INTRODUCTION:

Snakes and ladders, also known as Moksha Patam, is an ancient Indian board game for two or more players that is still considered a worldwide classic today.

It’s played on a gridded game board with numbered squares. On the board, there are several “ladders” and “snakes,” each linking two distinct board squares.

The dice value will be generated randomly. If after moving, the pointer points to the block where the ladder is, the pointer is directed to the top of the ladder. If unfortunately, the pointer points to the mouth of a snake after moving, the pointer is redirected to the tail of the snake.First player who reaches 100th position will be "WINNER".

Software Requirements:-

* General Code Compiling Software like Dev C++, Visual Studio.

MAIN OBJECTIVES: -

* A Dice Value has to be generated randomly [Range(1-6)]
* If Player gets dice value of “6” he gets another chance to roll dice.
* Player position has to be changed according to the dice value.
* If player lands on a ladder his position is directed to the top of the ladder
* If player lands on a Snake head his position is directed to the tail of the snake.
* If any player position exceeds over 100 his move is not valid.
* First player to reach 100th position is declared as “WINNER”.

Constraints and Rules:-

* The game will begin with any dice value.
* If a 6(six) is appeared then a chance is awarded to that player.
* Only the location of current player is shown on the board, the location of other player is mentioned below the board.
* Snakes:- 99 to 04,92 to 76,83 to 80,67 to 49,59 to 37,41 to 20,31 to 14,24 to 07,19 to 06.
* Ladder:- 75 to 96,17 to 93,70 to 89,39 to 80,62 to 78,29 to 54,32 to 51,02 to 23,08 to 12.
* If any player position exceeds over 100 his move is not valid.

Learn Outcomes:-

* Snake and ladder game allows players to understand the concept of Mathematics easily.
* This game helps to improves social skills and interaction among the players.

Data Flow of Game:-A screenshot of a computer

Description automatically generated with medium confidenceArchitectural Design of Game

Diagram

Description automatically generated

Conclusion:-

Educational games enable people to learn and play. The use of educational games as learning media can also encourage users to discover and build their own knowledge of learning. Learning while playing can be used as a strategy and can improve method solving skills.

The purpose of this game is to show the impact of using educational games on people. This is to promote social skills and interaction among the players. Good interaction among the players is very important for the game to go on smoothly and also to make sure that everyone is having fun with it.