

Exercise Report 13

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Snakes and Ladders

Design:

I drafted up all the functions that I needed for the program and then figured out the order in which I needed to create them.

Coding:

I made a dictionary for the snakes and ladders squares, and in the `game_setup()` function I added them in from the user input. Then I made the `player_turn()` function which rolls the dice and moves the player according to the dice roll. Then I did the `snake_or_ladder()`, which checks if a square has a snake or ladder and prints the correct output and moves the player up or down. Then in the `game_loop()` function I called all the functions and ran the game and checked who won.

What measures did you take to ensure code readability in your program?

- I added docstrings to all the functions
- I added comments where the program did not speak for itself
- I used variable names that described the use cases of each variable well.