

# Snakes and Ladders

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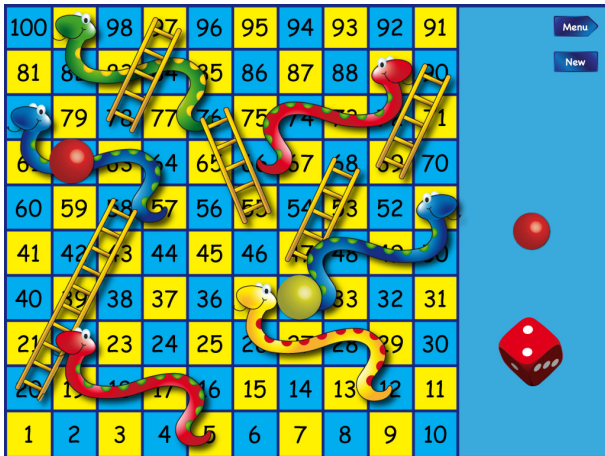
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# Problem Statement



# Approach

- Rolling a die
- Ladder
- Snake
- one who reaches 100 will win

# Tools Used

- Python



- LaTeX Beamer



# Implementation

- Predefined function
  - `random()`
- User defined functions
  - `players()`
  - `dieconditions()`
  - `ladder()` - Climbing
  - `snake()` - Sliding

# What we learnt..

- LaTeX Beamer
- List methods
- List in list
- random()
- Team work
- Optimism

# Challenges Faced

- Addition of rules
- To terminate the game
- Depiction of player's position at 100

114 lines of code



