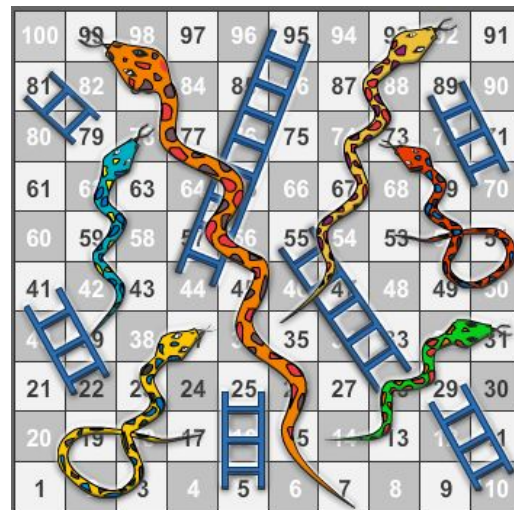Remember we used to play snake and ladder in our childhood? It is time to solve the domain you've known in the past with the technology you are good at.
Lets consider the board below.

There can be **n** users playing the game. Initially consider there are 100 boxes where your players can be placed.

Highlighting the rules to play the game again:
1. First, all players roll the die and the highest scorer will start the game first and the game continues in the descending order of the die score.
2. When a player moves to a cell that has a ladder, he is promoted to cell led to the top of the ladder.
3. If the player finds a snake, then the then s/he is demoted to the cell where the tail leads.
1.

Sample input/output:
The game started with 2 players
Player 1 rolls die scoring 6
Player 2 rolls die scoring 2
Player 1 gets to start

Player 1 rolls 5
Player 2 rolls 6

Player 1 rolls 3
Player 2 rolls 4

Player 1 rolls 5

Player 2 rolls 2

The positions after the sequence of rolls above
Player 1 - 60
Player 2 - 11

...
Note:

- UI implementation is not required.
- Along with the output, the solution should be extensible.
- Additional brownie points for solutions with unit tests.
- Pay more emphasis on the object modeling/best practices.