Welcome

to

Software Development Project-1

Mawlana Bhashani Science and Technology University

Course Title: Software Development Project-1
Course Code: ICT-1210

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PROJECT NAME : SNAKE AND LADDER

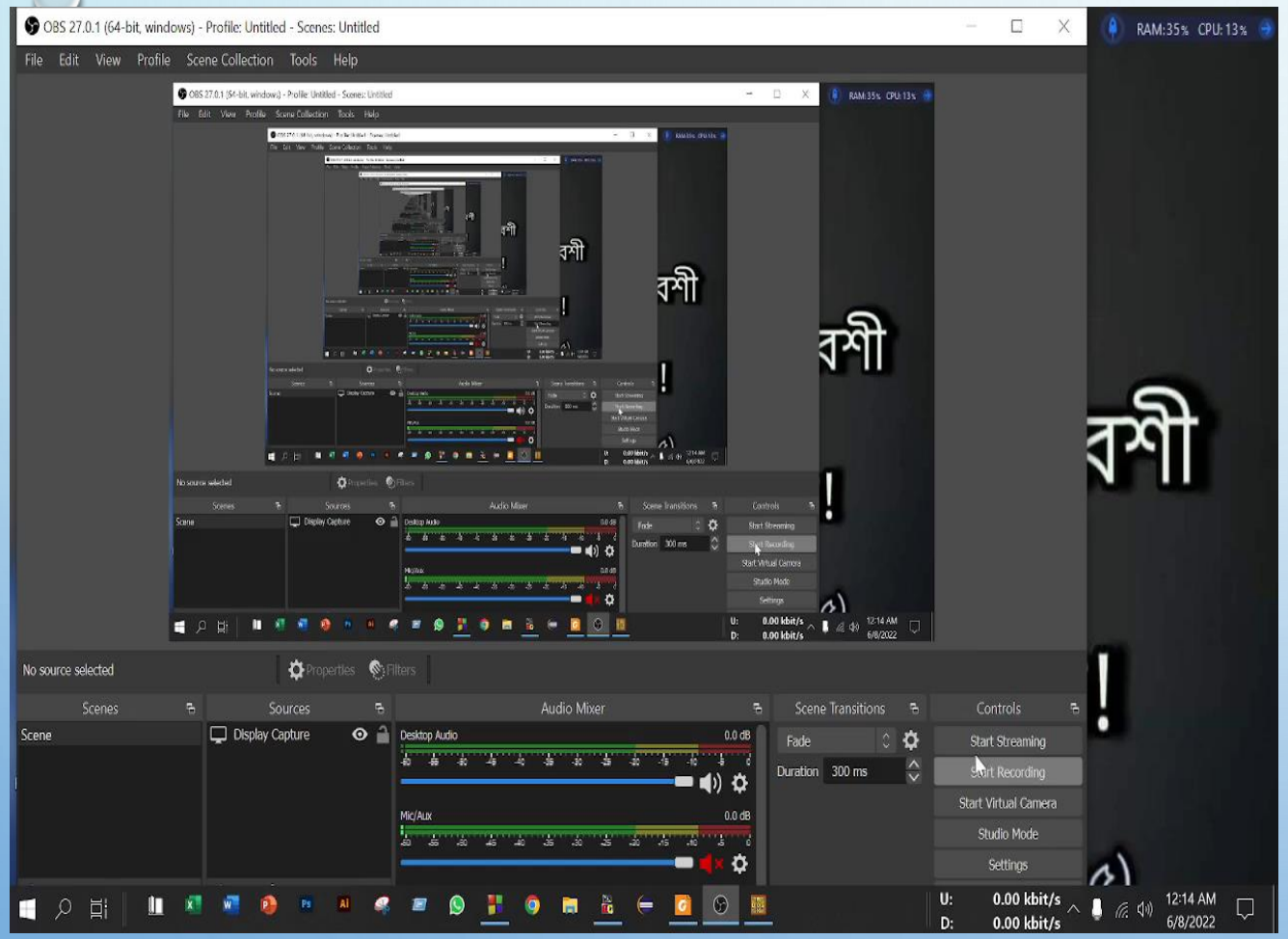
❖ OBJECTIVES

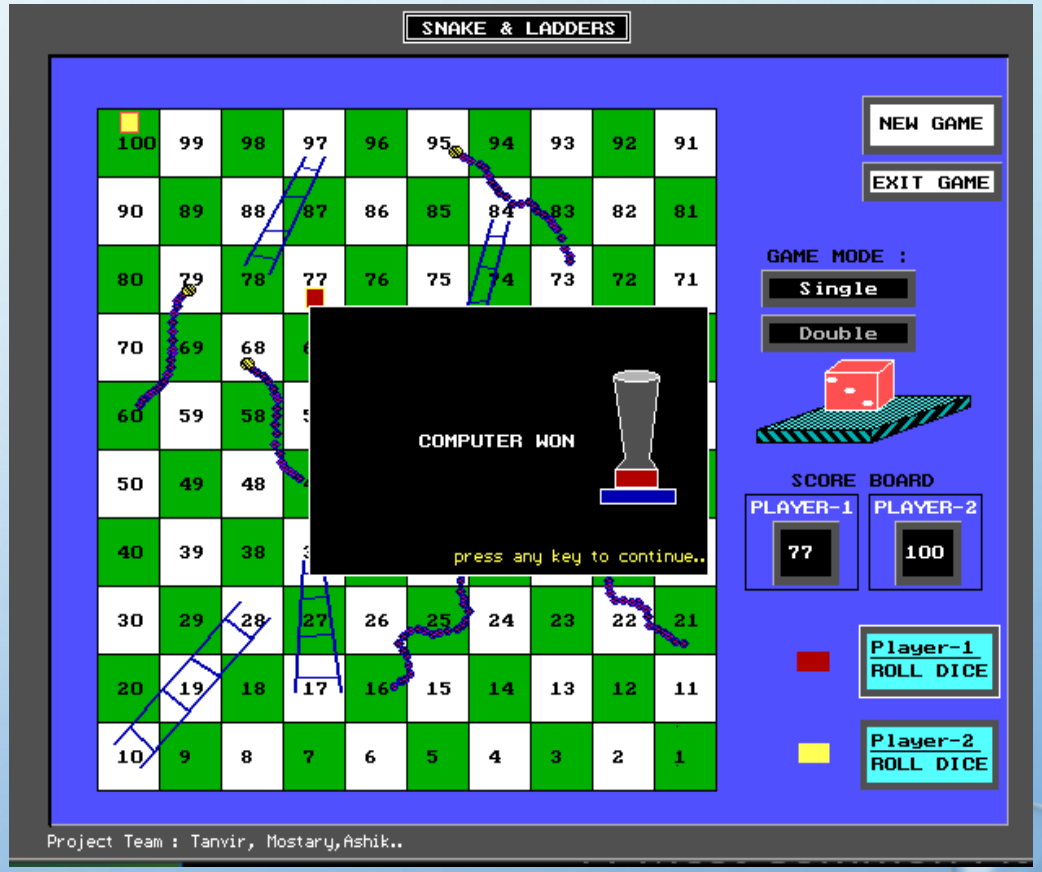
- INTRODUCTION
- SHORT VIDEO
- FLOW CHART
- SYSTEM DESIGN
- ADVANTAGES
- LIMITATION
- CONCLUSION

❖ INTRODUCTION

- SNAKE AND LADDER IS WELL KNOWN GAME AMONG CHILDREN EVEN AMONG MATURED PEOPLE.
- THE GAME IS IN TWO MODES-TWO PLAYER AND ONE PLAYER MODE.
- THE NUMBER AND POSITION OF THE LADDER AND SNAKE ARE GENERATED FIXED.

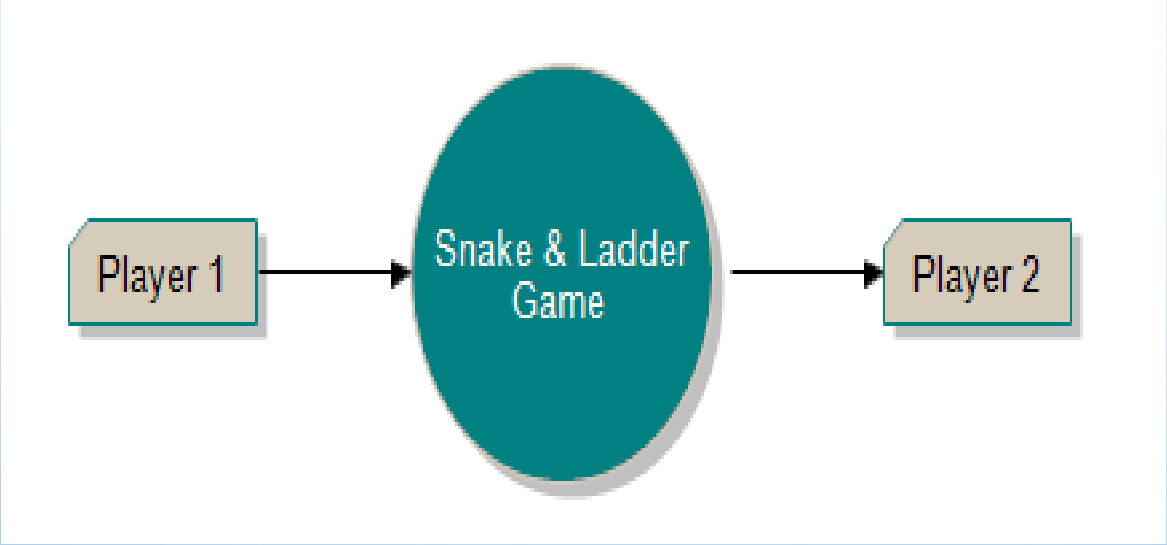
SHORT VIDEO OUTPUT



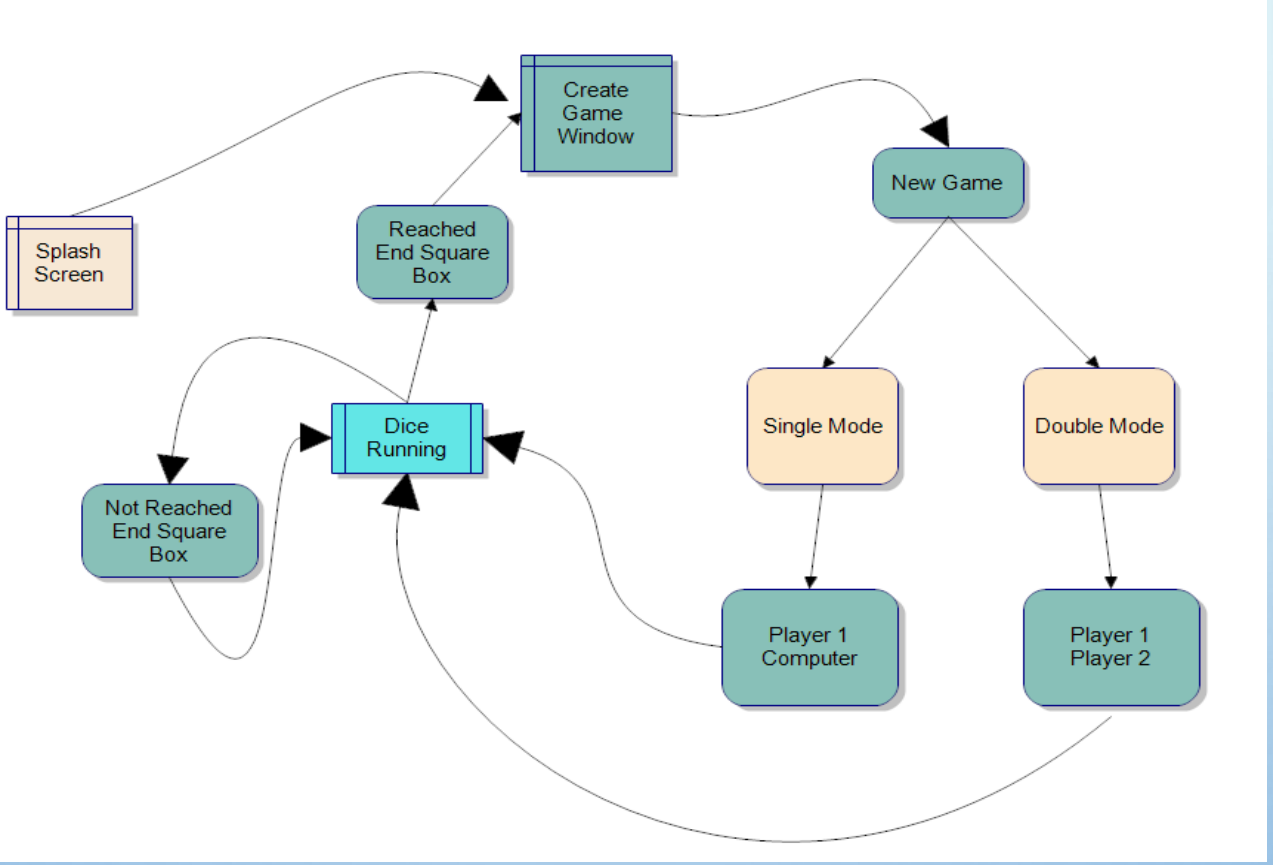


FLOW CHART

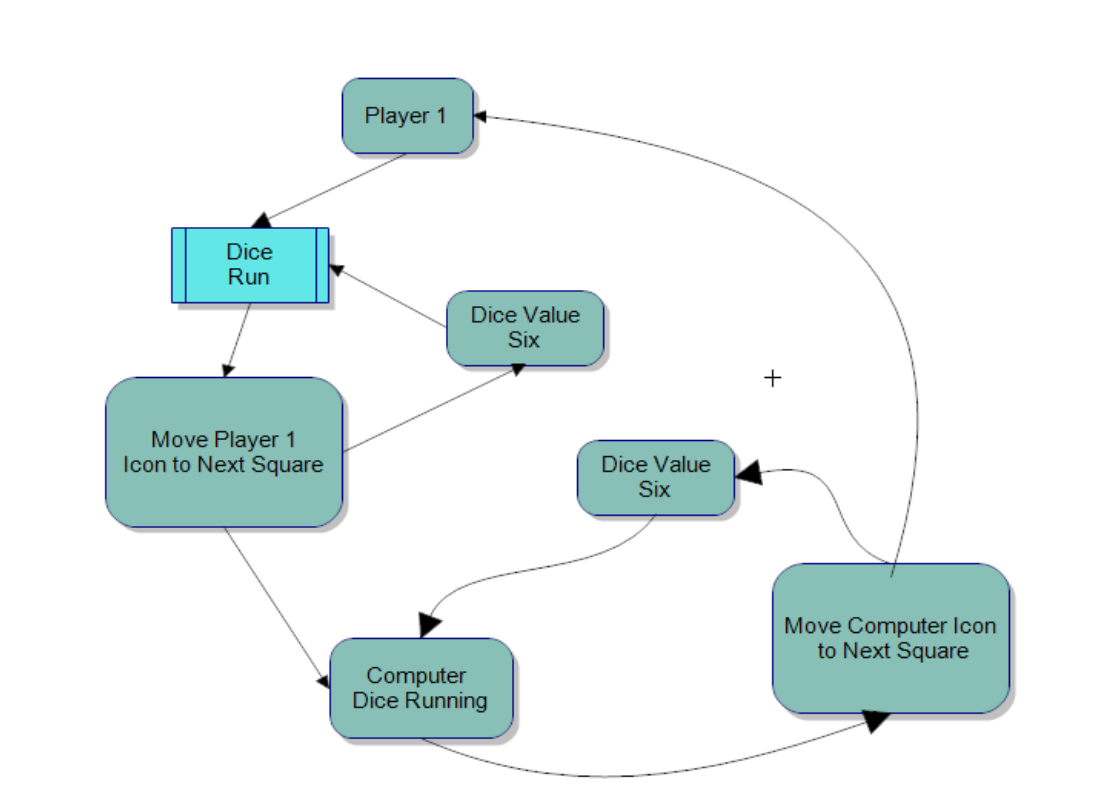
Level-1



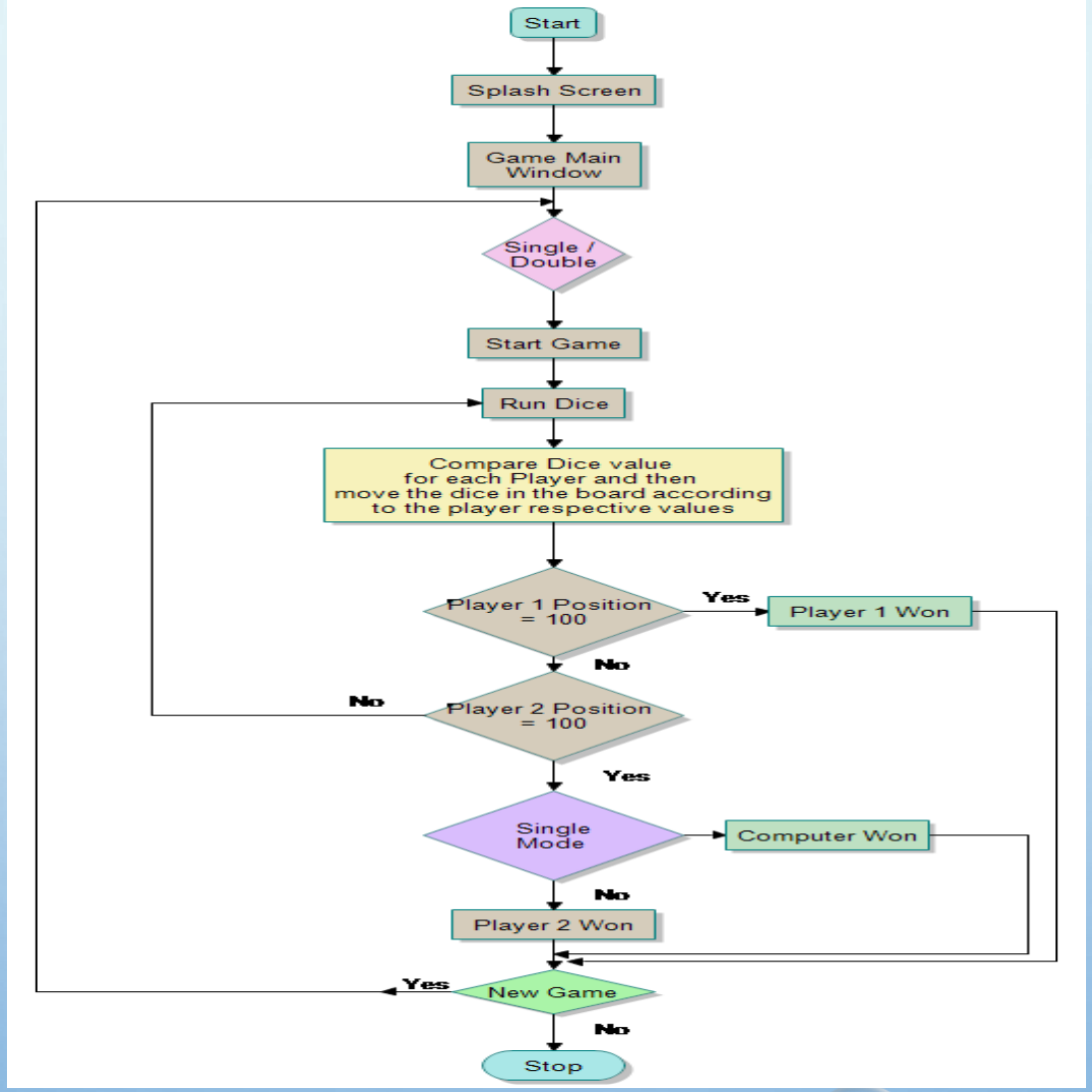
Level-2


Create Game Window
Splash Screen
Reached End Square Box
New Game
Dice Running
Not Reached End Square Box
Single Mode
Double Mode
Player 1 Computer
Player 1 Player 2

Level-3


Player 1
Dice Run
Dice Value Six
Move Player 1 Icon to Next Square
Dice Value Six
Computer Dice Running
Move Computer Icon to Next Square

Main Flow Chart



SYSTEM DESIGN

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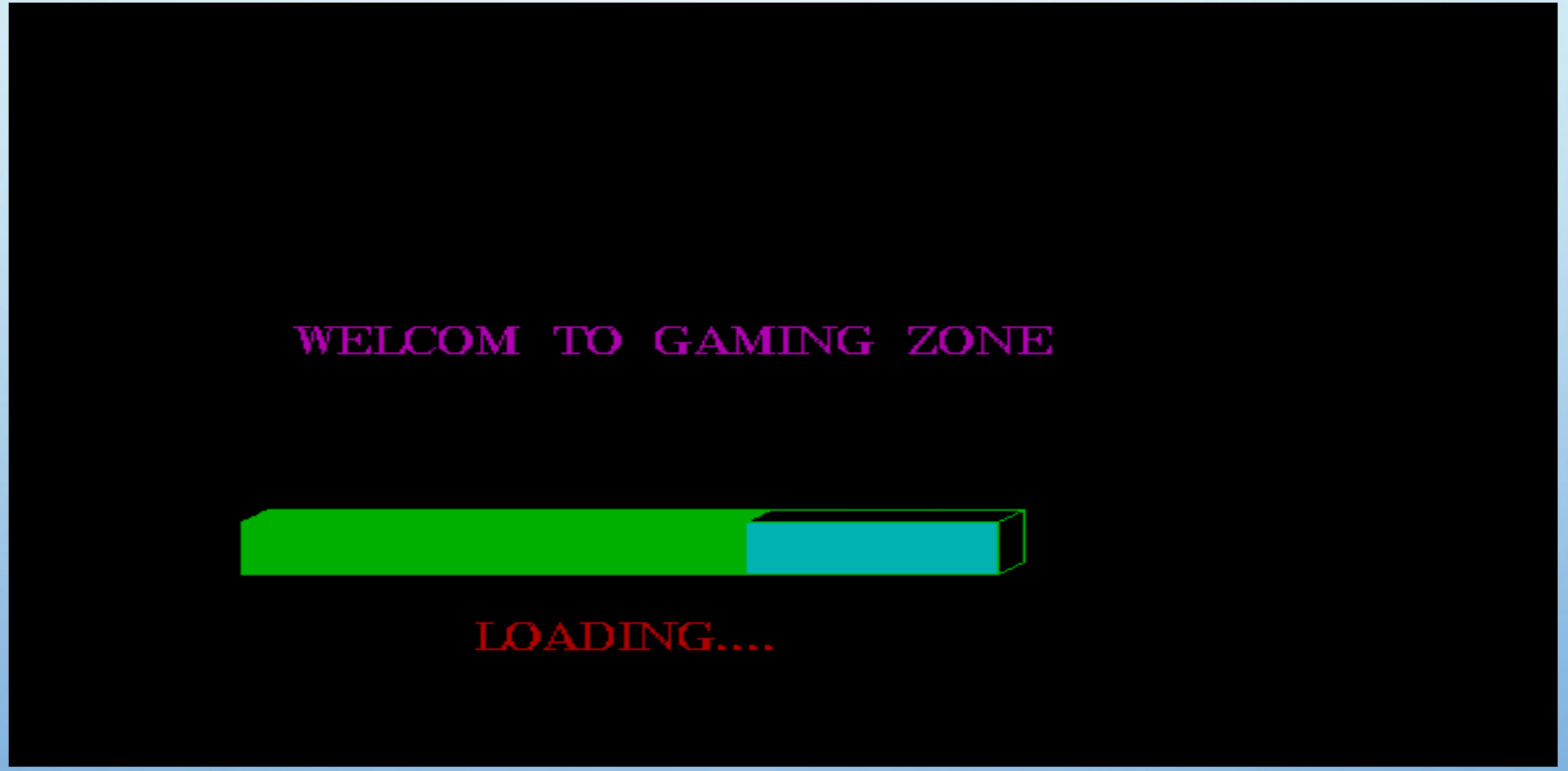

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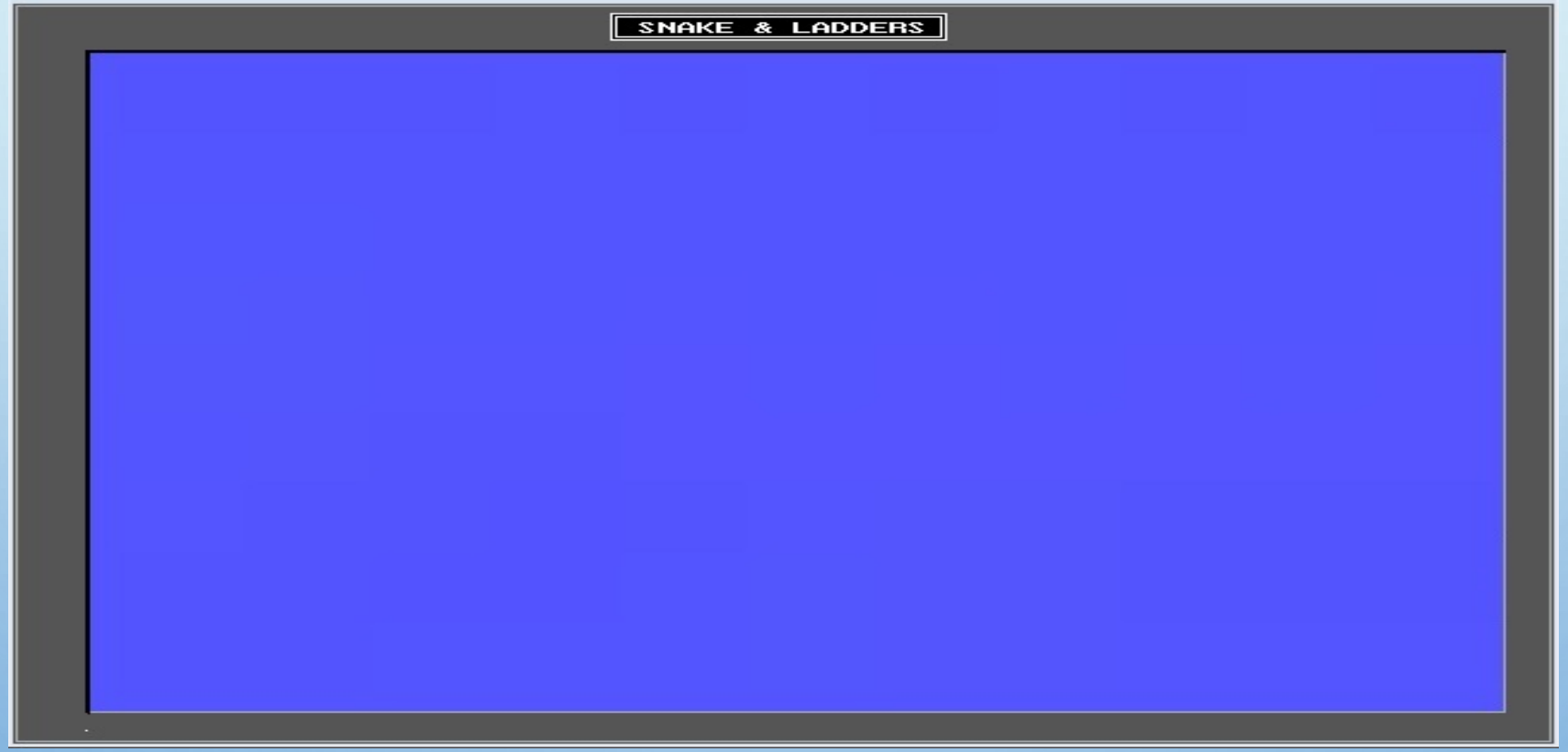

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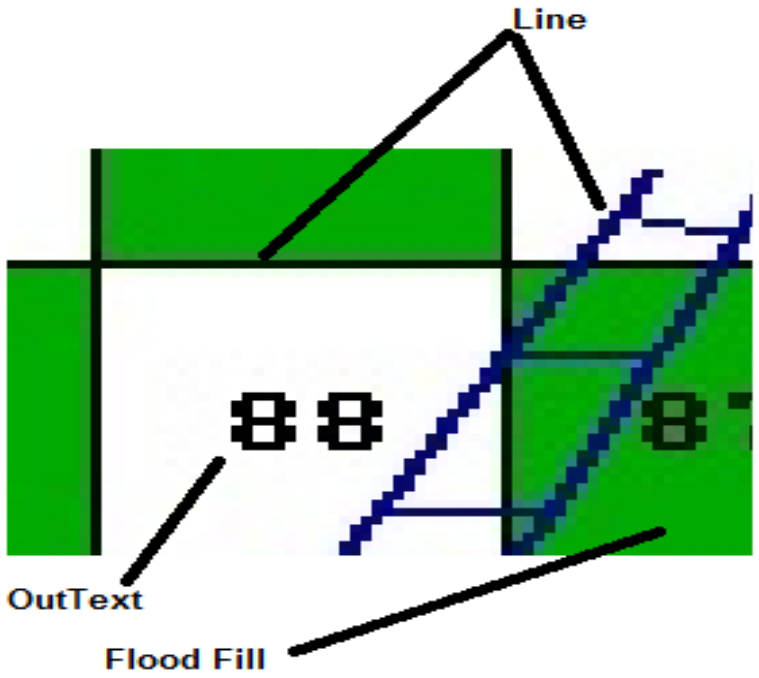
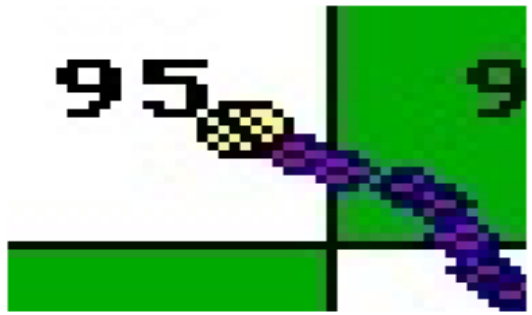


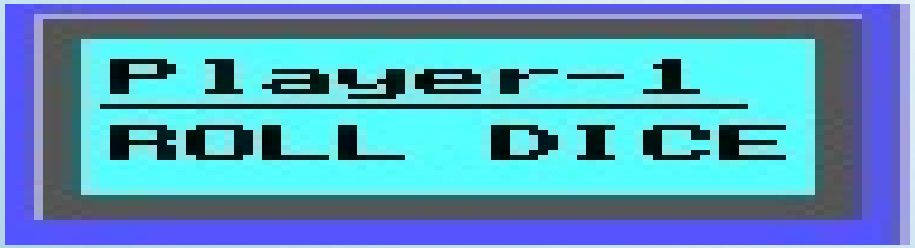
Game Board

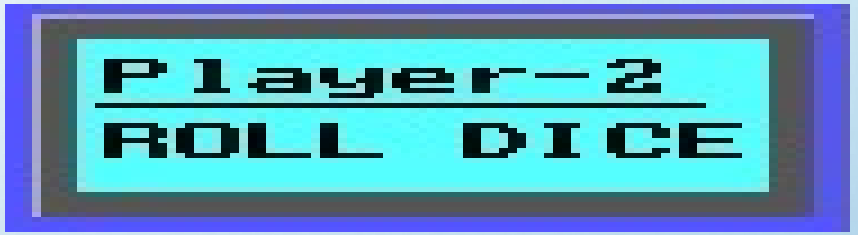
Ellipse, Fillstyle



Snake Head and Body

SYSTEM DESIGN





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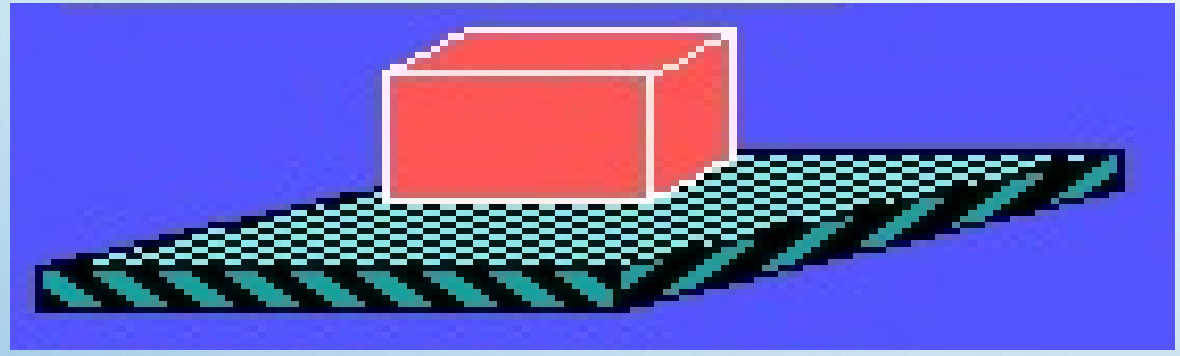

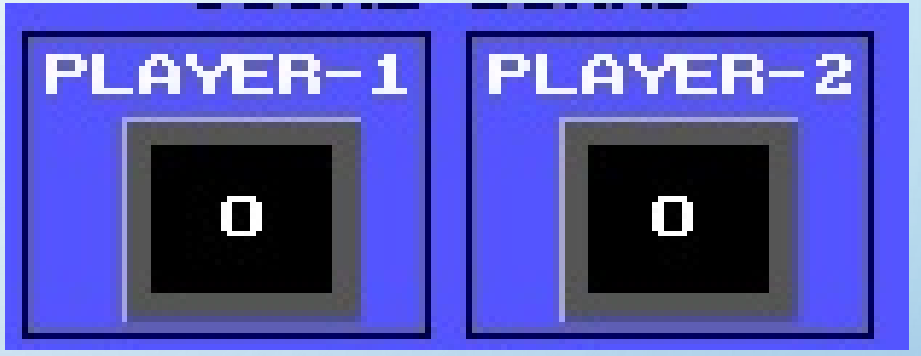

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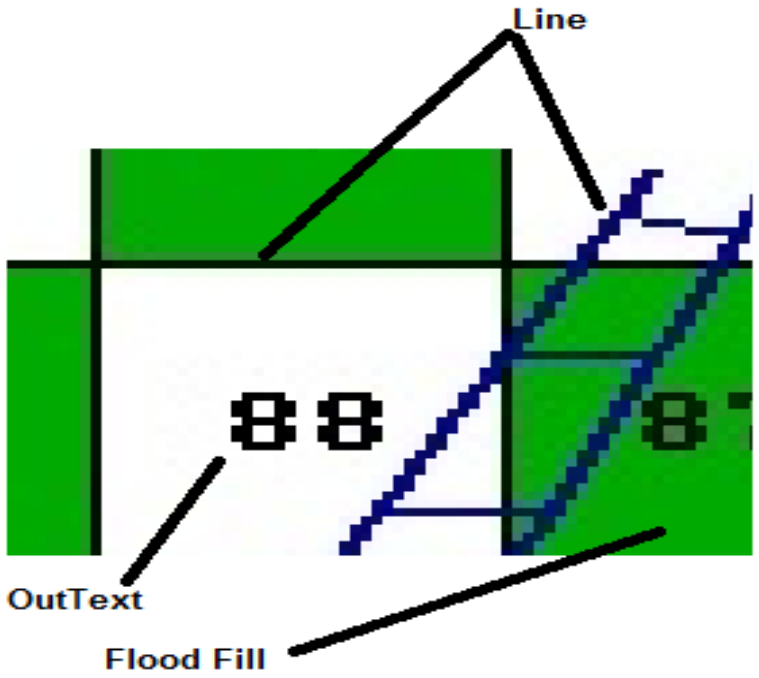
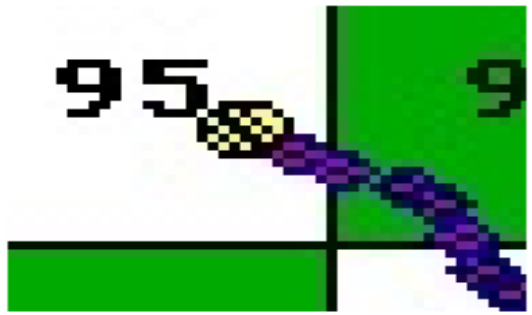


Game Board

Ellipse, Fillstyle



Snake Head and Body

ADVANTAGE

- Playing Snake helps to build the habit.
- Brain funcationality is increased.
- It helps relieve stress .
- Players learn to manage anxiety.
- It teaches us the importance of having a goal.

LIMITATION

- We can't save on the winner information.
- We can't input any player name.
- Our project use more memory to execute.

CONCLUSION

Specially thanks to our honorable sir Associate Professor Dr. Md. Abir Hossain, he gives us many helpful direction to develop this software. After finishing this project I come to learn many unknown things which helps us go ahead in the future.

THANK YOU!