

## ***Snakes and Ladders***

The challenge is to create a tool that plays snakes and ladders within it's own process, in JavaScript.

Web development best practices should be demonstrated, in regard to documentation, testing and web performance.

- You must continue to roll the dice **every second** till you reach position 100 exactly, you start at position 1
- If your new position after the roll divides by 9 (9, 18, 27, 36...) you landed on a snake and must move back 3 places
- If your new position after the roll is 25 or 55 you must move forward 10 places
- If your roll is near the end of the game and you do not roll enough to move **exactly to 100**, you do not move forward
- You must output on a new line each turns dice roll, if they landed on a snake or ladder and where their final position was
- There must be a hyphen to separate the dice roll from the position and snake/ladder verdict

Bonus points for well thought out architecture and implementation for future maintenance approaches.

This is to be written in Vanilla JS (no NPM dependencies) using ES6+, and any instructions to run should be attached.

**Time Required:** 1/2 day

**Sample output:**

5-6

1-7

5-12

3-15

6-21

4-ladder35

3-38

5-43

1-44

5-49

2-51

1-52

5-57

6-snake60

5-65

4-69

2-71

2-73

4-77

3-80

3-83

3-86

1-87

1-88

3-91

3-94

5-snake96

5-96

1-97

5-97

5-97

3-100