

➤ Initialization:

- Import necessary libraries (stdio.h, stdlib.h, string.h, time.h).
- Define a structure ScoreBoard to hold game information.
- Define functions for rolling the dice and displaying the game board.
- Initialize variables including player positions, current player, choice, and mode.

➤ Game Setup:

- Print the game title and introduction.
- Prompt players to enter their names.
- Ask players to choose the game mode (limited rounds or unlimited rounds).
- If the limited rounds mode is selected, prompt the user to enter the number of rounds.

➤ Game Loop:

- Start a loop that continues until a player wins or the game is manually ended.
- Display the game board with player positions.
- Decrement the round count if playing in limited rounds mode.
- Ask the current player to roll the dice.
- Move the player's position according to the dice roll, considering snakes and ladders.
- Check if the current player has reached or exceeded position 100 (the winning position).
- If a player wins, break the loop.

➤ Game End:

- Display the winner's name or if it's a draw.
- If the game was manually ended, display a message indicating that it was terminated by the user.

➤ Score Recording:

- Record the current date and time.
- Open a file named "scores.txt" in append mode.
- Write game details including date, mode, number of rounds (if applicable), player names, scores, and the result to the file.
- Close the file.

➤ End of Program:

- Return 0 to indicate successful execution of the program.