Start

```
                          ┌─────────────────┐
                          │ Ask player for  │
                          │      name       │
                          └────────┬────────┘
                                   │
                          ┌────────▼────────┐
                          │  Create a field │
                          │  with different │
                          │  normal and     │
                          │  special tiles  │
                          └────────┬────────┘
                                   │
                          ┌────────▼────────┐
                          │ Make the players│
                          │   start on one  │
                          └────────┬────────┘
                                   │
    ┌──────────────┐      ┌────────▼────────┐
    │              ├─────▶│ Generate number │
    │ Change player│      │  between 1 and  │
    │              │      │       12        │
    └──────▲───────┘      └────────┬────────┘
           │                       │
           │              ┌────────▼────────┐
    ┌──────┴───────┐      │ Move the player │
    │Store position│      │   by that number│
    │   Number     │      └────────┬────────┘
    └──────▲───────┘               │
           │                    ◇ Is any player  ◇   ┌──────────┐   ┌──────────────┐
           │                  ◇  on tile 100?  ◇───▶│Output Game│──▶│ Congratulate │──▶
           │                    ◇              ◇     │   over    │   │   winner     │
           │                        │              └──────────┘   └──────────────┘
           │                        │
           │              No   ◇ Is space ◇
           │            ◀──────◇ special?  ◇
           │                    ◇          ◇
           │                        │ Yes
           │                        │
           │                   ◇ Is the space a ◇   No   ┌──────────────┐
           │                 ◇   snake?        ◇────────▶│Move player up│
    ┌──────┴───────┐       ◇                 ◇          │by number     │
    │Move up by a  │◀──────◇                 ◇          │between 1 and │
    │ set number   │           │ Yes                     │     20       │
    └──────────────┘           │                         └──────────────┘
                        ┌───────▼────────┐
                        │ Move player    │
                        │ down by number │
                        │ between 1 and  │
                        │      20        │
                        └────────────────┘
```

Ask player for name

Create a field with different normal and special tiles

Make the players start on one

Generate number between 1 and 12

Change player

Move the player by that number

Store position Number

Is any player on tile 100?

Output Game over

Congratulate winner

No — Is space special?

Yes

Is the space a snake? — No — Move player up by number between 1 and 20

Move up by a set number

Yes

Move player down by number between 1 and 20

End