

Man, Don't Get Angry

Chińczyk (as called in Poland) also known as *Mensch ärgere Dich nicht* or *Man, Don't Get Angry*

German board game, where players task is to bring all theirs pieces to designated area after crossing whole game board.

Task

Your task it to code in 20 minutes a 2-dimensional version of the game described above played by automatons. The output of this game should be purely console one.

1. There are two players represented respectively by **1** and **2**.
2. Each player starts at a starting field (represented as **S**).
3. Each player wants to finish the race first, by reaching the final field (**F**).
4. Each piece is moved through path made of `_` characters:
5. Path is composed of 100 fields in total including **S** and **F** ones.
6. Game round ends when both players move. They move in order, **1**, then **2**.
7. Number of fields traversed by each piece in a given round is specified by 6-sided dice roll.
8. Game ends when one of the players reach **F** field.
 - Second player won't play his next turn.
 - Applications display screen with position of the winner and the second player.
 - After displaying last screen the application closes.
9. State of the game should be printed in the console after each dice roll.
10. Game has to be written in OO manner.
 - a. In future we'll change the game track, by both adding and changing its elements.
 - b. Dice sides are given via `args` (starting parameters).

Example game screen

Game output at the start.

```
1 _____
  _____
    _____F
2 _____
  _____
    _____F
```

Game output after first roll of the dice where player 1 rolled 4 on the dice.

S_1_____

_____F

2_____

_____F

Game output after couple rounds.

S_____1_

_____F

S_____

_____2_

_____F

Game output at the end where player 2 won.

S_____1_

_____F

S_____

_____2_

_____F