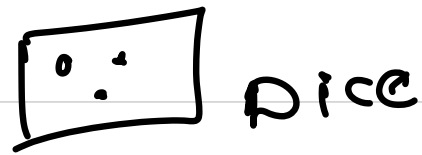


Snake & Ladder

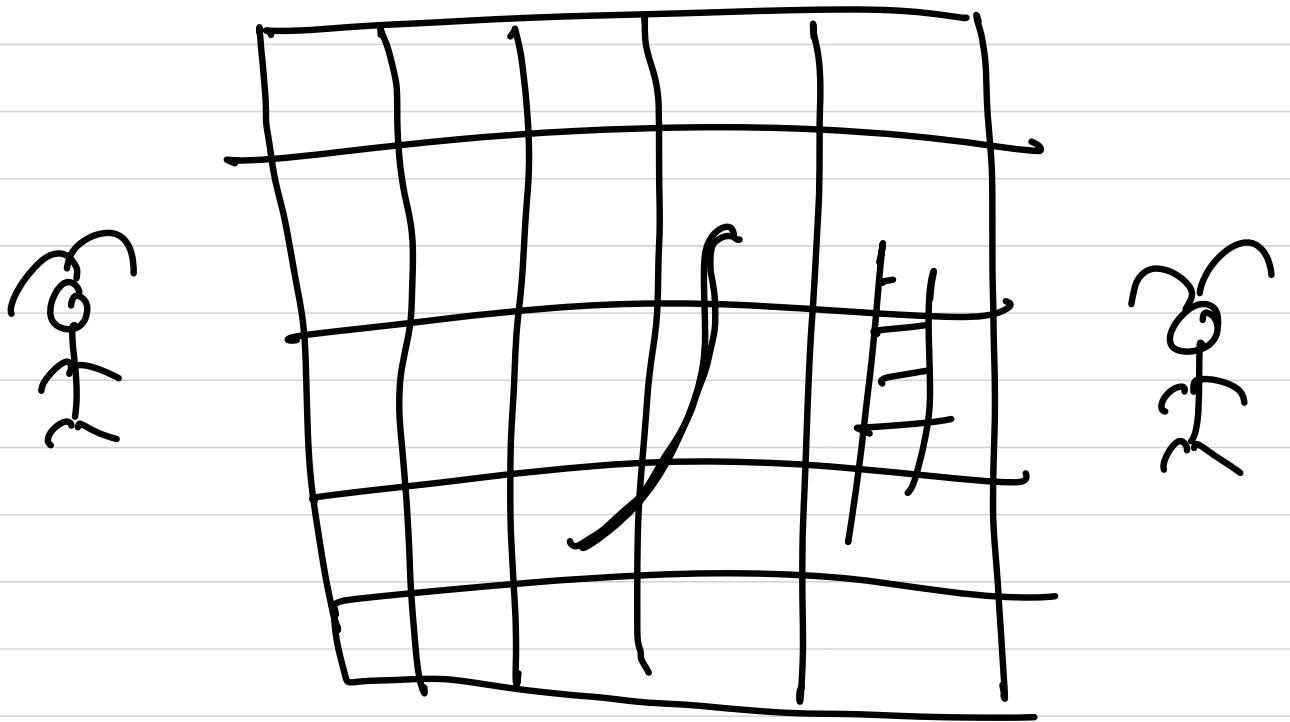
(Low Level Design)



Rough Flow:



dice



$m \times m$ board
players

Players roll dice and move forward.

\Rightarrow When player reaches a particular

cell ...

1) Can encounter Snake

2) " " Ladder

3) " " Nothing

Who reaches or crosses $m \times m$ grid is
the winner

Requirement Clarification:

- 1) How many dice: Scalable
- 2) Size of board: Scalable
- 3) No. of ladders & snakes: dynamic
- 4) Location of the snakes & ladders: dynamic
- 5) Winner Strategy:

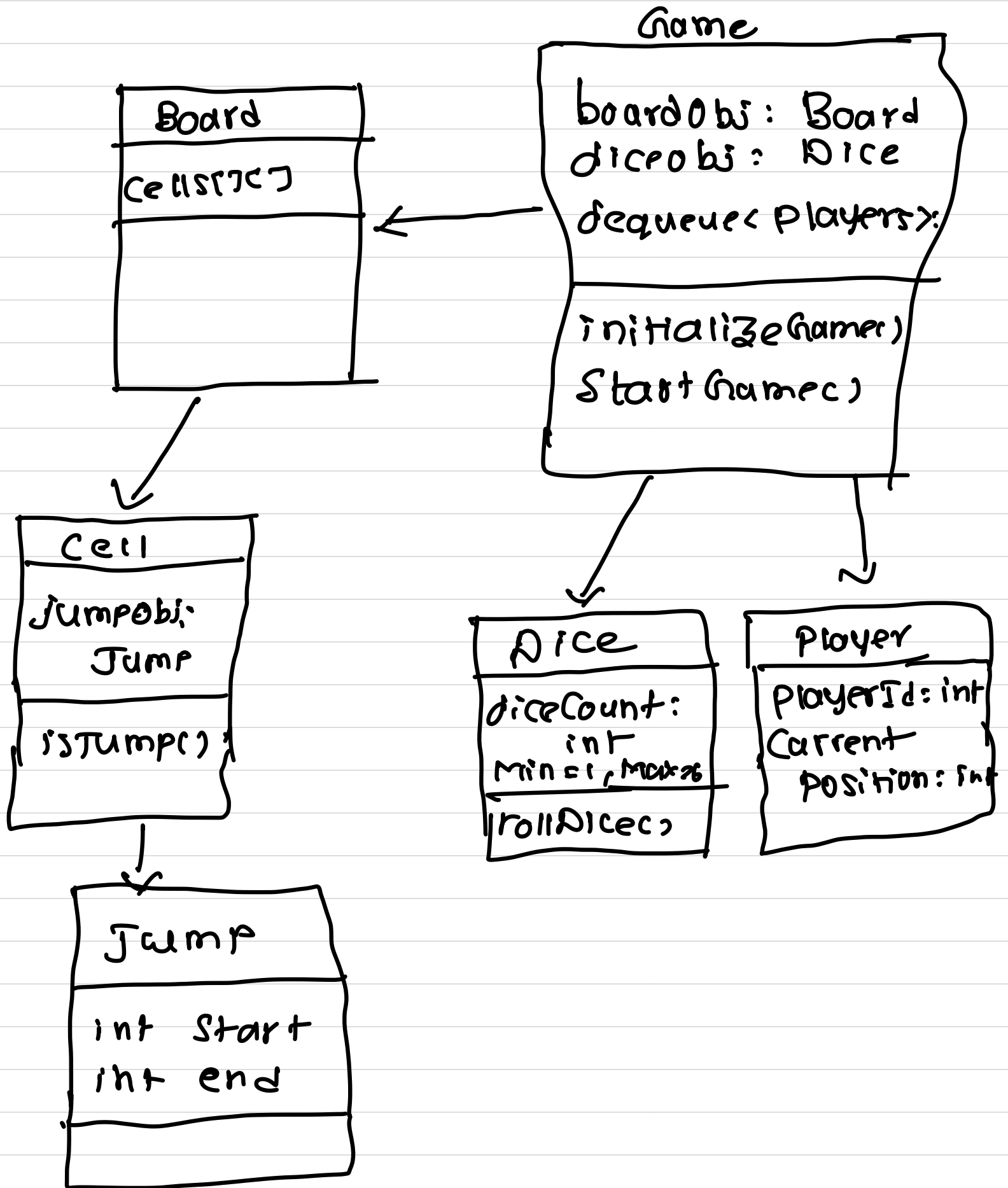
Do we need to stop the game if one of the player wins or continue till last two players

- 6) No. of players: Scalable

OBJECTS:

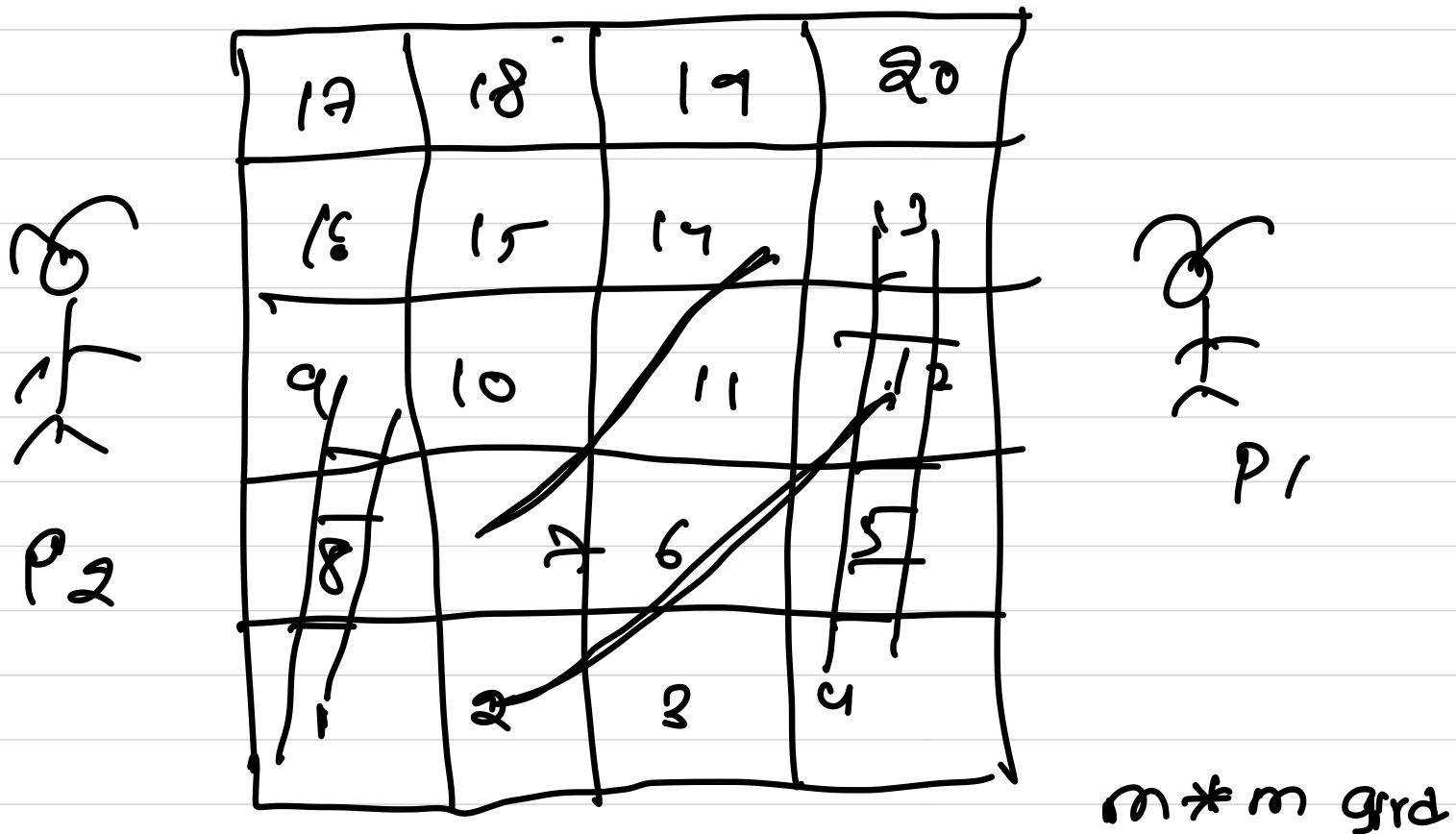
- 1) Game
- 2) Board
- 3) Cells
- 4) Jump (ladder & snake)
- 5) player
- 6) Dice

Low Level Design: (Top to Bottom)



InitializeGame():

- 1) Setup the Board of desired size ($m \times m$)
- 2) setup no. of players
- 3) Setup no. of snakes & ladders
- 4) setup Count of Snakes & Ladders
- 5) Setup dice count



cell - 1 has Jump to 9

1 2 (start = 12
end = 2)
:
:

Jump 2
start
end
}