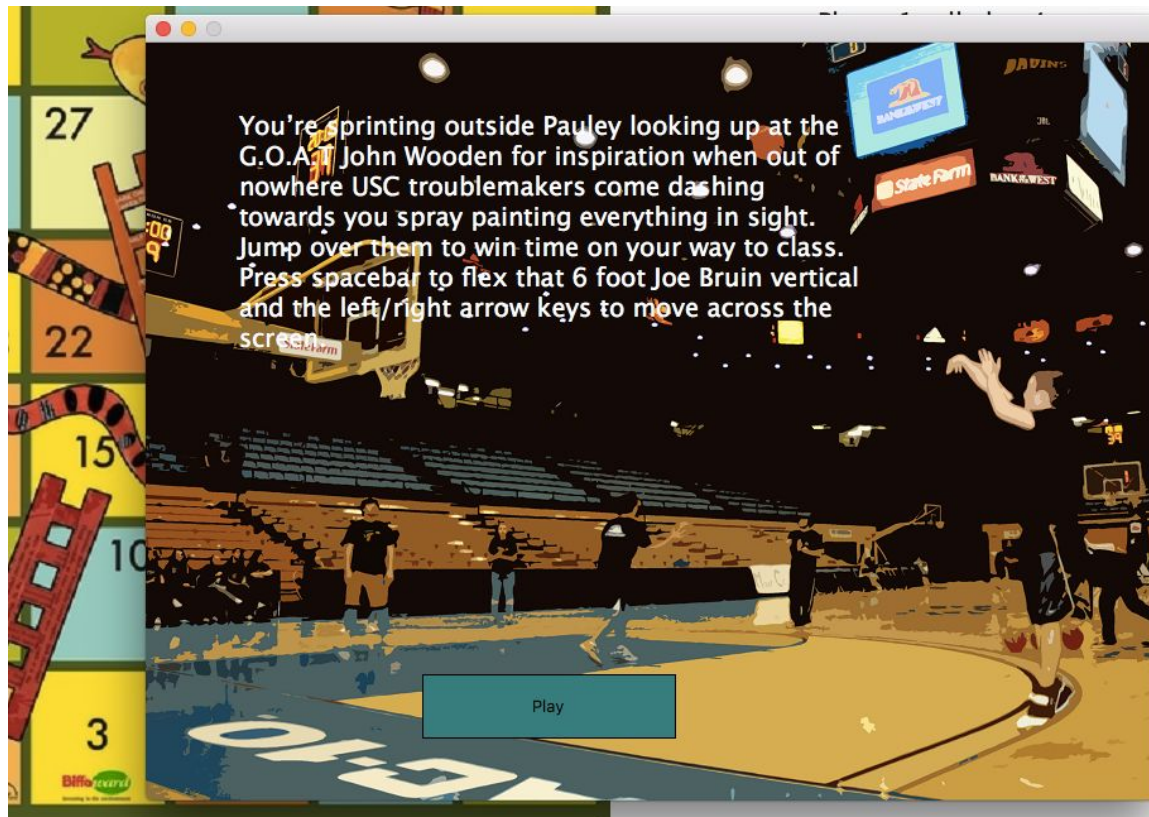
Here the player avoids getting hit by flyers by moving left and right until the timer runs out to win. If the player wins, they get to stay on the square they're on.



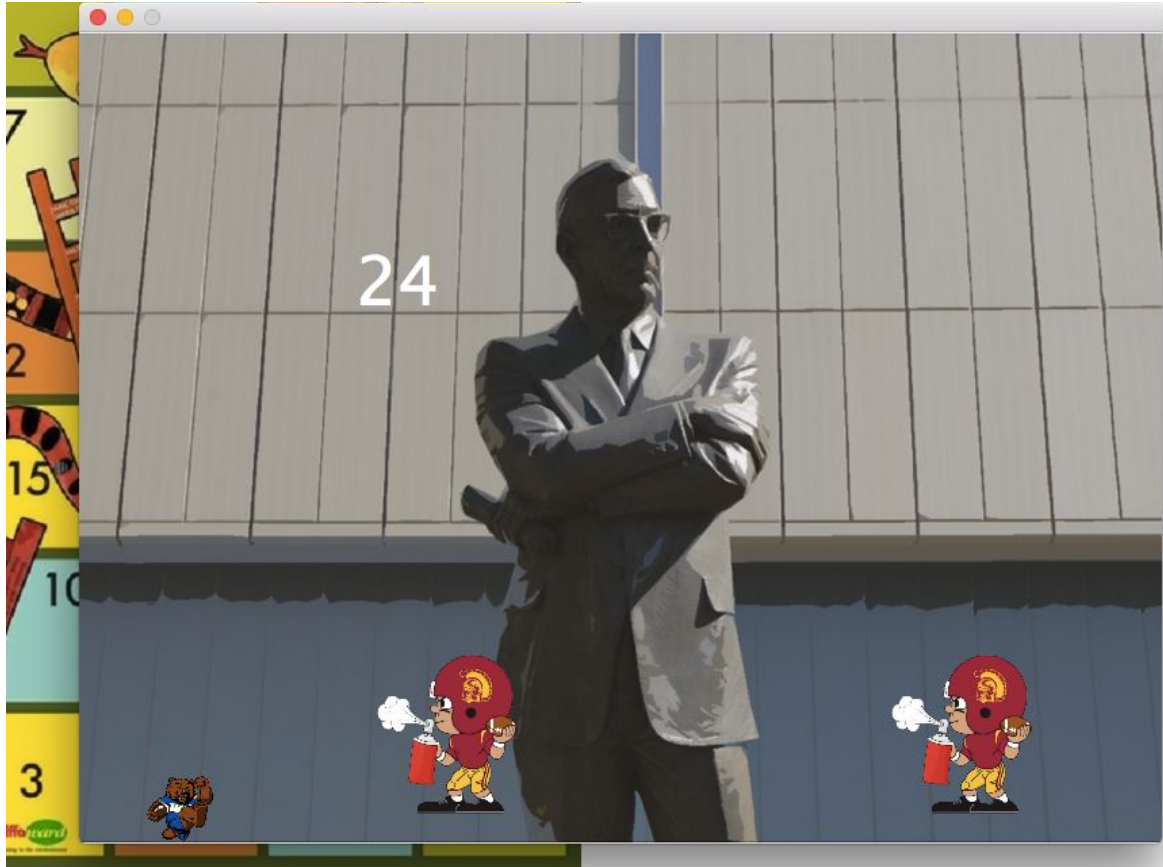
After winning or losing, the player is directed to close the window to get back to the main game.

When a player lands on a ladder, they have the opportunity to climb up the ladder if they win the mini-game of trying to move up bruin walk without being stopped by club-flyers.



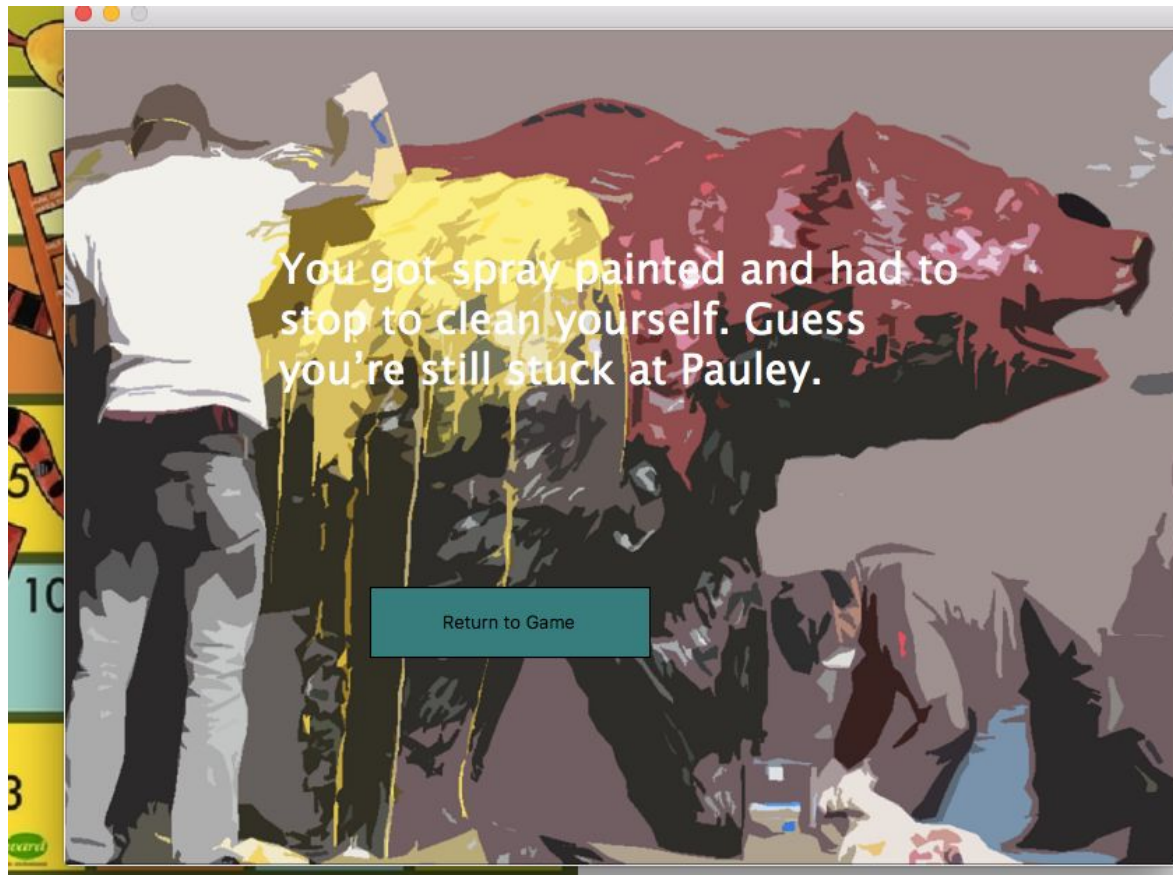


This is the instructions page



Here the player avoids getting hit by oncoming obstacles by jumping over them pressing spacebar until time runs out.





Again after winning/losing, the player is directed to close the minigame window and get back to the main game.

Finally when the first player to reach square 36 (class) occurs, the game will exit to a congratulations window.

