Snakes and Ladders

Snakes and Ladders is a console text program developed in the Java language, inspired by the game well known around the world, which bears the same name as this project. The game has a grid containing 'n' rows and 'm' columns, within which there are s snakes and e ladders and 'p' players.

The objective of the game is for a player to reach the end of the grid in order to win and be added to the winners table, but this work will not be entirely easy, since obstacles such as the 'snakes' which will drop down to a square below the player when he touches his head. In turn, there are aids such as the 'stairs' which will go up to a square higher than the player when he touches the base of this.

Dare to enjoy this fun experience called Snakes and Ladders :)

Folder Structure:

- bin: the folder containing the compiled files.
- src: the folder to hold the fonts.
- data: the folder that contains the application serializable.
- docs: the folder that contains the functional requirements, the class diagram.

Change Log:

All notable changes to this project will be documented in this file.

Fixed:

- The program allows each player to roll the die and move on the board only by entering a line break, as specified in the statement. The program correctly displays the informative message of the move, as well as the grid indicating the position of each player, as well as the positions of the snakes and ladders.
- The program allows you to switch to simulation mode, according to the command format specified in the statement: simul.

Authors:

- Jhorman Mera
- Paula Trujillo