**OOP Mini-Project Requirements**

**Project Title:** Sneks and Ladders Game

**Author:** Laura Looney

**Project Aims**

* To create a fully functional ‘Sneks and Ladders’ game that implements realistic Snakes and Ladders rules.
* The players must be able to enter in their names for playing.
* The system must contain logic to determine who won the game of Sneks and Ladders.
* If a round is won, the system will be able to produce a pop-up window to inform who won the game.
* The system will contain validation to prevent the user from inputting bad values when entering their name and ensure it’s not the same name.
* The system will implement the ActionListener interfaces to handle events such as clicking on the play button.