Snakes and Ladders

By Jack O’Hara

T00195057

The project I have chosen to create is snakes and ladders. The program starts by asking the user how many space he/she would like to have on the board. The program then checks to see if the number entered by the user can be divisible by 10, 9, 8, 7, 6 or 5 if it cannot be then the program adds the number one on to the spaces entered and checks to see if it divisible by the same numbers. The program then will create a board object and assign to it spaces and x-axis and a y-axis. The x-axis is found by dividing the spaces by 10, 9, 8, 7, 6 and 5 the first one to divide in equally determines the x-axis. The y-axis is found by dividing the board size by the x-axis. The program then asks the user to enter how many players will be playing the game. The user can enter 2 3 or 4 players. The program then asks the user to enter each player’s name and the colour that he/she would like to use. The programme will then create a player object for each player entered assigning the object a name a colour and a position of 0. The programme then generates the board on a GUI Frame with a grid layout and a for loop will start to create the spaces. Each time the for loop goes around it will create two panels one that will display the number and the image of a snake or ladder and another that will change colour in relation to the players positions. The game will then start. The program will display JOptionpane messages displaying an image of what they got on the dice and dialog on the player’s new position. The programme will then retrieve the player’s new position and change the relating spaces background colour to the players colour. The programme attempts to deal with players who land on the same space If the player lands on the same space as another player the player will switch spaces. If a player gets a higher number on the dice than the amount of board spaces than he is forced to go back the amount of spaces he got on the dice.