Practical Object oriented design
(Snake Ladder Game Design)

Design a multi-player snake ladder gamme which is played using following rules:

Players: Snakes and ladders is played by two to four players, each with her own token to move around the board.

Moving: Players roll a die, then move the designated number of spaces, between one and six. Once they land on a space, they have to perform any action designated by the space.

Ladders: If the space a player lands on is at the bottom of ladder, he should climb the ladder, which brings him to a higher space on the board.

Snakes: If the space a player lands on is at the top of snake, she must slide down to the bottom of it, which brings her to a lower space on the board.

Winning: The winner is the player who gets to the last space on the board first, whether by landing on it from a roll, or by reaching it with a ladder.

Milestone1: Design and implement the domain model for snake ladder game.

Milestone2: Refactor your model with design patters. Use, at least, 3 to 4 design patterns discussed in the class.

Milestone3: Develop a command-line interface to interact with the editor.

Milestone4: Develop a GUI interface to interact with the editor. Use MVC Architecture to separate domain model from graphical interface with controller as mediator. Sample GUI screen is given below:

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