

vi). Snake & Ladder [Amazon → SDE-2]

i) Requirement Clarification

i) How many dice? → 1, But should be Scalable

ii) How many Snakes & Ladder?

→ Setup time → we should be able to dynamically define

iii) Winning Condition?

→ Any one wins, game finished.

ii) Objects

i) Dice

ii) Snake

iii) Ladder

iv) Players

v) Board

vi) Cells.

