**Problem 1: Snakes and Ladders**

Please simulate Snakes & Ladders game (<https://en.wikipedia.org/wiki/Snakes_and_Ladders>)

Rules of game

* There are two players in this game and board size is 100.(10 X 10)
* Possible outcomes by throwing a dice are 1, 2, 3, 4,5 ,6 which are random.
* If output is 6 then current player will get a chance again to throw the Dice.
* If player reaches on mouth of snake then his current position will change to tail of snake.
* If player reaches at below of ladder then His current position will change to topmost position of ladder and he will get another chance to throw the dice again.
* If player's current position+ roll >100 then take the following considerations i. if (roll==6) current player will get the chance again, otherwise other player will get.
* A player reaching 100 earlier than other players will be the positioned higher.

Please write a simulation of the same. (UI is not mandatory).

Solution will be judged on good coding practices, Modularibility, Configurability, Performance, and Concurrency.

Be creative! Challenge above is not complete, and we know it :) Take appropriate design assumptions and build something awesome!