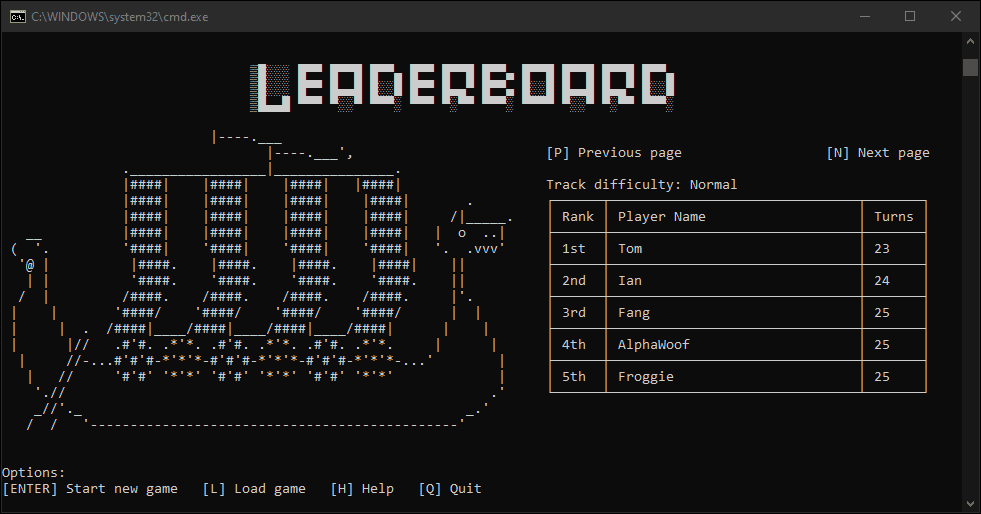
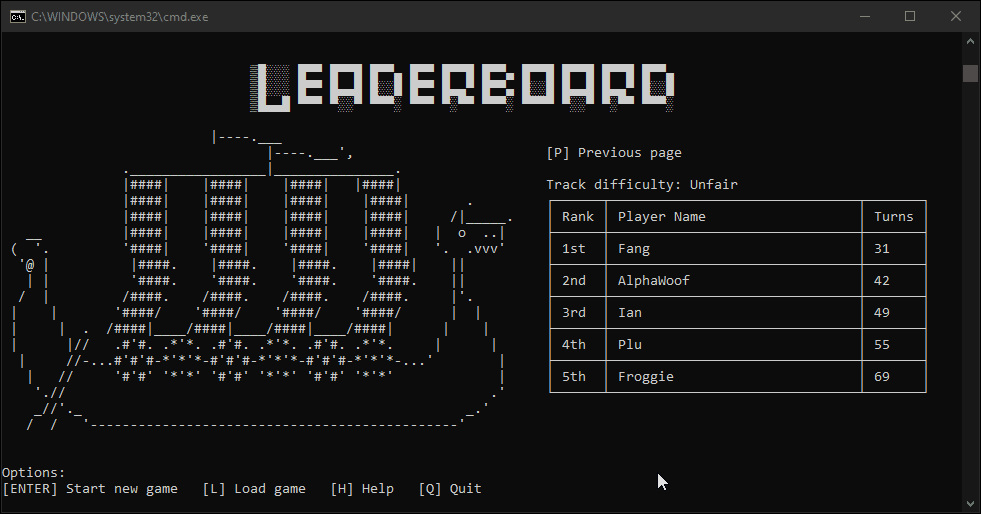
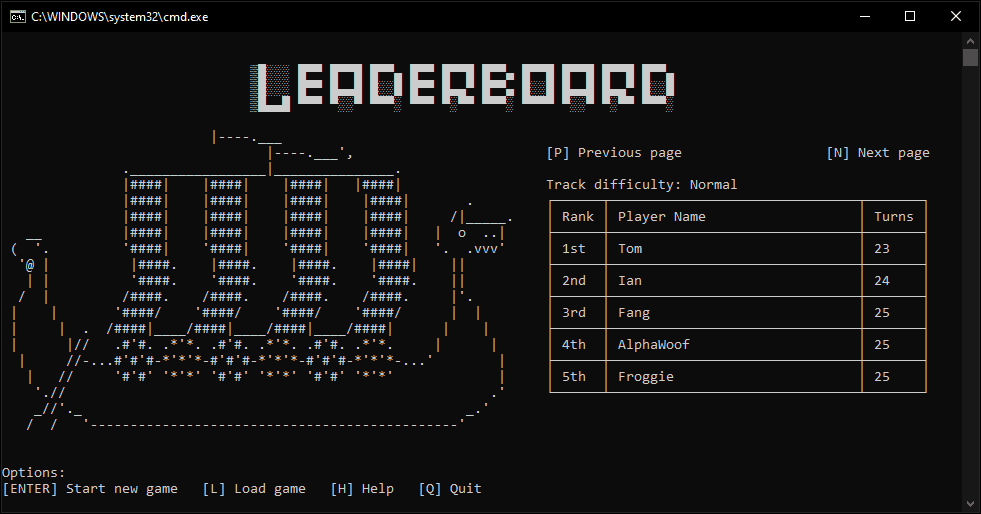
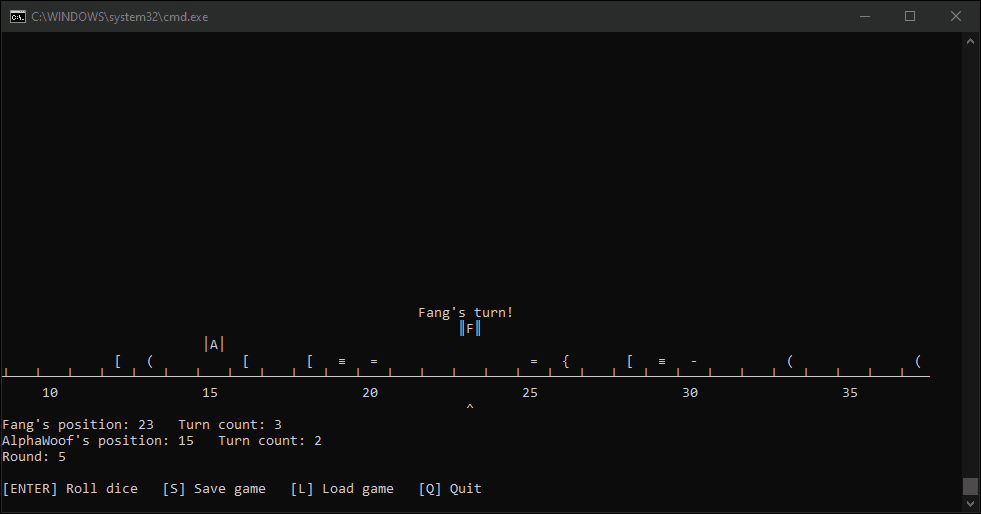
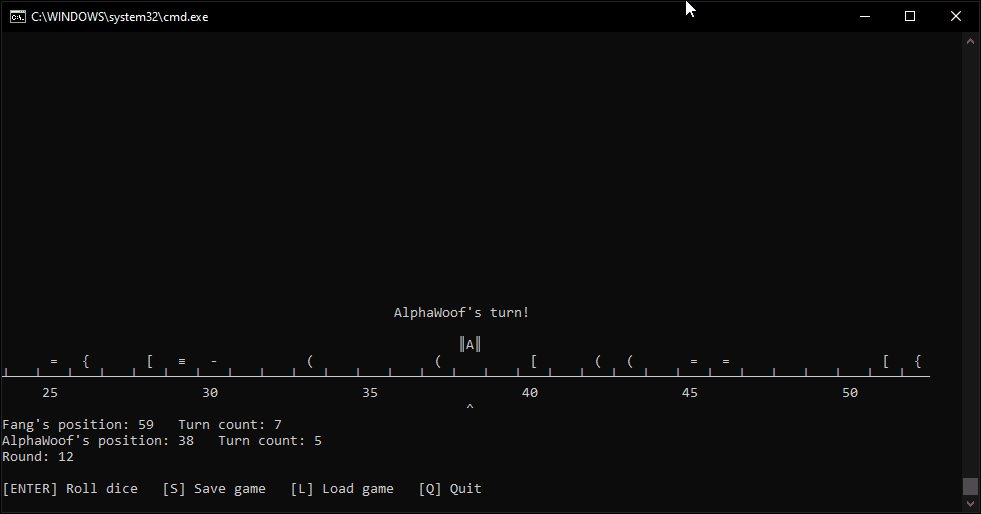
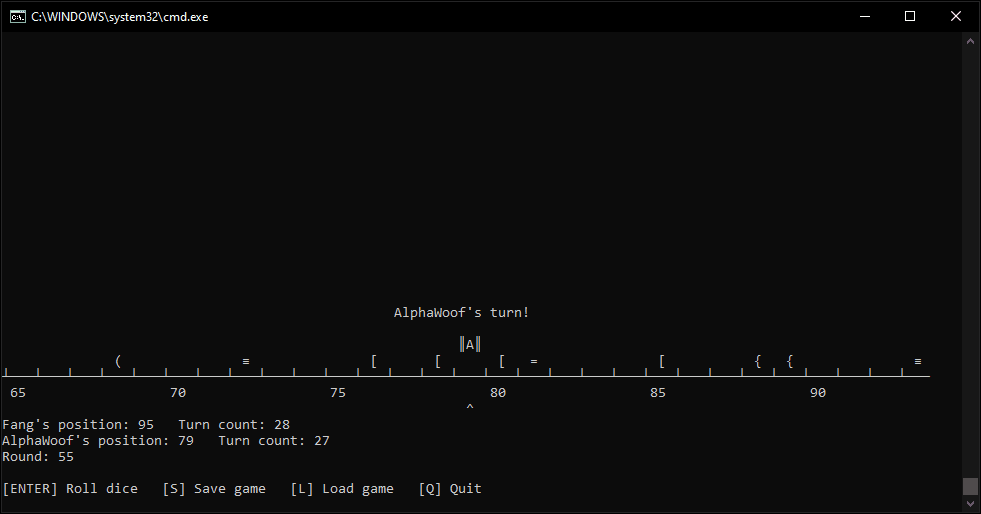
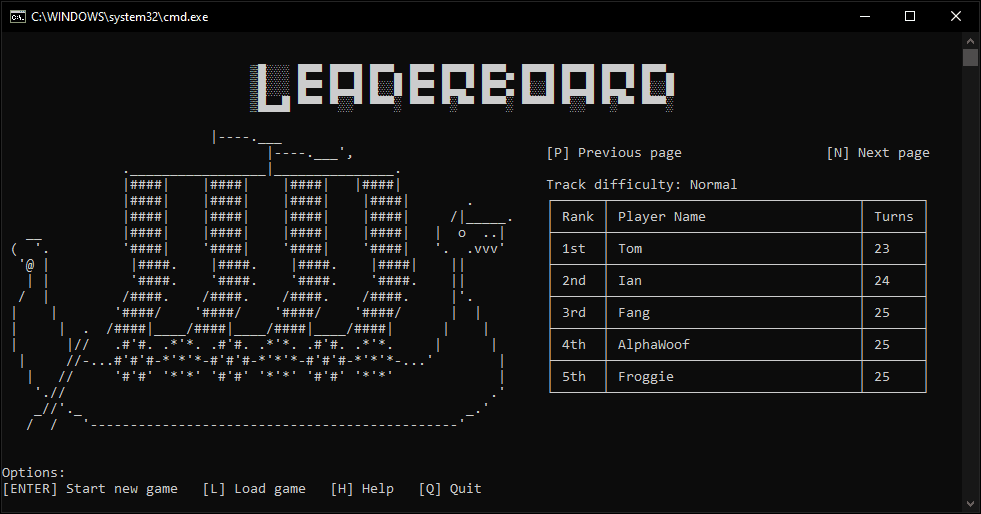
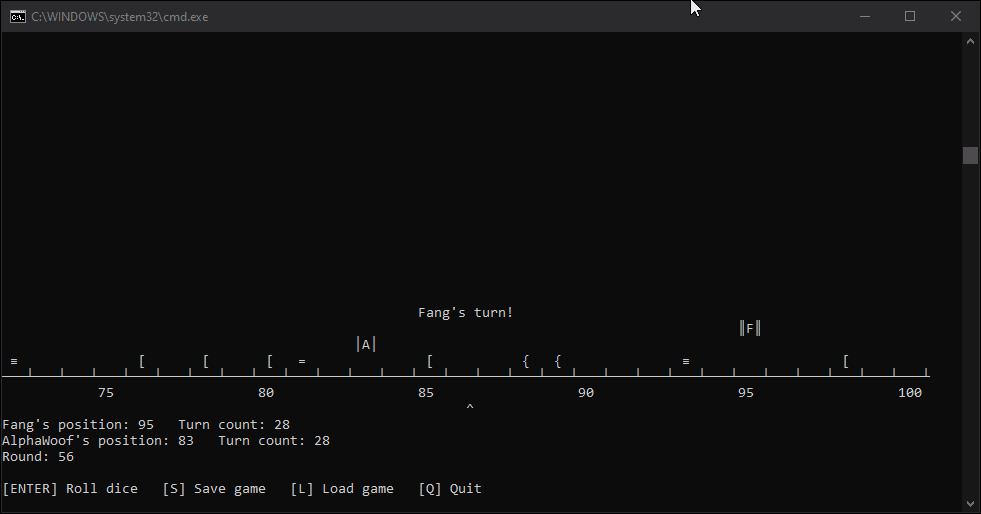
Demonstration Screenshots & Explanation

1. Leaderboard navigation  
   The user can navigate between pages in the leaderboard by typing [P] and [N], so the user can see the leaderboard for all gamemodes.
2. Help menu  
     
   Help menu can be shown by typing [H] for the user to know all the controls / commands.
3. Starting game  
     
   Pressing [ENTER] starts a new game. You can enter the amount of players, difficulty, and player names manually, or press [ENTER] to use the default settings (2 players, normal difficulty).
4. Gameplay: Panning  
     
   The game pans to the active player after each roll. This results in a smoother playing experience, even when the other player is outside of the current player’s screen.
5. Gameplay: Game event messages  
     
   If the player hit a trap or current, the game will display corresponding event messages. If a player is stuck in a certain area for multiple rounds, a corresponding event message will be displayed too. This results in a more interesting gameplay.
6. Gameplay: Saving game  
     
   You can save a running game by pressing [S]. The game can be saved during gameplay and can be resumed even after the game is reopened.
7. Gameplay: Loading game  
     
   You can load a previously saved game on any screen by pressing [L]. The game will resume from last saved state and players can continue their game.
8. Gameplay: End Screen  
     
   After a player reaches the end, the end screen will be displayed. Pressing [ENTER] again will take players back to home screen and leaderboard will be shown automatically.

Additional Features:

1. Customizable game
   1. Customizable player count: The user can start a new game with any amount of players (between 2 to 12 players). This feature allows user to play with more people.
   2. The user can choose between four difficulty levels (easy, normal, hard, unfair). This feature allows user to challenge themselves if they think the game is too easy.
2. Interactive leaderboard: You can switch between different pages of leaderboard (each correspond to a certain difficulty). This feature allows players to compare and compete with each other more easily.
3. Interactive gameplay: All interactions with the game are animated smoothly, which improves gameplay significantly.
4. Save/Load game: You can save a running game and then load it in the future. The game can be saved during gameplay and can be resumed even after the game is reopened. When loading the game, the game will resume from last saved state and players can continue their game. With this feature, the user are allowed to leave in the middle of the game and resume it without losing their progress (Assume they remember to save it before closing the game).
5. Modify in-game settings on the fly: The user can modify game settings directly in game by using slash (/) commands instead of changing the program code manually. Press [H] to learn more.