Chutes and Ladders pseudo code

1. Different classes that specify the player, the board, and spaces.
2. Player class properties: name, position, player\_number, piece, score, account, inventory, health, lives, experience
3. Player class methods: roll() , move() , buy() , sell() , trade(), collect(), quit(), attack(), win(), lose(), die(), leveling()
4. Board class properties: board = []
5. Board class methods: create\_space(), display\_board()
6. Space class properties: move
7. Space class methods: move\_player()
8. Main function
9. Function to ask a number: ask\_num
10. Function that switches turns: switch\_turn
11. Function that congratulates the winner: winner\_grats
12. \_\_init\_\_ properties: setup, name, position, player\_num, piece
13. Roll(): Gives a random number between 1 and 6
14. Display roll, return roll