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
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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CERTIFICATE

Certified that the project work entitled **"SNAKE AND LADDER"** is a bonafide work carried out by **C. MAHENDRA V. SINGH (1MV14CS027) 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

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External Examiner

Internal Examiner

ACKNOWLEDGEMENT

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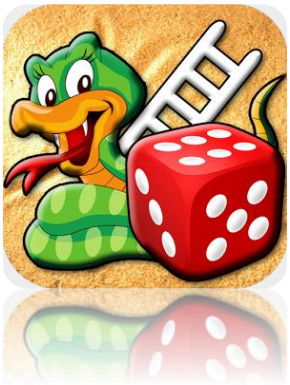
- C. MAHENDRA V. SINGH (1MV14CS027)

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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