Department of Computer Engineering

Object Oriented Programming using C++

Mini Project Report

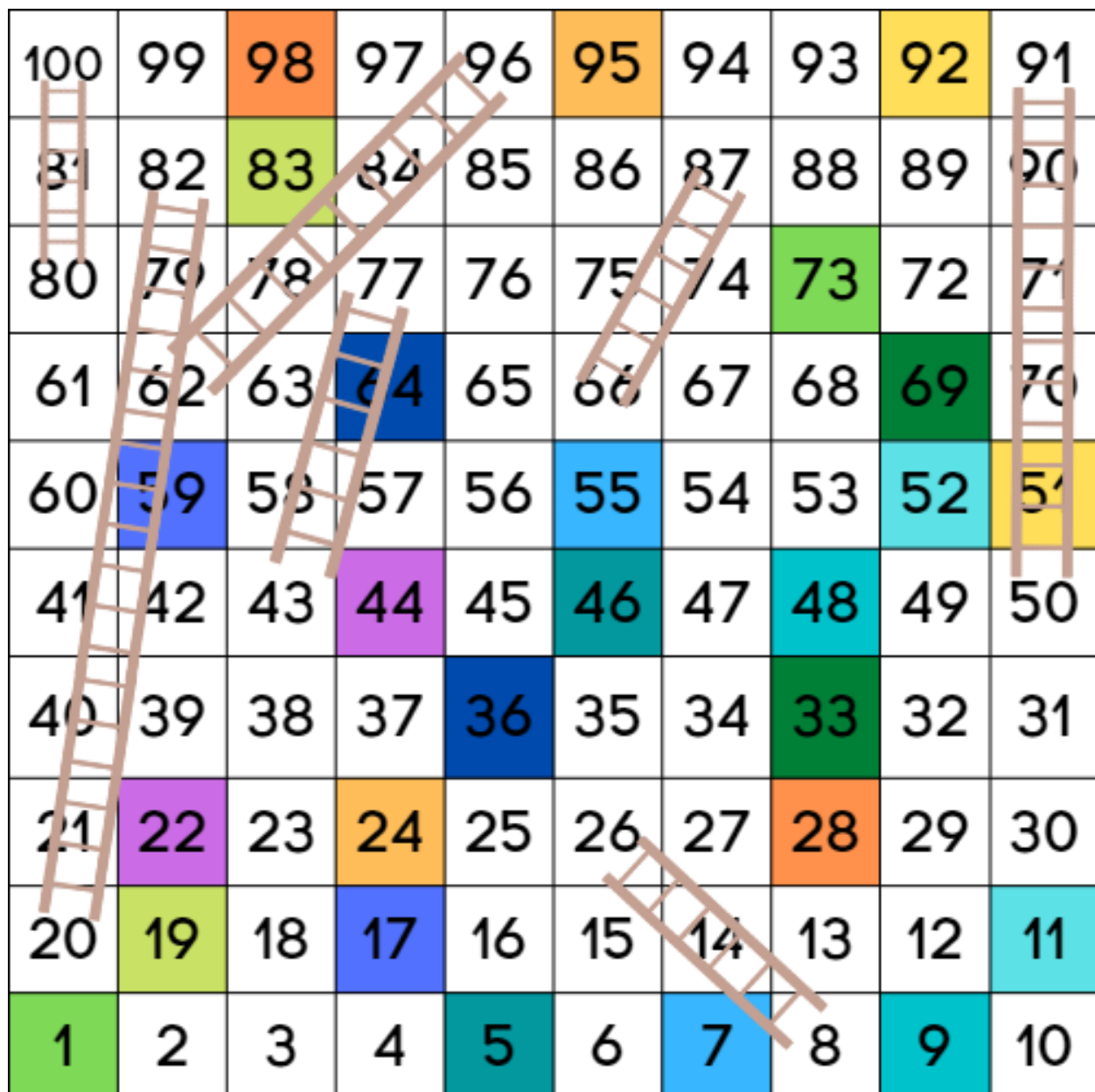| Name	Chahel Gupta
Roll No.	C049
Batch	B2
Semester	5
Year	3
Course	B.Tech Integrated (Computers)

Snakes and Ladders Game

About the Project:

Given a snake and ladder board, the objective of the game is to reach the destination or last block or 100th block from the source or 1st block. Each player gets to roll a dice to move that many spaces ahead while avoiding snakes and finding ladders to reach the destination.

If the player reaches a block which is the base of a ladder, the player has to climb up that ladder and if reaches a block is the mouth of the snake, and has to go down to the tail of the snake without a dice throw.
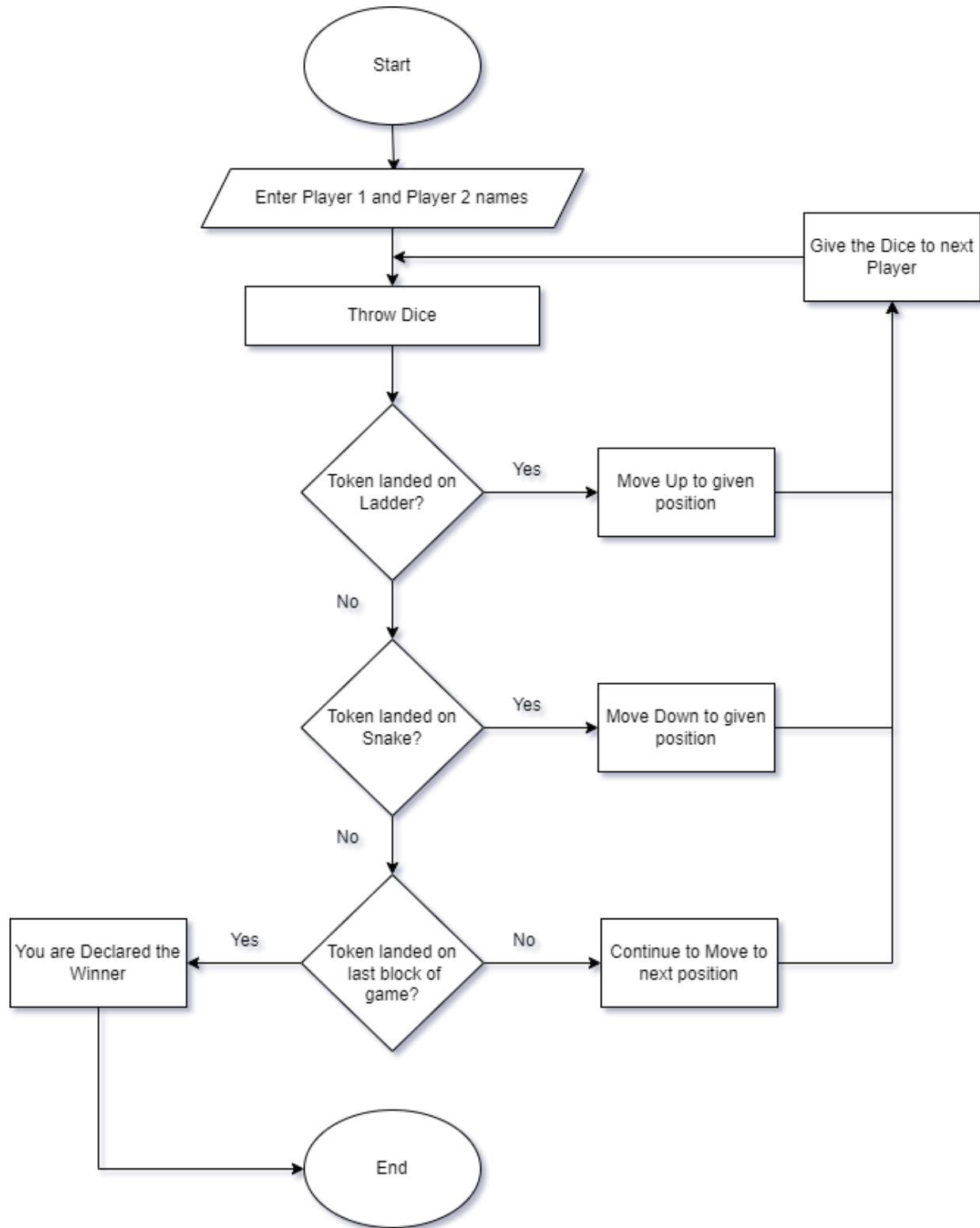
Board illustration: (Made on Canva)

Flowchart:

```
                         ┌─────────┐
                         │  Start  │
                         └────┬────┘
                              │
                              ▼
              ╱────────────────────────────╲
             │ Enter Player 1 and Player 2   │
              ╲  names                       ╱
               └──────────┬───────────────┘        ┌──────────────────┐
                          │◄────────────────────── │ Give the Dice to │
                          │                         │ next Player      │
                          ▼                         └──────────────────┘
                  ┌──────────────┐
                  │  Throw Dice  │
                  └──────┬───────┘
                         │
                         ▼
                      ◇ Token    Yes    ┌────────────────┐
                    landed on   ─────►  │ Move Up to     │
                     Ladder?            │ given position │
                         │              └────────────────┘
                         │ No
                         ▼
                      ◇ Token    Yes    ┌────────────────┐
                    landed on   ─────►  │ Move Down to   │
                     Snake?             │ given position │
                         │              └────────────────┘
                         │ No
                         ▼
  ┌──────────────┐  Yes  ◇ Token landed   No   ┌─────────────────┐
  │ You are       │◄───  on last block of ───► │ Continue to Move│
  │ Declared the  │       game?                │ to next position│
  │ Winner        │                            └─────────────────┘
  └──────┬────────┘
         │
         ▼
    ┌─────────┐
    │   End   │
    └─────────┘
```

Algorithm:

1. Start

2. Enter Player 1 and Player 2

3. Player 1 throws dice

4. If token lands on ladder - move up to given position

5. If token lands on snake - move down to given position

6. Else token moves to next position of dice

7. Check if token has reached last block (100)

      if yes → end game

      if no → continue by passing to next player

8. Repeat steps 2 to 5 for Player 2

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Project Code:

```cpp
#include<iostream>
#include<conio.h>
#include<stdlib.h>
#include<stdio.h>
#include<time.h>
#include<string.h>
using namespace std;
class Snakes_Ladders
{
  public:
  int n,p1,p2,Score;
  char li;
  string name1,name2;

  void DrawLine(int n,char li)
  {
    cout<<"\t\t\t";
    for(int i=0;i<n;i++)
    {
      cout<<li;
    }

  }
  void Board()
  {

    cout<<"\n";
    DrawLine(70,'-');
```

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```cpp
        cout<<"\n\n\t\t\t\t\t    SNAKES POSITIONS ON THE BOARD\n\n";

        DrawLine(70,'-');

        cout <<"\n\t\t\tFrom 98 to 28";

        cout <<"\n\t\t\tFrom 95 to 24";

        cout <<"\n\t\t\tFrom 92 to 51";

        cout <<"\n\t\t\tFrom 83 to 19";

        cout <<"\n\t\t\tFrom 73 to 1";

        cout <<"\n\t\t\tFrom 69 to 33";

        cout <<"\n\t\t\tFrom 64 to 36";

        cout <<"\n\t\t\tFrom 59 to 17";

        cout <<"\n\t\t\tFrom 55 to 7";

        cout <<"\n\t\t\tFrom 52 to 11";

        cout <<"\n\t\t\tFrom 48 to 9";

        cout <<"\n\t\t\tFrom 46 to 5";

        cout <<"\n\t\t\tFrom 44 to 22\n";

        DrawLine(70,'-');

        cout<<"\n\n\t\t\t\t\t    LADDERS POSITIONS ON THE BOARD\n\n";

        DrawLine(70,'-');

        cout<<"\n\t\t\tFrom 8 to 26";

        cout<<"\n\t\t\tFrom 21 to 82";

        cout<<"\n\t\t\tFrom 43 to 77";

        cout<<"\n\t\t\tFrom 50 to 91";

        cout<<"\n\t\t\tFrom 62 to 96";

        cout<<"\n\t\t\tFrom 66 to 87";

        cout<<"\n\t\t\tFrom 80 to 100\n";

        DrawLine(70,'-');

        cout<<endl;

    }

    void GameScore(string name1,string name2,int p1, int p2)
```

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```cpp
    {


        cout<<"\n\n";

        DrawLine(70,'.');

        cout<<"\n\n\t\t\t\t\t    GAME STATUS\n\n";

        DrawLine(70,'.');

        cout << "\n\n\t\t\t" << name1 << " is at position " << p1 << endl;

        cout << "\n\t\t\t" << name2 << " is at position " << p2 << endl;

        DrawLine(70,'_');

        cout<<endl;


    }
    void PlayDice(int &Score)
    {
        srand(time(0));
        int Dice;
        Dice = (rand()%6) + 1;
        cout << "\n\t\t\tDice Rolled:\t\t" << Dice;
        if(Dice==1)
        {
            cout <<"\n\t\t\t"<<" ----- " << endl;
            cout <<"\t\t\t"<< "|     |" << endl;
            cout <<"\t\t\t"<< "|  O  |" << endl;
            cout <<"\t\t\t"<< "|     |" << endl;
            cout <<"\t\t\t"<< " -----" << endl;
        }
        else if(Dice==2)
        {
            cout <<"\n\t\t\t"<< " -----" << endl;
```

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```cpp
        cout <<"\t\t\t"<< "|   O|" << endl;

        cout <<"\t\t\t"<< "|    |" << endl;

        cout <<"\t\t\t"<< "|O   |" << endl;

        cout <<"\t\t\t"<< " -----" << endl;

    }
    else if(Dice==3)
    {
        cout <<"\n\t\t\t"<< " -----" << endl;

        cout <<"\t\t\t"<< "|   O|" << endl;

        cout <<"\t\t\t"<< "|  O |" << endl;

        cout <<"\t\t\t"<< "|O   |" << endl;

        cout <<"\t\t\t"<< " -----" << endl;

    }
    else if(Dice==4)
    {
        cout <<"\n\t\t\t"<< " -----" << endl;

        cout <<"\t\t\t"<< "|O  O|" << endl;

        cout <<"\t\t\t"<< "|    |" << endl;

        cout <<"\t\t\t"<< "|O  O|" << endl;

        cout <<"\t\t\t"<< " -----" << endl;

    }
    else if(Dice==5)
    {
        cout <<"\n\t\t\t"<< " -----" << endl;

        cout <<"\t\t\t"<< "|O  O|" << endl;

        cout <<"\t\t\t"<< "|  O |" << endl;

        cout <<"\t\t\t"<< "|O  O|" << endl;

        cout <<"\t\t\t"<< " -----" << endl;

    }
```

```
else if(Dice==6)
{
    cout <<"\n\t\t\t"<< " -----" << endl;
    cout <<"\t\t\t"<< "|O   O|" << endl;
    cout <<"\t\t\t"<< "|O   O|" << endl;
    cout <<"\t\t\t"<< "|O   O|" << endl;
    cout <<"\t\t\t"<<  " -----" << endl;
}
Score = Score + Dice;
cout << "\n\t\t\tUpdated Position:\t" << Score;
switch (Score)
{
case 98:
    Score = 28;
    break;
case 95:
    Score = 24;
    break;
case 92:
    Score = 51;
    break;
case 83:
    Score = 19;
    break;
case 73:
    Score = 1;
    break;
case 69:
    Score = 33;
```

```
            break;
        case 64:

            Score = 36;

            break;
        case 59:

            Score = 17;

            break;
        case 55:

            Score = 7;

            break;
        case 52:

            Score = 11;

            break;
        case 48:

            Score = 9;

            break;
        case 46:

            Score = 5;

            break;
        case 44:

            Score = 22;

            break;
        case 8:

            Score = 26;

            break;
        case 21:

            Score = 82;

            break;
        case 43:
```

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```cpp
                        Score = 77;

                        break;

                case 50:

                        Score = 91;

                        break;

                case 54:

                        Score = 93;

                        break;

                case 62:

                        Score = 96;

                        break;

                case 66:

                        Score = 87;

                        break;

                case 80:

                        Score = 100;

            }

        }


    };

    int main()

    {

        Snakes_Ladders obj;

        int Player_1=0,Player_2=0,LastPosition;

        string Player_1_Name,Player_2_Name;


        int randomize();

        obj.DrawLine(70,'=');

        cout<<"\n\n\n\n\t\t\t\t\t  SNAKE LADDER GAME\n\n\t\t\t\t\t    By Chahel Gupta [C049,
    B2]\n\n\n\n";
```

```cpp
obj.DrawLine(70,'=');

cout<<"\n\n\t\t\tEnter The Name of Player 1 : ";

getline(cin,Player_1_Name);

cout<<"\n\t\t\tEnter The Name of Player 2 : ";

getline(cin,Player_2_Name);

obj.Board();

while(Player_1<=100 && Player_2<=100)

{


   obj.GameScore(Player_1_Name,Player_2_Name,Player_1,Player_2);


   cout<<"\n\n\t\t\t***"<<Player_1_Name<<"'s Turn!***\n\t\t\tPress Any Key To Play";

   getch();

   LastPosition=Player_1;

   obj.PlayDice(Player_1);


   if(Player_1<LastPosition)

   {

      cout << "\n\a\t\t\tSNAKE ENCOUNTERD!\n";

      cout << "\t\t\t    **   **   **      " << endl;

      cout << "\t\t\t * * * * * * * *    " << endl;

      cout << "\t\t\t  **    **   **   **   " << endl;

      cout << "\t\t\tNew Position: "<< Player_1 << "\n";

   }

   else if(Player_1>LastPosition+6)

   {

      cout << "\n\a\t\t\tLADDER FOUND!\n";

      cout << "\t\t\t---------------------------" << endl;

      cout << "\t\t\t | | | | | | | | | | | | | | | " << endl;
```

```cpp
        cout << "\t\t\t----------------------------" << endl;

        cout << "\t\t\tNew Position: "<< Player_1 << "\n";

    }




    if(Player_1==100)

    {

        break;

    }


    cout<<"\n\n\t\t\t***"<<Player_2_Name<<"'s Turn!***\n\t\t\tPress Any Key To Play";

    getch();

    LastPosition=Player_2;

    obj.PlayDice(Player_2);


    if(Player_2<LastPosition)

    {

        cout << "\n\a\t\t\tSNAKE ENCOUNTERD!\n";

        cout << "\t\t\t    **   **   **      " << endl;

        cout << "\t\t\t * * * * * * *     " << endl;

        cout << "\t\t\t  **    **   **   **    " << endl;

        cout << "\t\t\tNew Position: "<< Player_2 << "\n";

    }


    else if(Player_2>LastPosition+6)

    {

        cout << "\n\a\t\t\tLADDER FOUND!\n";

        cout << "\t\t\t----------------------------" << endl;

        cout << "\t\t\t | | | | | | | | | | | | | | | " << endl;
```

```cpp
                cout << "\t\t\t-----------------------------" << endl;

                cout << "\t\t\tNew Position: "<< Player_2 << "\n";
            }


        if(Player_2==100)
        {
            break;
        }
    }


    cout<<"\n\n";
    obj.GameScore(Player_1_Name,Player_2_Name,Player_1,Player_2);
    cout<<"\n\n";
    obj.DrawLine(70,'*');
    cout<<"\n\n\t\t\t\t\t    RESULT\n\n";
    obj.DrawLine(70,'*');
    cout<<endl;


    cout<<"\n\n";


    if(Player_1 >= Player_2)
        cout <<"\t\t\t"<< Player_1_Name << " IS THE WINNER!\n\n";


    else
        cout <<"\t\t\t"<< Player_2_Name << " IS THE WINNER!\n\n";
    obj.DrawLine(70,'*');
    getch();
}
```

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Output:

```
"C:\Users\AEPAC\OneDrive\Desktop\college\SEM 5\OOP\project\codeblocks_project1.exe"


                        SNAKE LADDER GAME

                     By Chahel Gupta [C049, B2]



        ================================================================

        Enter The Name of Player 1 : Person A

        Enter The Name of Player 2 : Person B

        ----------------------------------------------------------------

                        SNAKES POSITIONS ON THE BOARD

        ----------------------------------------------------------------
        From 98 to 28
        From 95 to 24
        From 92 to 51
        From 83 to 19
        From 73 to 1
        From 69 to 33
        From 64 to 36
        From 59 to 17
        From 55 to 7
        From 52 to 11
        From 48 to 9
        From 46 to 5
        From 44 to 22
        ----------------------------------------------------------------

                        LADDERS POSITIONS ON THE BOARD

        ----------------------------------------------------------------
        From 8 to 26
        From 21 to 82
        From 43 to 77
        From 50 to 91
        From 62 to 96
```

```
        From 62 to 96
        From 66 to 87
        From 80 to 100
        ----------------------------------------------------------------


        ................................................................

                              GAME STATUS

        ................................................................

        Person A is at position 0

        Person B is at position 0
        _____


        ***Person A's Turn!***
        Press Any Key To Play
        Dice Rolled:            2
         -----
        |     O|
        |      |
        |O     |
         -----

        Updated Position:       2

        ***Person B's Turn!***
        Press Any Key To Play
        Dice Rolled:            5
         -----
        |O   O|
        |  O  |
        |O   O|
         -----

        Updated Position:       5
```

```
...........................................................
                        GAME STATUS

...........................................................

Person A is at position 0

Person B is at position 0
_____


***Person A's Turn!***
Press Any Key To Play
Dice Rolled:           2
 -----
|     O|
|     |
|O     |
 -----

Updated Position:      2

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:           5
 -----
|O   O|
|  O  |
|O   O|
 -----

Updated Position:      5

...........................................................
                        GAME STATUS

...........................................................

Person A is at position 2

Person B is at position 5

***Person A's Turn!***
Press Any Key To Play
Dice Rolled:           5
 -----
|O   O|
|  O  |
|O   O|
 -----

Updated Position:      7

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:           5
 -----
|O   O|
|  O  |
|O   O|
 -----

Updated Position:      10

...........................................................
                        GAME STATUS

...........................................................

Person A is at position 7

Person B is at position 10
_____


***Person A's Turn!***
Press Any Key To Play
Dice Rolled:           5
 -----
|O   O|
|  O  |
|O   O|
 -----
```

```
Updated Position:        12

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:             2
 -----
|     O|
|      |
|O     |
 -----

Updated Position:        12

..........................................................
                        GAME STATUS

..........................................................

Person A is at position 12

Person B is at position 12
_____

***Person A's Turn!***
Press Any Key To Play
Dice Rolled:             2
 -----
|     O|
|      |
|O     |
 -----

Updated Position:        14

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:             2
 -----
|     O|
|      |
```

```
Dice Rolled:             2
 -----
|     O|
|      |
|O     |
 -----

Updated Position:        14

..........................................................
                        GAME STATUS

..........................................................

Person A is at position 14

Person B is at position 14
_____

***Person A's Turn!***
Press Any Key To Play
Dice Rolled:             5
 -----
|O    O|
|   O  |
|O    O|
 -----

Updated Position:        19

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:             5
 -----
|O    O|
|   O  |
|O    O|
 -----

Updated Position:        19
```

```
.................................................................
                            GAME STATUS

.................................................................

Person A is at position 19

Person B is at position 19
_____


***Person A's Turn!***
Press Any Key To Play
Dice Rolled:          5
 -----
|O   O|
|  O  |
|O   O|
 -----

Updated Position:     24

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:          5
 -----
|O   O|
|  O  |
|O   O|
 -----

Updated Position:     24

.................................................................
                            GAME STATUS

.................................................................

Person A is at position 24

Person B is at position 24
_____


***Person A's Turn!***
Press Any Key To Play
Dice Rolled:          5
 -----
|O   O|
|  O  |
|O   O|
 -----

Updated Position:     29

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:          3
 -----
|    O|
|  O  |
|O    |
 -----

Updated Position:     27

.................................................................
                            GAME STATUS

.................................................................

Person A is at position 29

Person B is at position 27
_____


***Person A's Turn!***
Press Any Key To Play
Dice Rolled:          3
 -----
|    O|
|  O  |
```

```
|   O |
|O    |
 -----

Updated Position:      32

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:           3
 -----
|    O|
|  O  |
|O    |
 -----

Updated Position:      30

.........................................................
                      GAME STATUS
.........................................................

Person A is at position 32

Person B is at position 30
_____

***Person A's Turn!***
Press Any Key To Play
Dice Rolled:           3
 -----
|    O|
|  O  |
|O    |
 -----

Updated Position:      35

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:           3
 -----
|    O|
|  O  |
|O    |
 -----

Updated Position:      33

.........................................................
                      GAME STATUS
.........................................................

Person A is at position 35

Person B is at position 33
_____

***Person A's Turn!***
Press Any Key To Play
Dice Rolled:           6
 -----
|O   O|
|O   O|
|O   O|
 -----

Updated Position:      41

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:           6
 -----
|O   O|
|O   O|
|O   O|
 -----

Updated Position:      39

.........................................................
```

```
.................................................................
                        GAME STATUS

.................................................................

Person A is at position 41

Person B is at position 39
_____


***Person A's Turn!***
Press Any Key To Play
Dice Rolled:            6
 -----
|O   O|
|O   O|
|O   O|
 -----

Updated Position:       47

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:            6
 -----
|O   O|
|O   O|
|O   O|
 -----

Updated Position:       45

.................................................................
                        GAME STATUS

.................................................................

Person A is at position 47

Person B is at position 45
_____


***Person A's Turn!***
Press Any Key To Play
Dice Rolled:            3
 -----
|    O|
|  O  |
|O    |
 -----

Updated Position:       50
LADDER FOUND!
-----------------------------
 | | | | | | | | | | | | | | |
-----------------------------
New Position: 91

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:            1
 -----
|     |
|  O  |
|     |
 -----

Updated Position:       46
SNAKE ENCOUNTERD!
       **     **     **
   *  *  *  *  *  *  *
     **     **     **     **
New Position: 5


.................................................................
                        GAME STATUS

.................................................................
```

```
                    Person A is at position 91

                    Person B is at position 5
          _____

                    ***Person A's Turn!***
                    Press Any Key To Play
                    Dice Rolled:           4
                     -----
                    |O   O|
                    |     |
                    |O   O|
                     -----

                    Updated Position:      95
                    SNAKE ENCOUNTERD!
                         **    **    **
                      *   *  *  *  *  *
                        **    **    **    **
                    New Position: 24


                    ***Person B's Turn!***
                    Press Any Key To Play
                    Dice Rolled:           1
                     -----
                    |     |
                    |  O  |
                    |     |
                     -----

                    Updated Position:      6

          ..........................................................

                                   GAME STATUS

          ..........................................................

                    Person A is at position 24
```

```
                    Person B is at position 6
          _____

                    ***Person A's Turn!***
                    Press Any Key To Play
                    Dice Rolled:           5
                     -----
                    |O   O|
                    |  O  |
                    |O   O|
                     -----

                    Updated Position:      29

                    ***Person B's Turn!***
                    Press Any Key To Play
                    Dice Rolled:           2
                     -----
                    |    O|
                    |     |
                    |O    |
                     -----

                    Updated Position:      8
                    LADDER FOUND!
                    -----------------------------
                     | | | | | | | | | | | | | |
                    -----------------------------
                    New Position: 26


          ..........................................................

                                   GAME STATUS

          ..........................................................

                    Person A is at position 29

                    Person B is at position 26
          _____
```

```
***Person A's Turn!***
Press Any Key To Play
Dice Rolled:          2
 -----
|    O|
|     |
|O    |
 -----

Updated Position:     31

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:          5
 -----
|O   O|
|  O  |
|O   O|
 -----

Updated Position:     31

.................................................
                    GAME STATUS

.................................................

Person A is at position 31

Person B is at position 31
_____


***Person A's Turn!***
Press Any Key To Play
Dice Rolled:          5
 -----
|O   O|
|  O  |
|O   O|
 -----

Updated Position:     36

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:          3
 -----
|    O|
|  O  |
|O    |
 -----

Updated Position:     34

.................................................
                    GAME STATUS

.................................................

Person A is at position 36

Person B is at position 34
_____


***Person A's Turn!***
Press Any Key To Play
Dice Rolled:          3
 -----
|    O|
|  O  |
|O    |
 -----

Updated Position:     39

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:          3
 -----
|    O|
|  O  |
|O    |
```

```
        -----
Updated Position:        37

.....................................................
                      GAME STATUS

.....................................................

Person A is at position 39

Person B is at position 37
_____


***Person A's Turn!***
Press Any Key To Play
Dice Rolled:             6
  -----
|O    O|
|O    O|
|O    O|
  -----

Updated Position:        45

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:             6
  -----
|O    O|
|O    O|
|O    O|
  -----

Updated Position:        43
LADDER FOUND!
-----------------------------
 | | | | | | | | | | | | | |
-----------------------------
New Position: 77
```

```
.....................................................
                      GAME STATUS

.....................................................

Person A is at position 45

Person B is at position 77
_____


***Person A's Turn!***
Press Any Key To Play
Dice Rolled:             3
  -----
|    O|
|  O  |
|O    |
  -----

Updated Position:        48
SNAKE ENCOUNTERD!
       **      **     **
   *  *  *  *  *  *  *
     **     **     **     **
New Position: 9


***Person B's Turn!***
Press Any Key To Play
Dice Rolled:             6
  -----
|O    O|
|O    O|
|O    O|
  -----

Updated Position:        83
SNAKE ENCOUNTERD!
       **      **     **
   *  *  *  *  *  *  *
     **     **     **     **
```

```
New Position: 19


.....................................................................
                          GAME STATUS

.....................................................................

Person A is at position 9

Person B is at position 19
_____

***Person A's Turn!***
Press Any Key To Play
Dice Rolled:            4
 -----
|O   O|
|     |
|O   O|
 -----

Updated Position:      13

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:            4
 -----
|O   O|
|     |
|O   O|
 -----

Updated Position:      23

.....................................................................
                          GAME STATUS

.....................................................................
```

```
Person A is at position 13

Person B is at position 23
_____

***Person A's Turn!***
Press Any Key To Play
Dice Rolled:            1
 -----
|     |
|  O  |
|     |
 -----

Updated Position:      14

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:            4
 -----
|O   O|
|     |
|O   O|
 -----

Updated Position:      27

.....................................................................
                          GAME STATUS

.....................................................................

Person A is at position 14

Person B is at position 27
_____

***Person A's Turn!***
Press Any Key To Play
```

```
Dice Rolled:            4
 -----
|O   O|
|     |
|O   O|
 -----

Updated Position:      18

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:            2
 -----
|    O|
|     |
|O    |
 -----

Updated Position:      29

.........................................................
                        GAME STATUS

.........................................................

Person A is at position 18

Person B is at position 29
_____

***Person A's Turn!***
Press Any Key To Play
Dice Rolled:            2
 -----
|    O|
|     |
|O    |
 -----

Updated Position:      20

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:            5
 -----
|O   O|
|  O  |
|O   O|
 -----

Updated Position:      34

.........................................................
                        GAME STATUS

.........................................................

Person A is at position 20

Person B is at position 34
_____

***Person A's Turn!***
Press Any Key To Play
Dice Rolled:            5
 -----
|O   O|
|  O  |
|O   O|
 -----

Updated Position:      25

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:            5
 -----
|O   O|
|  O  |
|O   O|
 -----
```

```
Updated Position:        39
..............................................................
                        GAME STATUS
..............................................................
Person A is at position 25

Person B is at position 39
_____

***Person A's Turn!***
Press Any Key To Play
Dice Rolled:            2
 -----
|    O|
|     |
|O    |
 -----

Updated Position:        27

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:            2
 -----
|    O|
|     |
|O    |
 -----

Updated Position:        41

..............................................................
                        GAME STATUS
..............................................................
Person A is at position 27
```

```
Person B is at position 41
_____

***Person A's Turn!***
Press Any Key To Play
Dice Rolled:            2
 -----
|    O|
|     |
|O    |
 -----

Updated Position:        29

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:            2
 -----
|    O|
|     |
|O    |
 -----

Updated Position:        43
LADDER FOUND!
----------------------------
| | | | | | | | | | | | | |
----------------------------
New Position: 77

..............................................................
                        GAME STATUS
..............................................................
Person A is at position 29

Person B is at position 77
_____
```

```
***Person A's Turn!***
Press Any Key To Play
Dice Rolled:          2
 -----
|    O|
|     |
|O    |
 -----

Updated Position:     31

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:          2
 -----
|    O|
|     |
|O    |
 -----

Updated Position:     79

.....................................................
                    GAME STATUS

.....................................................

Person A is at position 31

Person B is at position 79
_____


***Person A's Turn!***
Press Any Key To Play
Dice Rolled:          5
 -----
|O   O|
|  O  |
|O   O|
 -----

Updated Position:     36

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:          5
 -----
|O   O|
|  O  |
|O   O|
 -----

Updated Position:     84

.....................................................
                    GAME STATUS

.....................................................

Person A is at position 36

Person B is at position 84
_____


***Person A's Turn!***
Press Any Key To Play
Dice Rolled:          5
 -----
|O   O|
|  O  |
|O   O|
 -----

Updated Position:     41

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:          3
 -----
|    O|
|  O  |
|O    |
```

```
          -----
Updated Position:         87

.................................................................
                        GAME STATUS

.................................................................

Person A is at position 41

Person B is at position 87
_____

***Person A's Turn!***
Press Any Key To Play
Dice Rolled:              3
  -----
|      O|
|   O   |
|O      |
  -----

Updated Position:         44
SNAKE ENCOUNTERD!
       **     **     **
   *  *  *  *  *  *  *
     **      **     **      **
New Position: 22

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:              6
  -----
|O    O|
|O    O|
|O    O|
  -----

Updated Position:         93
.................................................................
                        GAME STATUS

.................................................................

Person A is at position 22

Person B is at position 93
_____

***Person A's Turn!***
Press Any Key To Play
Dice Rolled:              6
  -----
|O    O|
|O    O|
|O    O|
  -----

Updated Position:         28

***Person B's Turn!***
Press Any Key To Play
Dice Rolled:              6
  -----
|O    O|
|O    O|
|O    O|
  -----

Updated Position:         99

.................................................................
                        GAME STATUS

.................................................................

Person A is at position 28

Person B is at position 99
```

```
_____

        ***Person A's Turn!***
        Press Any Key To Play
        Dice Rolled:          3
         -----
        |     O|
        |  O  |
        |O    |
         -----

        Updated Position:     31

        ***Person B's Turn!***
        Press Any Key To Play
        Dice Rolled:          1
         -----
        |     |
        |  O  |
        |     |
         -----

        Updated Position:     100


        ..................................................................

                              GAME STATUS

        ..................................................................

        Person A is at position 31

        Person B is at position 100
        _____


        ******************************************************************

                                RESULT
```

```
        ..................................................................

                              GAME STATUS

        ..................................................................

        Person A is at position 31

        Person B is at position 100
        _____


        ******************************************************************

                                RESULT

        ******************************************************************

        Person BIS THE WINNER!

        ******************************************************************
Process returned 0 (0x0)   execution time : 4086.443 s
Press any key to continue.
```