**Snakes and ladders**

**Description**

Create a multi-player version of the game [*Snakes and Ladders*](https://en.wikipedia.org/wiki/Snakes_and_Ladders)*.* Include computer players and a randomly generated board.

**[Total: 250 marks]**

**Part 1: Board display**

Display the board with 100 numbered squares, starting from #1 in the bottom-left and snaking along and upwards to #100 in the top left.

Randomly add eight snakes and eight ladders to the board, with a unique starting and ending square for each.

Display each player's counter in square one.

*Hint: although displayed as a 2D array, it's easier to think of the board as a 1D array.*

**[150 marks]**

**Part 2: Rolling and moving**

Allow the current player to roll a virtual six-sided dice and move that player the indicated number of squares along. If the player moves onto the foot of a ladder, they automatically move up to the top of the ladder. If the player moves onto the head of a snake, they automatically move down to the tail of the snake.

After each player's turn, the game moves on to the next turn and the updated board is displayed.

**[75 marks]**

**Part 3: Winning**

Inform the first player to reach board square #100 that they have won. Ensure that they roll the exact number to get to square #100 and do not move past the end of the board.

**[25 marks]**