

User's Manual

Snakes and Ladders

Version 4.07, CMSC 11

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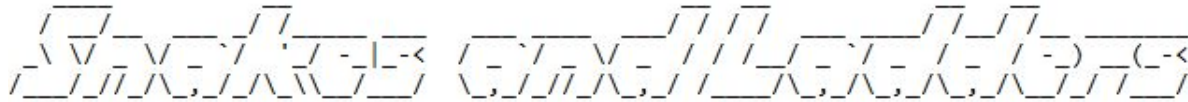
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Table of Contents

1. Introduction
2. Installation Instructions
3. Basic Gameplay Instructions
4. How to Customize the Board

Introduction



Snakes and Ladders is a board game set on a grid of size 8 by 8. On each turn, the player rolls a dice to get a number from 1 - 6. The players move in a zigzag pattern from the bottom left corner until they reach the top left corner. Upon landing on the head of a snake, or the bottom of a ladder, the player will be forced to go to the other end of the snake/ladder. The first player to reach the end wins.

		S 5		E 6			
T 5		S 3			E 2	S 4	
	T 3 E 4						
B 4			E 1	B 6			
				T 4			B 2
E 3							
		E 5		B 1			
\$ n ε σ		B 5					B 3

To the left is an example board shown and played in the game. The SXs denote Snake Heads and TXs denote their matching Tail. The Bottoms of ladders are denoted by BX and their respective ends with EX.

The player tokens are visibly placed on the bottom left.

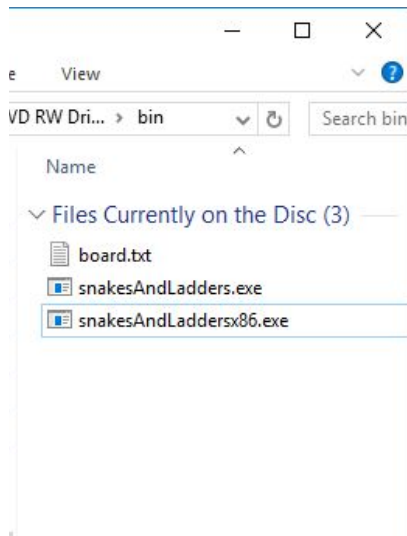
Player 1's token can be chosen through the character selection menu option

'\$' is its default option.

This game was built and compiled for WINDOWS platforms ONLY.

The user may edit and compile the source code contained in the CD if they wish to run the game on other platforms.

Installation Instructions



Upon inserting and accessing the CD, the game executables are located in the folder labeled “bin”. You may run the game directly from the CD if desired.

snakesAndLadders.exe is for 64-bit platforms.

snakesAndLaddersx86.exe is for 32-bit platforms.

If the user wishes to customize the “board.txt” file, they may copy the executable file with the “board.txt” file to any directory of their choice.

IT IS IMPORTANT THAT THE “board.txt” FILE IS IN THE SAME DIRECTORY AS THE GAME EXECUTABLE. The game will not run otherwise.

If, in any case, the game refuses to run after the customization of the “board.txt” file, the user may copy and use the text file provided in the CD for reference/example. More information regarding the “board.txt” file is provided on page 5 of this manual.

The “src” folder in the root of the disc contains the source code for the game written in the C programming language.

Basic Gameplay Instructions

Once the game has been launched, the user will be presented with the following screen:

```
C:\WINDOWS\system32\cmd.exe - snakesAndLadders
```



Version 4.07

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```
1> Start Game
2> Reload board.txt
3> Change Character
4> Mode: Manual
5> Exit
```

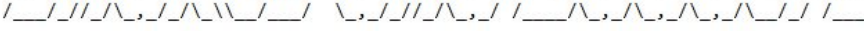
Choice:

Option 1 starts the game with the default settings

Option 2 reloads the board.txt file and imports any new changes made to the file

Option 3 brings up the character selection screen, allowing the user to change their player icon

```
C:\WINDOWS\system32\cmd.exe - snakesAndLadders
```



Character Selection:

1>0	2>0	3>Ω
4>δ	5>∞	6>φ

Choice:

Option 4 toggles the game mode from either automatic or manual. Manual mode requires the user to press enter in between turns. Automatic mode goes to the next turn after 1 second.

Option 5 exits the game, reverting all settings to default

How to Customize the Board

Opening default “board.txt” file will present the user with this:

		S5		E6		
T5		S3		E2	S4	
	T3					
	E4					
B4			E1			
				B6		
			T4			B2
E3						
		E5		B1		
		B5				B3

As mentioned in the introduction: SXs represent snake heads with their corresponding tails as TXs.

Ladders are then represented by BXs and EXs

X can be replaced with any character (i.e. S1, Sa, SA, Sc, S5, S0, S*)

If the cell is desired to be empty, the user must place spaces. If an empty cell is to be filled in, the spaces must be REPLACED with the desired characters.

The ‘]’s and ‘|’s at the end must remain aligned with each other and the rest of the board. This is only true for text-editors using a monospaced font. (Notepad in windows uses one by default)

There can be a maximum of two elements in a single cell. If there are two snake heads or ladder bottoms on the same cell, the one placed on top will take precedence in the game.

Only the notations with S, T, E, and B can be used, and they are case-sensitive. Any other characters will be read and displayed in game but will not perform anything related to gameplay.

Elements placed on the starting and ending tiles will be ignored even if they are valid snake heads or ladder bottoms.