

Taylor Jensen
Lab 7 Requirements:

1. The program shall use a Class called Player to hold player information.
2. The program shall use a Class called Board to hold the board information.
3. The program shall use a Class called Place to hold information about the individual places.
4. The program shall read SnakesAndLaddersBoard.csv using SnakesAndLaddersController.java
5. The program shall use a Class called Snake that extends Place
6. The Snake Class shall override Place.landedOn() moving the player to the correct location then printing "Player landed on a snake and was moved to position " + the location the player was moved to
7. The program shall use a Class called Ladder that extends Place
8. The Ladder Class shall override Place.landedOn() moving the player to the correct location then printing "Player landed on a Ladder and was moved to position " + the location the player was moved to
9. The program shall use a Class called SnakesAndLaddersController to run the snakes and ladders game
10. The program shall run 1 game of snakes and ladders with 2 players and report the winner