# VISVESVARAYA TECHNOLOGICAL UNIVERSITY
## BELAGAVI-590014

PROJECT ENTITLED

# "SNAKE AND LADDER"

For the academic year 2016-2017
Submitted by:

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Project carried out at

**SIR M. VISVESVARYA INSTITUTE OF TECHNOLOGY
BANGALORE-562157.**

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**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**

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# SIR M. VISVESVARAYA INSTITUTE OF TECHNOLOGY BANGALORE-562157.

(Affiliated to Visvesvaraya Technological University, Belagavi)

# DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



## <u>CERTIFICATE</u>

Certified that the project work entitled **"SNAKE AND LADDER"** is a bonafide work carried out by **ASHUTOSH KUMAR SHARMA (1MV14CS022) in** partial fulfillment for the award of Degree of **Bachelor of Engineering** in **Computer Science Engineering** of the **Visvesvaraya Technological University, Belagavi** during the year 2016-2017 in **Computer Graphics and Visualization Laboratory**. The project report has been approved as it satisfies the academic requirements in respect of the project work prescribed for the course of Bachelor of Engineering Degree.

Signature of the Guide            Signature of the HOD

**Mrs. Monika Rani H G**            **Prof. Dilip K Sen**
Asst. prof, Dept. of CSE            HOD, Dept. of CSE
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<u>External Examiner</u>            <u>Internal Examiner</u>

# ACKNOWLEDGEMENT

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**- ASHUTOSH KUMAR SHARMA (1MV14CS022)**

# ABSTRACT

**Snakes and Ladders** is an ancient Indian board game regarded today as a worldwide classic. It is played between two or more players on a gameboard having numbered, gridded squares. A number of "ladders" and "snakes" are pictured on the board, each connecting two specific board squares. The object of the game is to navigate one's game piece, according to die rolls, from the start (bottom square) to the finish (top square), helped or hindered by ladders and snakes respectively.

The game is a simple race contest based on sheer luck, and is popular with young children. The historic version had root in morality lessons, where a player's progression up the board represented a life journey complicated by virtues (ladders) and vices (snakes).

The project shows the order of events in three frames:

1. First frame shows homepage and player selection.
2. Second frame shows rules and instructions to play the game.
3. Third frame shows the game board.
4. Fourth frame shows the winner information.

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