Chutes and Ladders

#Java

Game Components

- 10×10 Grid numbered from 1-100 from bottom left to top right
- 4 game piece tokens
- 1 die, 2 for faster games

Game Flow

- Each player starts on square 1.
- Player 1 rolls a die to determine the number of spaces to move.
  - If a player rolls a 6, they roll again *after* moving.
- If a player lands at the foot of a ladder, they move to the top of the ladder.
- If a player lands at the top of a chute, they move to the foot of the chute.
- Repeat for each player

Win Condition

The first player to reach the last square wins.

Variations

- A player must roll the exact amount of spaces to reach the last square, or they lose their turn.
- A player must roll the exact amount of spaces to reach the last square. If they roll a larger number, they move to the end square and back again. For example, if a player requires a 3 to win, but rolls a 5, they move 3 spaces to the win square, and backwards 2.

Objects

- Player token
- Die
- Board

- (?)Board exploded

Player Token

Player tokens on the board I have imagined right now will be colored numbers or letters. If we are able to implement an "exploded" view like I'm imagining, I'd like to make player tokens full ascii art, like a cat, hat, etc. (Think monopoly).

Die

I think it would be cool to have a short "animation" play while a die is "rolled", but that may not be feasible. Regardless, we need an object that will handle picking an `int` between `1` and `6`. Please refer to Game Flow for further details.

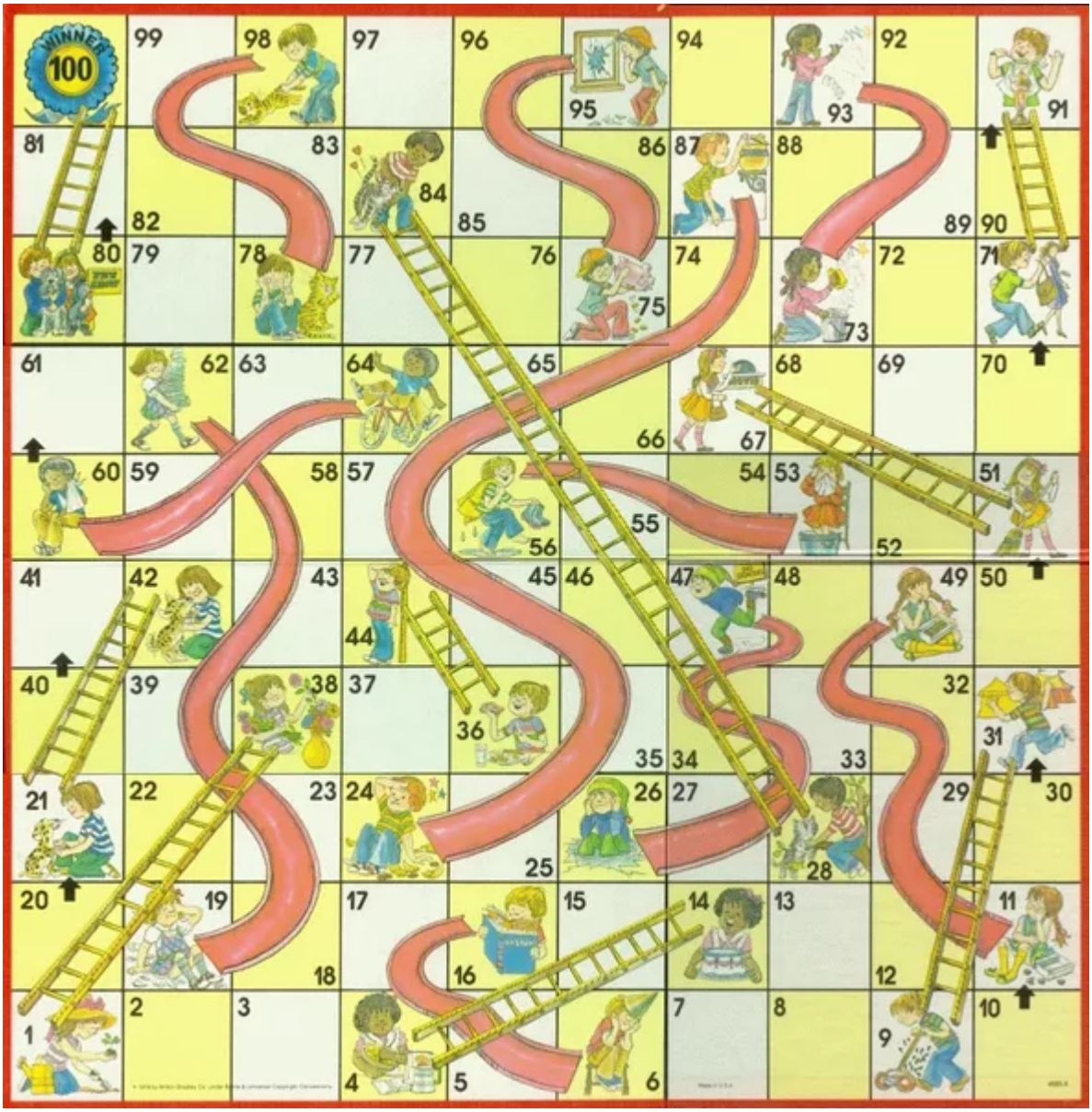
Board

https://stackoverflow.com/a/19507991

Main view is a viewable 10×10 grid with colored letters to represent each player token. Some command will allow viewing a specific tile that will contain the graphics for each token of each player on that square.

I have already made some progress on this part but I am happy to hand this off etc. depending on how we break down the work.

Chutes	Ladders
16:6	4:14
47:26	9:31
49:11	28:84
56:53	36:44
62:19	51:67
64:60	71:91
93:73	80:100
95:75	-
98:78	-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