SnakesVsLadders

Name: Hussnain Waris

Class: BESE-4A

Registration No. 5357

## Introduction

I have used Java to implement a very popular game “Snakes and Ladders”. I have also designed test cases for the game. The game has no GUI. The game has the following rules:

1. There are 2-4 players in this game and board size is 100.(10 X 10)
2. Possible outcomes by throwing a dice are 1,2,3,4,5,6.
3. If output is 6 then current player will get a chance again to throw the Dice.
4. If outcome of the Dice is 1,2,3,4,5,6 and player positioned on mouth of snake then his current position will change to tail of snake, and he will not get other chance until he throws a dice, which has value 6.
5. If outcome of the Dice is 1,2,3,4,5,6 and player positioned at below of ladder then His current position will change to topmost position of ladder and he will get another chance to throw the dice again.
6. If player's current position+ roll >100 then the other player will get a chance to throw the dice.
7. Any player reaching 100 earlier than the other player will be the winner and the game will end.

All these rules have been implemented in the game and the game works fine.

## How To Run

Start project in terminal or eclipse. You will see the output in the console.

## Github:

https://github.com/hussnainwaris/SnakesAndLaddersGameInJava