TYPED SHEET

**Leader Name:** Harsha Duddu

**Project Name:** Reach Milestone

**Description:** It is played between two players on a gameboard having numbered gridded squares. A number of random “danger zones” are pictured on the board, each connecting two specific board squares. The objective of the game is to navigate from the start (bottom square) to the finish (top square) with the help of die rolls and the resulted number helps or hinder by crossing the Danger zones, of one’s game piece.

**Team Members:**

Harsha Duddu: HTML, CSS and animations

Manichandan Valgot: PHP Code