**Project Proposal: Card-Based Snakes and Ladders Game**

**Project Title:**

**Card-Based Snakes and Ladders: A Modern Twist on a Classic Game**

**Team Members:**

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**Project Overview:**

This project aims to develop a digital or physical version of a modified Snakes and Ladders game where traditional dice, snakes, and ladders are replaced with numbered cards similar to UNO. The game introduces new mechanics such as special action cards to create an engaging and strategic experience for players.

**Objectives:**

1. **Create an innovative gameplay experience** by replacing dice with numbered cards that determine movement.
2. **Integrate strategic elements** such as action cards (skip, reverse, and penalty cards) to make the game more dynamic.
3. **Develop a fair yet challenging game balance** to keep players engaged.
4. **Implement a multiplayer system** for competitive gameplay.

**Game Mechanics:**

1. **Card-Based Movement:**
   * Players receive a set number of cards at the start.
   * Each card has a number, and playing a card moves the player forward by that many spaces.
   * If a player plays a card with the same number or color as the previous turn, they get an extra move.
2. **Special Cards:**
   * **Skip Turn:** Forces the next player to lose a turn.
   * **Reverse:** Reverses the turn order.
   * **Draw Cards:**
     + **Draw 2, 4, or 10:** Forces another player to move that many spaces backward.
     + These cards can be stacked if played consecutively.
3. **Winning Condition:**
   * The first player to reach the final space on the board wins.
   * Players must land exactly on the last tile to win; if they overshoot, they must move back the extra spaces.

## Technical Requirements:

* **Frontend (GUI):** Tkinter or Pygame (for an interactive board and card interface)
* **Backend:** Python with Socket Programming (for multiplayer functionality)
* **Networking:** WebSockets or Python's socket module for real-time game synchronization

**Conclusion:**

This project modernizes the classic Snakes and Ladders game with an exciting card-based twist. By integrating strategic card play and multiplayer interactions, we aim to create a game that is easy to learn but offers deep tactical choices, making it enjoyable for players of all ages.