**Abstract**

The idea of our project is to design “Snake and Ladder” game. A snake and ladder game is a simple board game which can be played between two to four players. The four players race their token from start to end, to finish the game by rolling their dice. The board is played on numbered grid squares which are filled with ladders and snakes on selected boxes. This is a game of chance and depends on the person’s luck. The size of the grid is 10×10 and varies from board to board which will affect the duration play.

|  |
| --- |
|  |

In this multi player snakes and ladders game, a minimum of two players and maximum of four players can play this game. In the beginning of the game, the player’s tokens are placed in the start area. Every player will be given a chance and they have to go about it turn wise. The buttons are moved according to the number that is appeared on the rolled dice. Once the player’s position is at the bottom of the ladder then he can climb it and reach to the top of the ladder. If the player encounters a snake he has to retrace his steps back by coming to the square where the tail of the snake is there. The player is won when the button of the player reaches the finish point first.

**Technologies Used:**

Java AWT and Swing packages

**Team Members:**

M.Akhil Deepak (IH201685051)

M.Likhitha (IH201685047)