

# Supply voltage & Ground

This is a multiplayer web server game based on the concepts of snakes and ladders, an ancient Indian board game. In the FIRA 2020 Social Distancing Competition, it is called vcc-gnd game (vcc is supply voltage and gnd is ground; current flows from vcc to gnd).

Website: <https://vcc-gnd.herokuapp.com/>

## Guide

**Step 1:** Firstly, you have to join the call and wait for other players to ready up.

**Step 2:** When **every players** are ready in this call, **proctor/ referee** will start to set a number for each player from ordered list (1,2,3,4,5,6,...) and **each player** have to confirm their number by saying or chatting in the channel.

When **every players** have their number. Visit website: <https://vcc-gnd.herokuapp.com/> and choose your name.

Your name must be followed this instruction with including Your Number\_Your Name

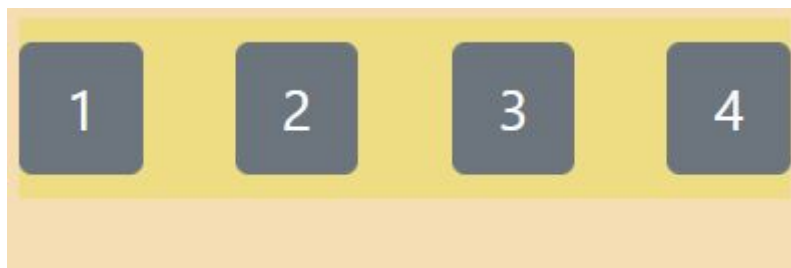
## Gamer Login

Player Name

Play

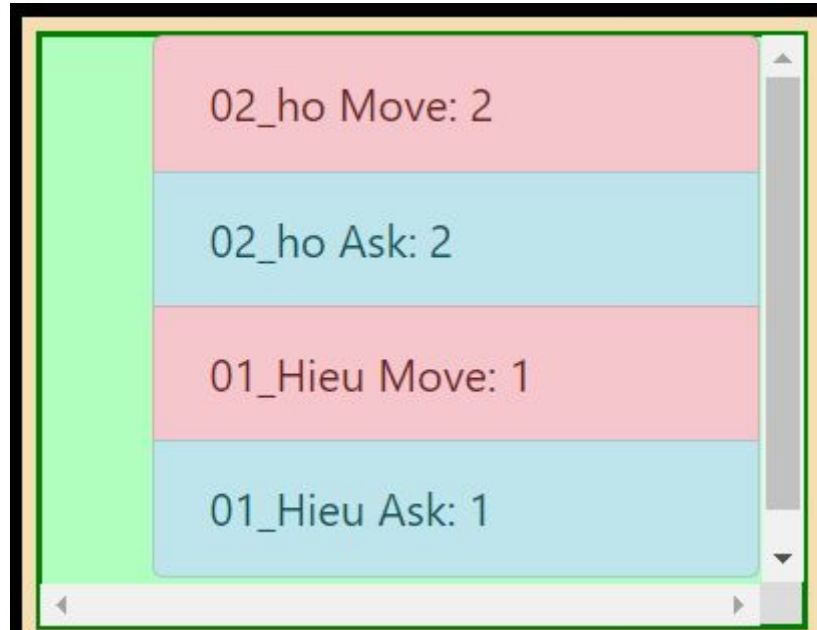
**Step 3: Player** need to follow the instruction of **proctor/ referee**.

When **Player** want to move from (1,2,3,4), they have to click one of these buttons.

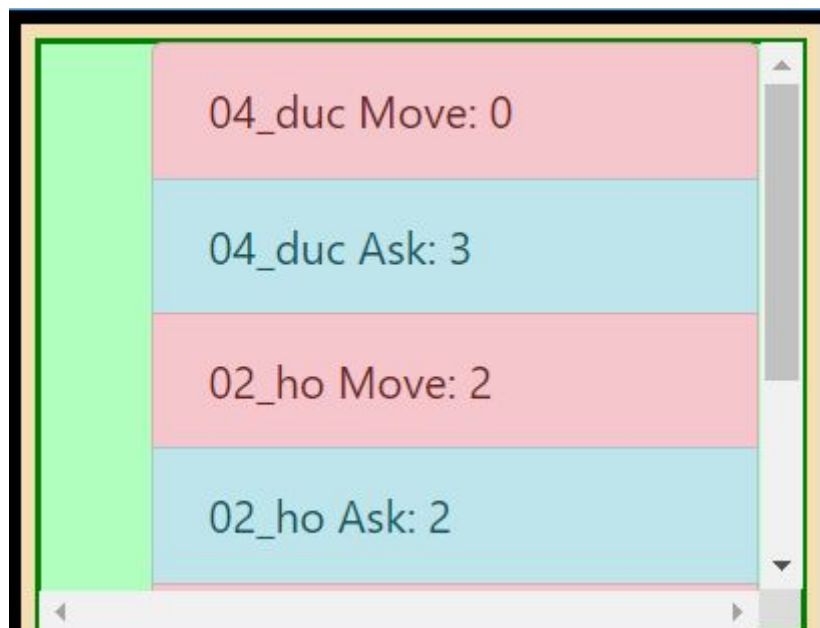


When **Player n<sup>th</sup>** requests, it will show the logs (Number\_Player Name: movement) with blue color. When this request is accepted by **proctor/ referee**, it will show the logs with red color.

However, **Player n<sup>th</sup>** need to wait for the move of **Player n-1<sup>th</sup>**, then **Player n<sup>th</sup>** can request the movement.



In the case of **Player n<sup>th</sup>** request the movement without waiting for the move of **Player n-1<sup>th</sup>**, **proctor/ referee** have to make to movement of **Player n<sup>th</sup> = 0** by click to button 0.



(In this example, player 4 have to wait the request and movement of player 3, and player 4 didn't wait and also requested the move, so referee will mark the move by 0)