= A Generic Board Game =

- A board as in snakes&ladders is the base of the game.

- Every cell is associated with a problem
  - Certain cells may have an MCQ, F2B, match kind of question
  - Most cells have a problem to solve. This problem may belong to some domain. Eg Java programming. ⇒ Write a program to sort a given array, to print pascal's triangle, ...
  - Cells 1−10 have trivial problems. Hello world, sum 2 numbers, ... 10−40 have medium problems. 40−100 are harder problems.

- An automatic question generation & solving environment is needed. In programming, we can use parikshak.

  ⇒ If you land in a cell, identify the task type associated with that cell and call Parikshak. Player solves the problem there.

  ⇒ Parikshak can return 'correct/incorrect' and time taken and number of attempts.

  ⇒ Based on this return information, a dice value is generated. Player advances by that amount. Dice value can also be negative.

  ⇒ This process is repeated till player reaches top-left corner.

  ⇒

- In addition some cells can be special cells — get extra $+n$ points (ladder), get $-n$ points (snake).

- There can be leader boards [comparing with other players], badges [Fastest Fifts, etc].

Further

Instead of programming related as the education, we can do maths problems and other subjects too. So good to have a generic design for the game.

Sasikumar
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