

Title : Snake and Ladder Assembly_language

Problem Definition :

The game is used as a part of moral instruction. It purely created for entertainment purpose. The code aims to create a text-based Snake and Ladder game. It includes several predefined data structures, such as game board layout, player names, and game logic. The game follows the traditional rules of Snake and Ladder, where players take turns rolling a dice and advancing their position on the board accordingly.

Solution :

Every vertex of the graph has an edge to next vertices if the next vertices do not have snake or ladder. The objective is to be the first player to reach the final position. If the player reaches a cell which is the base of a ladder, the player has to climb up that ladder and if reaches a cell is the mouth of the snake, and has to go down to the tail of the snake without a dice throw.

Software Requirement Specification :

It includes various data definitions, string manipulations, game logic, and screen output functions. This may include gameplay mechanics, user interactions, input validation, error handling, and game progression.

Non-functional Requirements:

Specify the non-functional requirements, such as performance, reliability, usability, and compatibility with software environments.

Required Software:

○ Emu 8086

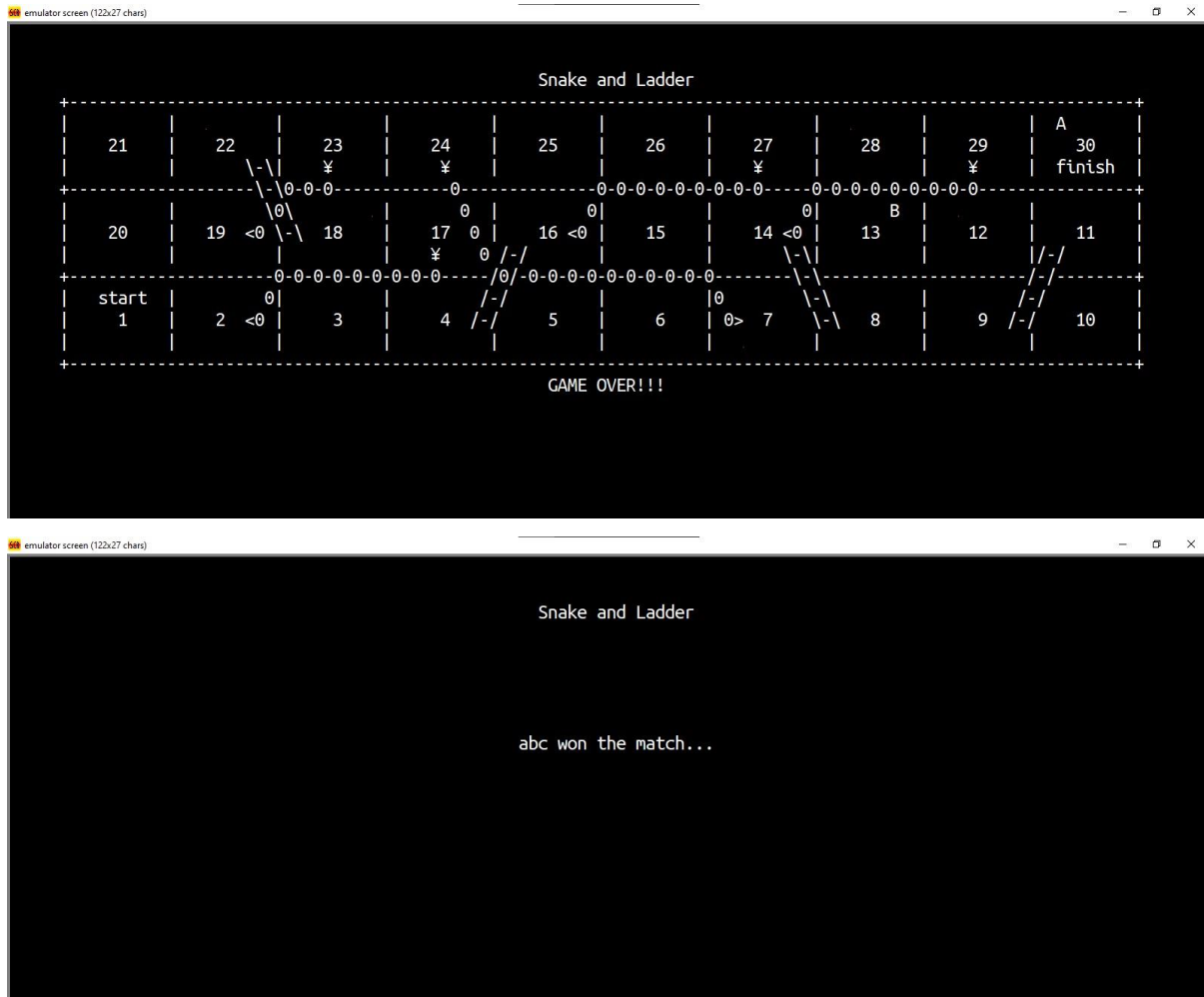
OUTPUT:

```
emulator screen (120x27 chars)
Snake and Ladder

Enter Player Names

Player A:abc
Player B:def
```

```
emulator screen (120x27 chars)
Snake and Ladder
+-----+
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|    |    | ¥ | ¥ |    |    | ¥ |    | ¥ | finish |
+-----+
| 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 |
|    | <0 |    | 0 | <0 |    | <0 |    | A |    |
|    |    |    | ¥ |    |    |    |    |    |    |
+-----+
| start | 0 |    | /- | 0 | 0 | 0 | 0 | 0 | 0 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|    | <0 | B | /- |    |    | >0 |    | /- |    |
|    |    |    | /- |    |    |    |    | /- |    |
+-----+
Player A
```



CONCLUSION:

I hereby conclude that this game will entertain you with easy user interaction. This project involves designing, calculations, error handlings, input functions, validations etc,.. in an efficient manner.