

Introduction:

This is a python based program for the popular and classic board game 'Snakes And Ladder'. In this program one or multiple people can play 'Snake and Ladders'. Users will have to give input to begin the game such as no. of players and no. of snakes and ladder and their origin and end. This game can have or multiple winners on the basis of ranking.

Motivation:

Developing a game gives ample opportunity to learn new modules and the language in depth as it also gives the opportunity to develop a code which changes dynamically with the user's input.

Modules Used:

1. randint from random.
2. sleep from time.

Concepts Used:

1. List
2. Class
3. Functions
4. For and While Loops
5. if/elif/else statements

Using above mentioned concepts give the flexibility to the code to edit and add features in the future in other words it makes the program dynamic and future-proof.

Applications that can run this program:

1. Cmd/Powershell using Python 3.8
2. VS code
3. PyCharm
4. SublimeText etc.

Links:

https://github.com/attainu/python-project-atul-maindola-au9/blob/dev/snakes_and_ladders.py