DATA STRUCTURES AND ALGORITHMS LABORATORY

MINI PROJECT REPORT

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**Title of project**: Snakes and Ladders Game

**Introduction:**

The Snakes and Ladders Game Project is a digital adaptation of the classic board game implemented using HTML, CSS, and JavaScript. The objective of the game is for players to race from the starting point to the finish by rolling a dice and moving their tokens accordingly. The game features elements of chance with the dice roll and strategic decisions as players navigate through the game board filled with snakes and ladders. This report presents an overview of the project, highlighting its features, implementation details, and potential future enhancements.

**Features:**

Player Tokens: Players can choose from a variety of token colors to represent themselves on the game board.

Dice Rolling: Players roll a virtual dice to determine the number of spaces they move on the board.

Turn-Based Gameplay: Players take turns rolling the dice and moving their tokens according to the outcome.

Snake and Ladder Effects: The game board contains special tiles representing snakes and ladders. Landing on a snake tile moves the player's token down, while landing on a ladder tile moves the player's token up.

Winning Condition: The first player to reach the final tile on the board is declared the winner.

Score Tracking: The game keeps track of the players' progress and displays the winner at the end of the game.

**Implementation Details:**

HTML: The project utilizes HTML for creating the structure of the game board, player tokens, and user interface elements.

CSS: Cascading Style Sheets (CSS) are used for styling the visual aspects of the game, including colors, fonts, and layout.

JavaScript: JavaScript is employed for implementing the game logic, including dice rolling, player movement, snake and ladder effects, turn-based gameplay, and score tracking.

**Preview**:

