import turtle

import random

import cv2 # Import OpenCV for video playback

screen = turtle.Screen()

def movePlayer1(player, position):

yPos = (position-1) // 10

xPos = (position-1) % 10

y = -170 + yPos \* 37

if yPos % 2 == 0:

x = -170 + xPos \* 38

else:

x = 170 - xPos \* 38

player.goto(x, y)

def movePlayer2(player, position):

yPos = (position-1) // 10

xPos = (position-1) % 10

y = -170 + yPos \* 37

if yPos % 2 == 0:

x = -165 + xPos \* 38

else:

x = 165 - xPos \* 38

player.goto(x, y)

# Function to play snake video

def play\_snake\_video():

cap = cv2.VideoCapture('C:/Users/Mahek/Downloads/Untitled video - Made with Clipchamp.mp4') # Replace with your video file path

while cap.isOpened():

ret, frame = cap.read()

if not ret:

break

cv2.imshow('Snake Attack!', frame)

if cv2.waitKey(30) & 0xFF == ord('q'):

break

cap.release()

cv2.destroyAllWindows()

# Setup the Snakes & Ladders board

screen.setup(800, 800)

screen.bgpic('C:/Users/Mahek/OneDrive/Desktop/snakeboard2.png')

# Initialise first player...

player1 = turtle.Turtle()

player1.shape("circle")

player1.speed(5)

player1.color("#810081")

player1.pensize(15)

player1.penup()

player2 = turtle.Turtle()

player2.shape("triangle")

player2.speed(5)

player2.color("#008f91")

player2.pensize(15)

player2.penup()

# Position the first player to the bottom left corner of the board (Position 1)

player1Position = 1

movePlayer1(player1, player1Position)

player2Position = 1

movePlayer2(player2, player2Position)

gameOver = False

while not gameOver:

print("Player 1:")

input("Press enter to throw the dice...")

dice = random.randint(1, 6)

print("You've rolled a " + str(dice))

player1Position += dice

movePlayer1(player1, player1Position)

if player1Position == 5:

print("Climbing up the ladder!")

player1Position = 35

elif player1Position == 8:

print("Climbing up the ladder!")

player1Position = 13

elif player1Position == 11:

print("Climbing up the ladder!")

player1Position = 52

elif player1Position == 59:

print("Climbing up the ladder!")

player1Position = 83

elif player1Position == 72:

print("Climbing up the ladder!")

player1Position = 91

elif player1Position == 85:

print("Climbing up the ladder!")

player1position = 96

player1Position = 96

elif player1Position == 36:

print("Snake!Run down")

player1Position = 22

play\_snake\_video()

elif player1Position == 63:

print("Snake!Run down")

player1Position = 41

play\_snake\_video()

elif player1Position == 67:

print("Snake!Run down")

player1Position = 48

play\_snake\_video()

elif player1Position == 84:

print("Snake!Run down")

player1Position = 66

play\_snake\_video()

elif player1Position == 93:

print("Snake!Run down")

player1Position = 86

play\_snake\_video()

if player1Position > 100:

player1Position = 100 - (player1Position - 100)

movePlayer1(player1, player1Position)

if player1Position == 100:

print("---- Player 1 wins!!! ----")

gameOver = True

print("Player 2:")

input("Press enter to throw the dice...")

dice = random.randint(1, 6)

print("You've rolled a " + str(dice))

player2Position += dice

movePlayer2(player2, player2Position)

if player2Position == 5:

print("Climbing up the ladder!")

player2Position = 35

elif player2Position == 8:

print("Climbing up the ladder!")

player2Position = 13

elif player2Position == 11:

print("Climbing up the ladder!")

player2Position = 52

elif player2Position == 59:

print("Climbing up the ladder!")

player2Position = 83

elif player2Position == 72:

print("Climbing up the ladder!")

player2Position = 91

elif player2Position == 85:

print("Climbing up the ladder!")

player1Position = 96

elif player2Position == 36:

print("Snake!Run down")

player2Position = 22

play\_snake\_video()

elif player2Position == 63:

print("Snake!Run down")

player2Position = 41

play\_snake\_video()

elif player2Position == 67:

print("Snake!Run down")

player2Position = 48

play\_snake\_video()

elif player2Position == 84:

print("Snake!Run down")

player2Position = 66

play\_snake\_video()

elif player2Position == 93:

print("Snake!Run down")

player2Position = 86

play\_snake\_video()

if player2Position > 100:

player2Position = 100 - (player2Position - 100)

movePlayer2(player2, player2Position)

if player2Position == 100:

print("---- Player 2 wins!!! ----")

gameOver = Truess