Snakes & Ladders

The game is played on a path of serially numbered squares from 1 to 100. Certain pairs of squares are connected, some by a snake with its head on one square and its tail on another, others by a ladder with its head on one square and its tail on another. There are typically twelve snakes and eight ladders, leavng 60 squares unaffected by either.

Any number may play. Each player starts with a single piece in hand, and enters and moves it forward in accordance with the throw of one or two dice - if two, both must be thrown. An additional throw is conferred by a six if one die is used, or a double if tow. Two or more pieces may occupy the same square at once. A piece landing on the head of a snake is "eaten" and promptly travels to the lower-numbered square occupied by its tail. A piece landing at the foot of a ladder is promoted and promptly rises to the higher-numbered square at its head.

Home must be reached on an exact throw. If the throw is greater the piece moves to 100 and then travels backward until the count is fulfilled. If this brings it to the head of a snake it is "eaten" in the usual way. The first to reach home wins, and the others play for position.

Design and write a program that plays a game of Snakes and Ladders.

Read the positions of the snakes and the ladders from a file.

Read the players' names from another file.