

# Snake & Ladder

① Verify your understanding.

What is the board size?  $\in$  Should the size be variable  $\rightarrow$  yes

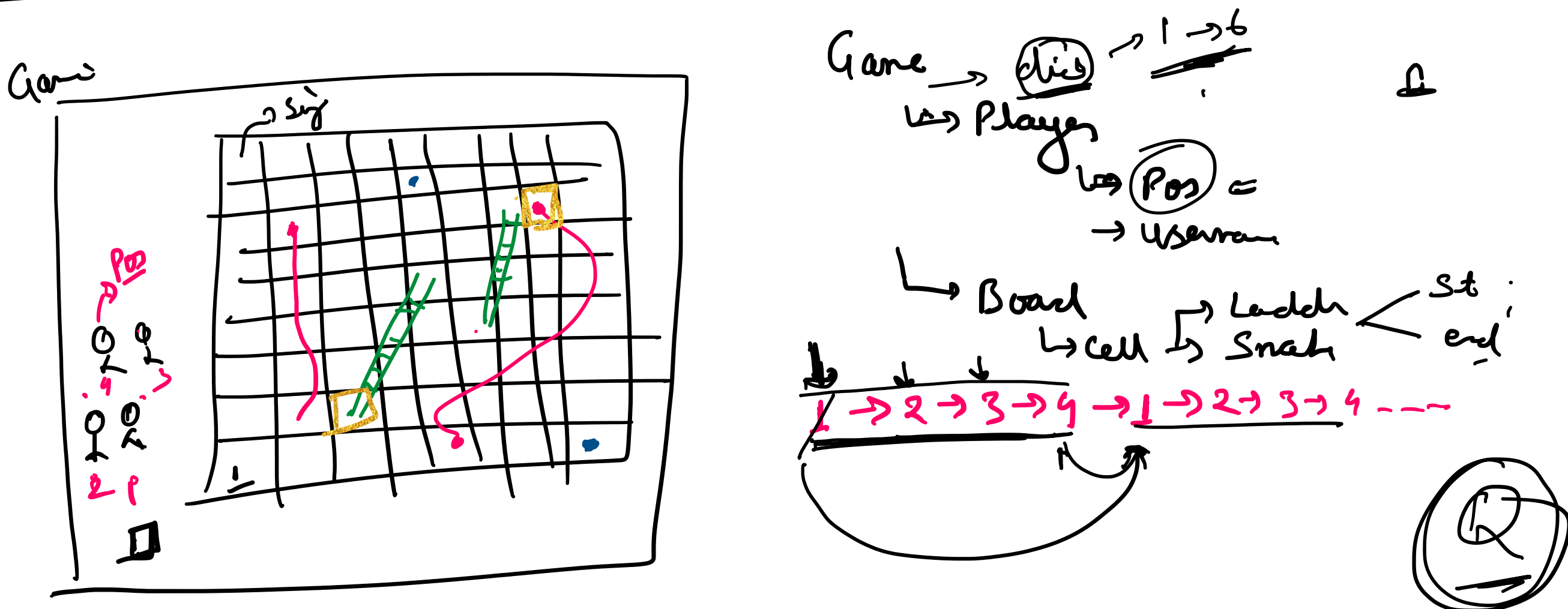
How many players? how many?  $\rightarrow$  no.

Max & min no of snakes & ladders  $\rightarrow$  S/A

No. of dice  $\rightarrow$  variable (more than 1 die)

Stopping rule  $\rightarrow$  if only one player left in the game.

$\Rightarrow$  Future scope  $\rightarrow$  New entity other than Snake & Ladder in the board.



void run ()

while ( Q.size > 1 ) {

Player cum = Q.poll();

2 3 4

Make Move

- $\rightarrow$  Roll a dice & get a no.  $n$   $n = \text{Dice.roll}(1);$
- $\rightarrow$  Move to  $\{ \text{cum pos} + n \}$  if valid  $\leq \text{size}$
- $\rightarrow$  Update based on Snake & Ladder
- $\rightarrow$  Check of winner (Player.pos == size)

if not won  
push in Queue.

}

