Snake And Lader

1. Goal = player has to reach to no. 100
2. Story = Ujas is the player. She has to the end by crossing the land filled with snakes.
3. Playing character = Ujas it is trying to move from position 1 to position 100 with snakes as obstacles.
4. Non Playing character = snakes are going the the obstacles and the will bring the player down in position.

Laders will also be a character which will increase the position of the player.

1. Rules = player can move one step with right arrow key, left arrow key, and up arrow key also the player position will be reset if it is bitten by the snake.
2. Feedback = when player touches the lader sound will come.

When player touches the snake sound will come.

When the player reaches the to the end the win message will come with a sound.

1. Adativity = the more he moves forward the size of the of the snake will increase.