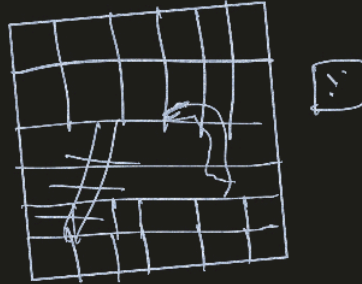


(12)

Snake and ladder

Rough flow



Requirement classification

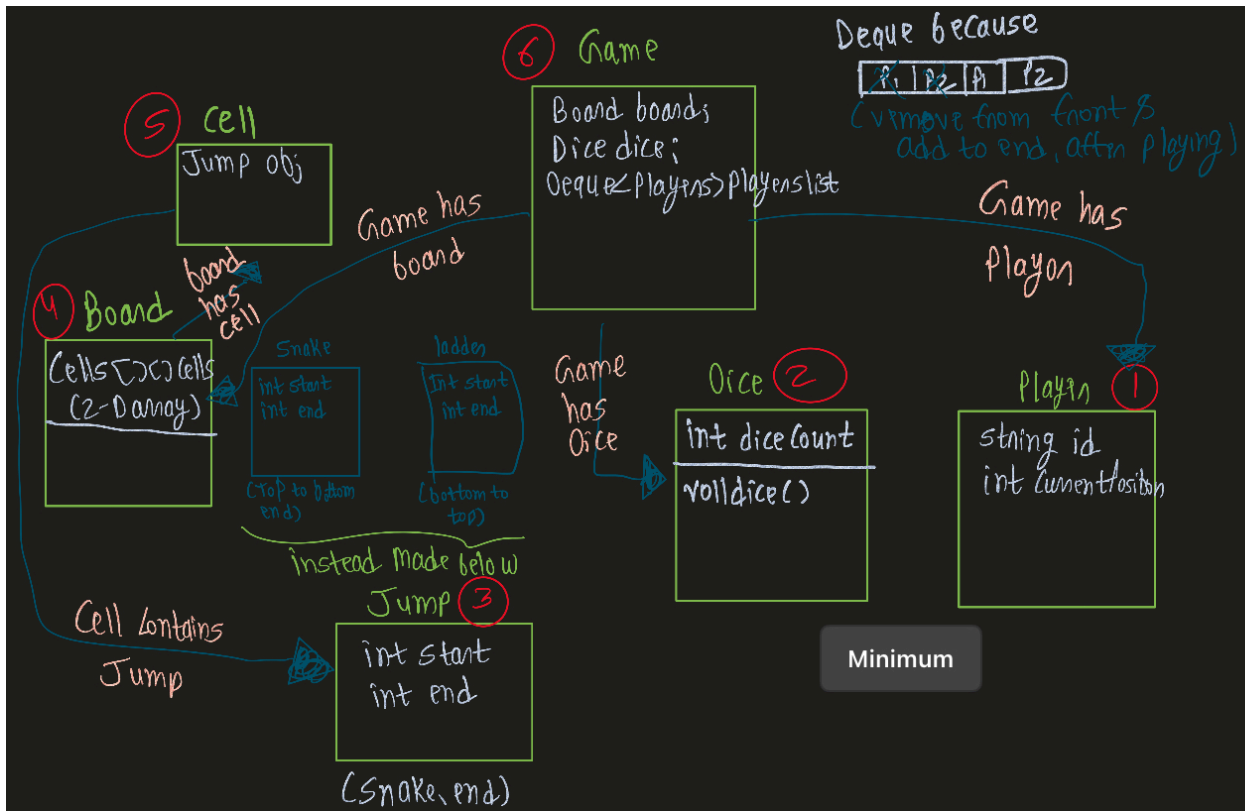
- * How Many dice?
1, but should be Scalable
- * How Many Snakes & ladder?
Setup time →
We should be able to dynamically define
- * What should be Winning Condition?
(1 player win, game stops?
on 1-by-1 wins)

Bottom to Top

Object identification

- * dice
- * Snake, ladder
- * board
- * Players
- * cells

Minimum



OR

Dice
[]
Player
[]

Snake
[]

Game

List<Snake> snakeslist;
List<Ladder> ladderslist;
int boardstart=1
int boardend=100

Ladder
[]

has object ka from on to

Problem:
Job like new position
dayeg, we need to
iterate to snake & ladder
both