Snake and Ladder Game Documentation

1. Introduction

- Overview of the game and its features.

- Purpose of the project: to create an interactive GUI-based game.

2. Game Rules

- Description of gameplay mechanics, including dice rolling, snakes, ladders, and winning conditions.

3. System Requirements

- Python 3.x

- Tkinter (pre-installed with Python)

4. Installation and Setup

- Step-by-step guide to download and run the game.

5. Code Overview

- **Logic Layer (SnakeAndLadderGame)**:

  - Handles game rules, player movement, snakes, ladders, and turn rotation.

- **GUI Layer (SnakeAndLadderGUI)**:

  - Provides the graphical interface for interacting with the game.

6. How to Play

- Adding players, rolling dice, and winning the game.

7. Limitations

- Lack of visual game board.

- No save/resume functionality.

8. Future Enhancements

- Ideas for improving the game, such as graphical board representation, multiplayer support, etc.