

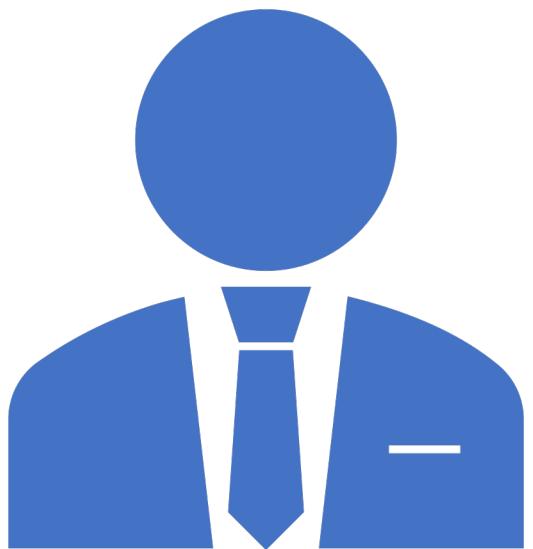
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Snake and Ladder Problem

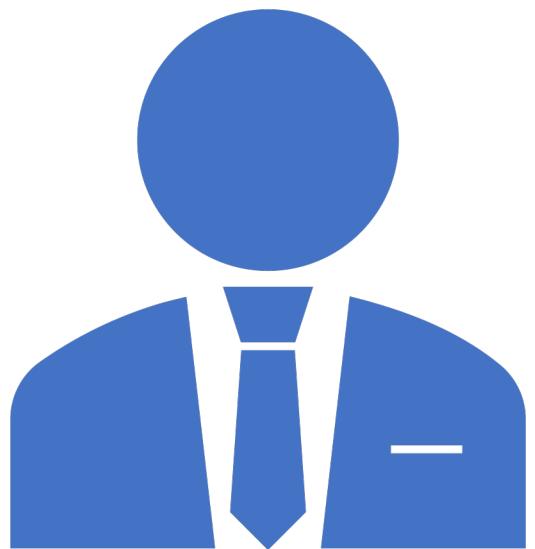
Snake & Ladder Simulator

This problem simulates a Snake and Ladder Game. The Player starts from 0 rolls the die to get a number between 1 to 6, finds a safe place, ladder or a snake keeps doing till the winning spot 100 is achieved.



UC 1

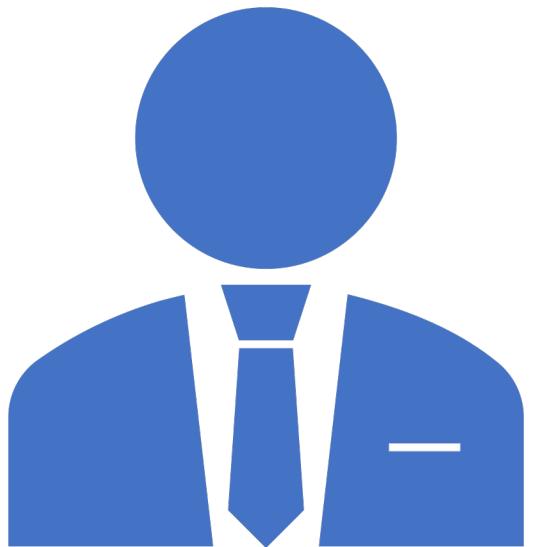
Snake and Ladder
game played with
single player at start
position 0



UC 2

The Player rolls the die
to get a number
between 1 to 6.

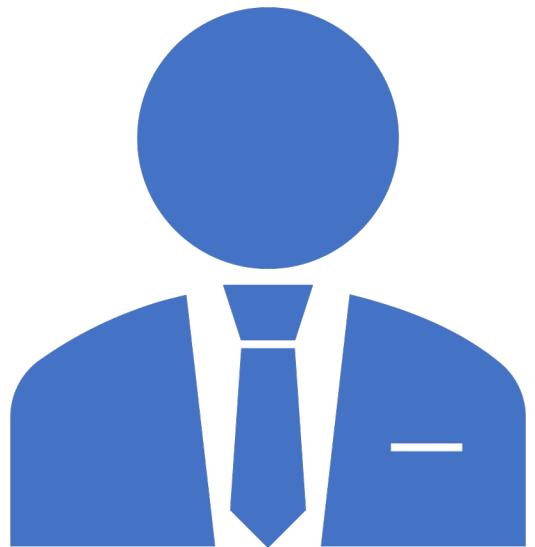
- Use ((RANDOM)) to get the number between 1 to 6



UC 3

The Player then checks for a Option. They are No Play, Ladder or Snake.

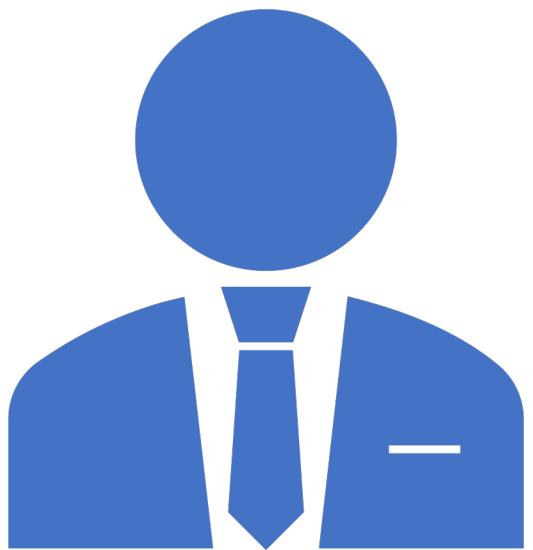
- Use ((RANDOM)) to check for Options
- In Case of No Play the player stays in the same position
- In Case of Ladder the player moves ahead by the number of position received in the die
- In Case of Snake the player moves behind by the number of position received in the die



UC 4

Repeat till the Player reaches the winning position 100.

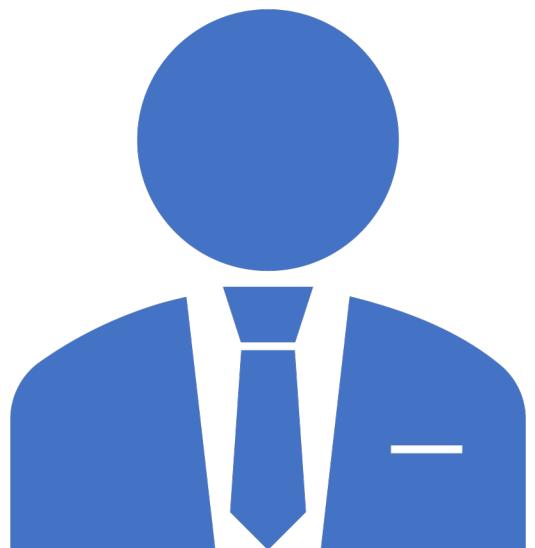
- Note In case the player position moves below 0, then the player restarts from 0



UC 5

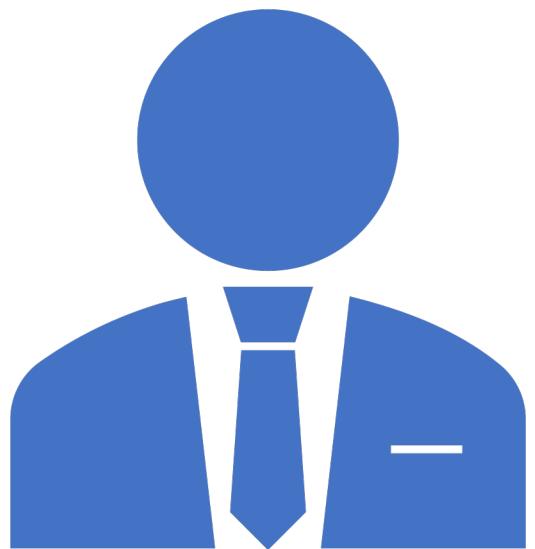
Ensure the player gets to exact winning position 100.

- Note in case the player position go above 100, the player stays in the same previous position till the player gets the exact number that adds to 100



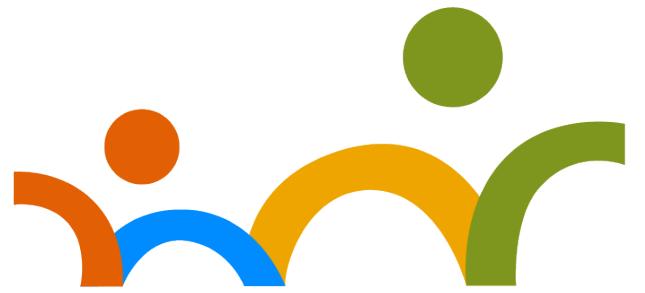
UC 6

Report the number of times the dice was played to win the game and also the position after every die role



uc 7

Play the game with 2 Player. In this case if a Player gets a Ladder then plays again. Finally report which Player won the game



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Thank
You