**Functional Requirements**

**FR1: Allow the creation of a game board using recursion. The user is prompted to enter the desired dashboard size, getting dimensions of n rows and m columns. In addition, several snakes and a few stairs will be requested. Each player will use a different symbol (\*! Or X % $ + &).**

**FR2: Allow you to start a game. The user will be able to start the game, players will start in square number 1 and move in turns, each throws the dice and then, their snake will move to the corresponding square. Stairs will be randomly located considering that no ladder can start in the square 1 and no stair or snake start, or end square must match another start or end of ladder or snake.**

**FR3: Allow the dashboard to be displayed. When the game starts, the user will be able to see the game board represented by a grid formed by square brackets with the dimensions entered above, each square will be listed with the location of the stairs and snakes. The stairs will be shown in bold to be able to differentiate them from the numbers of the squares. The board will show players positions and stairs locations, but the numbers of the squares will no longer be displayed.**

**FR4: Allow you to choose different options while playing. During the game, the user will be able to play manually by simply entering a line break so that the player who has the turn can move. If instead of entering the line break enter the word "num" and then the line break occurs, the program will display the same grid that it displays at the beginning, with the numbered boxes, snakes, and stairs. A line break will be expected to continue. If you enter the word "simul" and you jump in line, you will start in simulation mode, you will go showing what each player in their turn plays, with the corresponding board of each new position, waiting 2 seconds between each play, but without waiting any line exit. If on the other hand you type the word "menu" and jump the line, the game is cut unfinished and the program returns to the main menu, showing your options.**