**Game**

Snake and Ladders, a classic board game, originated in India, where it was known as Moksha Patamu.

**Game details**

asdsada

**Motivation**

I chose Snake and Ladders because I really liked playing this game when I was younger, and I thought it was a good game to challenge my coding skills. It would allow me to test my HTML, CSS and Javascript knowledge.

It has different conditions of snakes and ladders – and for each condition, I would have to code for the piece to move up or down depending on where it landed.

**User Story**

asdasdsa

**Wireframe**

aaa

**Instructions**

The first player that reaches the highest space on the board, 100, wins the game. When you land at the bottom of a ladder, your piece would move up. Landing at the top of a ladder does nothing. When you land at the top of a snake, your piece would move down. Landing at the base of a snake does nothing. Note that a player will have to roll the exact number required to land their piece on the 100th tile. So if the player rolls a higher number than needed to land exactly on 100, their piece does not move and remains there until their next turn.