Snake and Ladder Assignment

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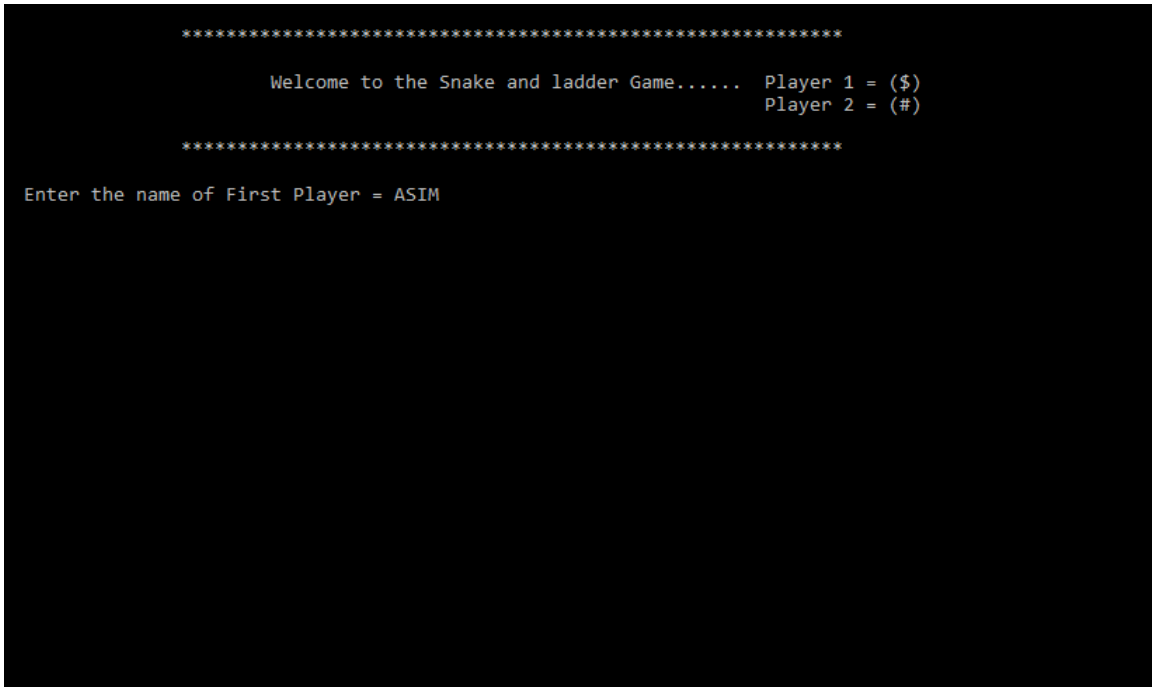
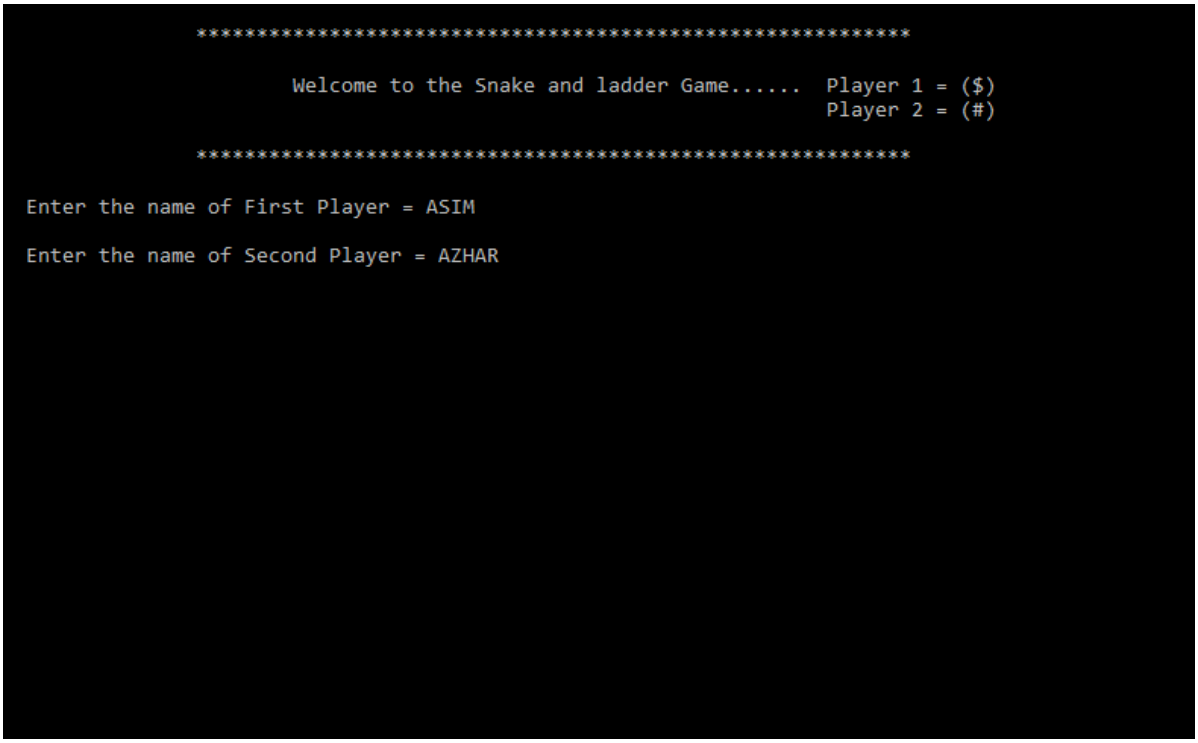
Documentation of code is already explained in .cpp as well as .txt file in form of remarks aside the code.

Front View:

The front view of this game is explained below. Where Player 1 represents the ($) symbol and the second player, Player 2 represents the (#) symbol. In the structure as well. This will input names of two players specifically as explained below.



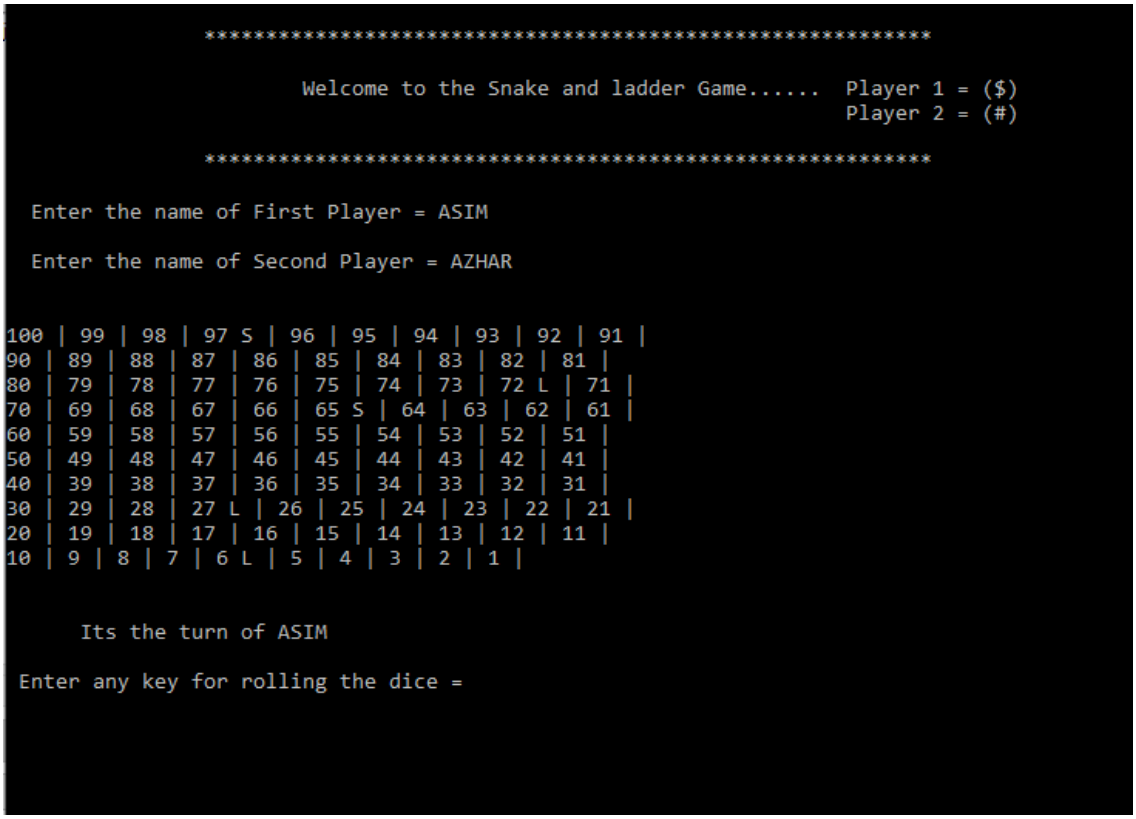
After entering the name of first player, the second player name will be entered as shown below. Let suppose that the name of second player is AZHAR.



First View of puzzle:

The first view of puzzle is shown below, where the L represents the Ladder and S represents the snake head. The following order shows the snake and ladder pattern on specific numbers in puzzle display.

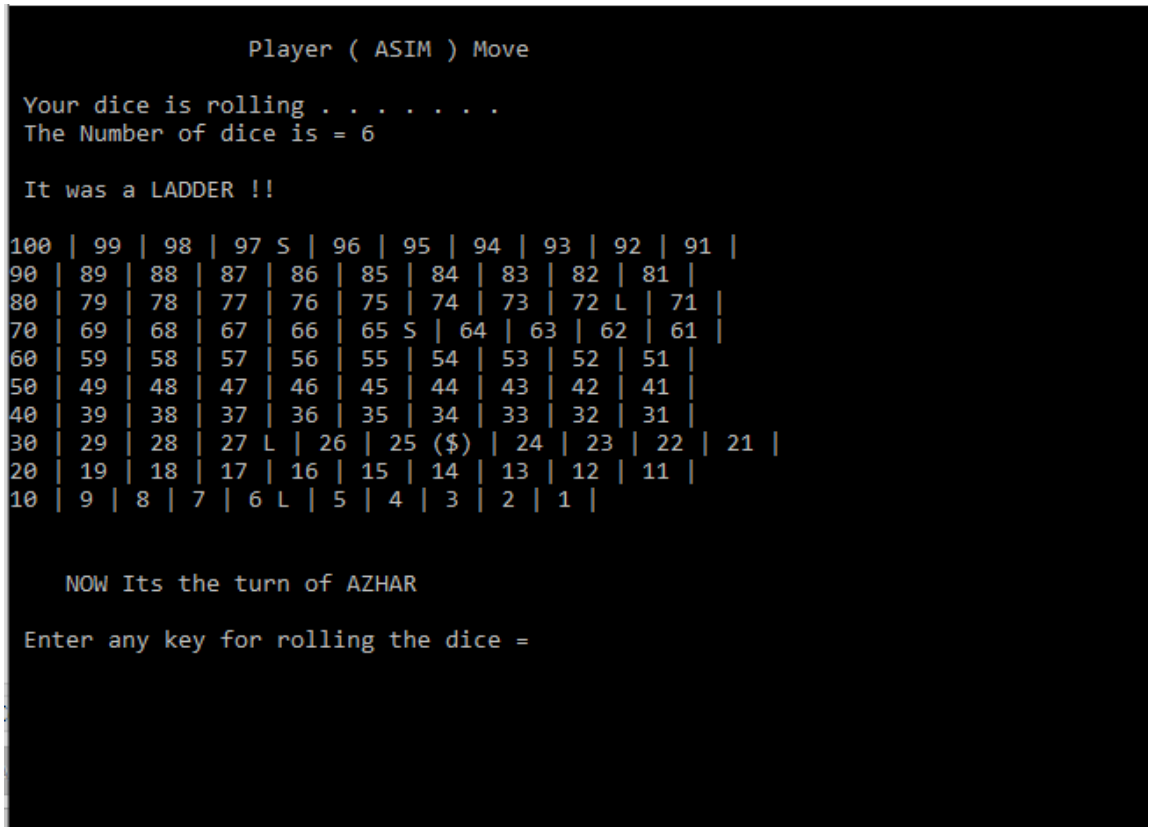
- 6 = Ladder
- 27 = Ladder
- 65 = Snake
- 72 = Ladder
- 97 = Snake



This will continuously ask both player to roll the dice until anyone of them wins. This is done by taking a **goto** statements between the two functions, one for each player scenario specifically.
Now below a few effects have been shown.

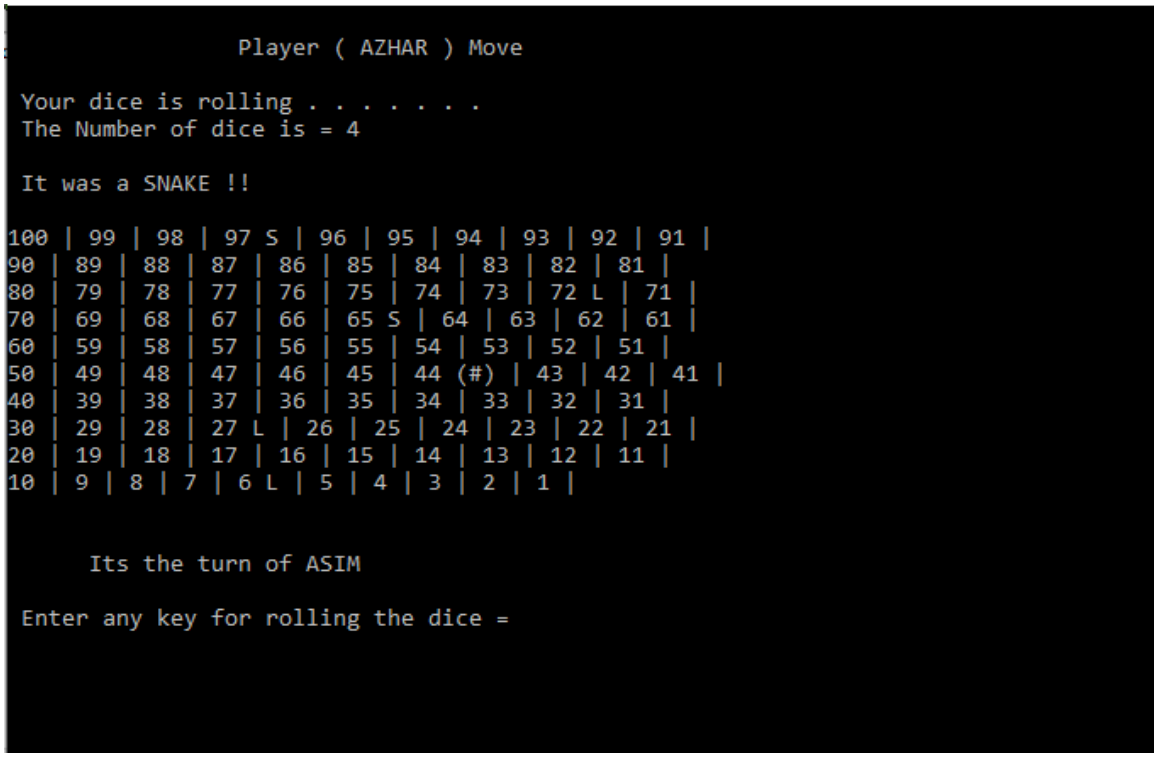
Ladder Effect;

The given figure shows the ladder effect of one of the players, who come on the numbers having a ladder ‘L’.



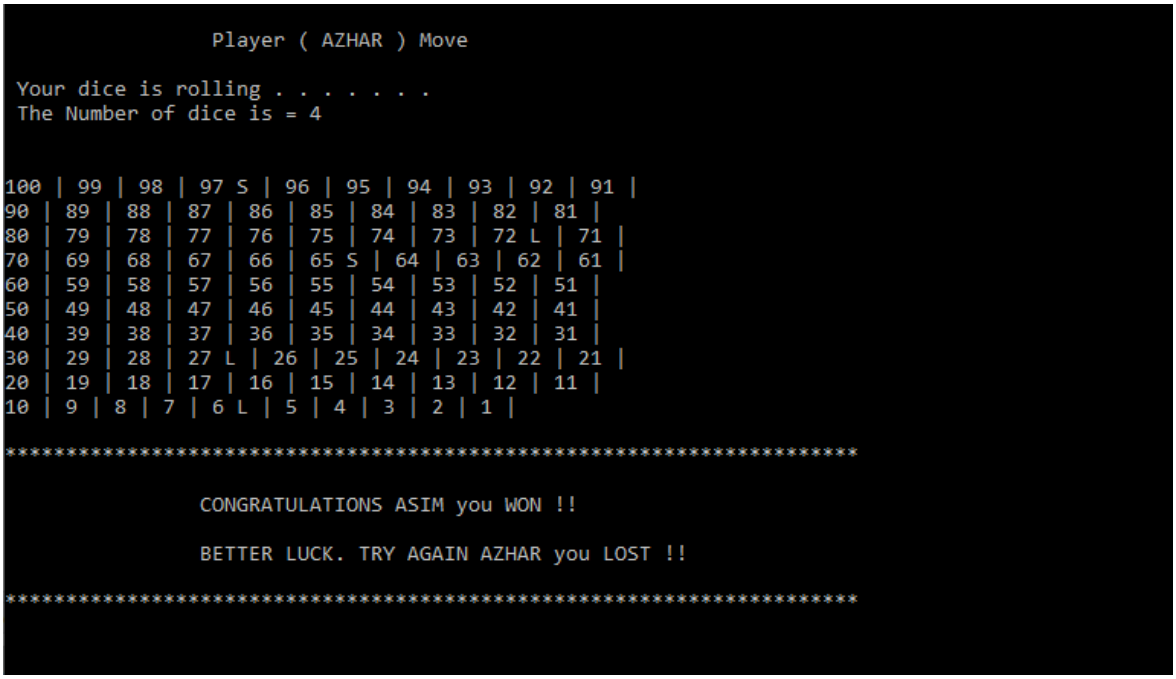
Snake Effect:

The following picture shows the snake effect. The number will be decreased to specific value. After going having declination, the picture is as followed.



Final Result for Winners:

After the loop started with the help of goto statement. The game will continuously run until one of the players wins the game **(making the condition false P<=100 and Q<=100).** Then if any player wins the game then it will show the result as explained in picture.



Conclusion

I have learnt so many things from this assignment. And the credit goes to **Allah Almighty** who helped me in making this assignment on my own, without any external assistance. Secondly the credit goes to Sir **Farhat Ullah** who encouraged me to let this happen. I got an exuberance of knowledge from this assignments, some are as followed:

- Loops
- 2D array Dynamic
- 2D array simple
- 1D array
- Calling arrays through functions for both Dynamic and Static 2D arrays
- Functions
- Syntaxes
- Pointers to 2D arrays
- Conditions
- Random Numbers at specific range ….

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And Many More <u>ALHAMDULILLAH</u>