Congratulations on winning the bid to build the ranking system for the Snakes and Ladders championship! If you're unfamiliar with the game you can find more information here: https://en.wikipedia.org/wiki/Snakes_and_ladders.

The rules for this championship are simple:

- Each player begins off the board, i.e. on space "0".
- Each player roles the dice in sequential order and the first to reach 100 (or higher) wins the game.
- All games involve only two players.
- Landing on a ladder will move a player forward on the board from the landing square to a destination square.
- Landing on a snake will move a player backwards on the board from the landing square to the destination square.

The ranking system that you will have to build will need to read game logs to produce a final ranking table of the players. The game logs include the following types of entries:

- Game start
- Player joins game
- Player rolls dice

The tournament board is shown as follows (landing square ➜ destination square):

- **Ladders:** 4➜10, 6➜14, 31➜40, 32➜34, 48➜55, 57➜58, 77➜87, 79➜80
- **Snakes:** 13➜9, 21➜14, 28➜11, 39➜33, 62➜43, 65➜63, 66➜60, 75➜71

Using the game logs made available as a CSV log, please design a system that will:

- Parse the game logs and score each game using the board provided
- Build a final tournament ranking system that shows the total wins, losses, winning percentage (wins / total games), total dice rolls, total ladders landed, and total snakes landed

As an example, your output should look something like this:

```
Player 1: Win:16, Lose:10, Percent:0.615, Rolls:729,  Ladders:71, Snakes:74 ...

Player 2: Win:23, Lose:21, Percent:0.523, Rolls:1254, Ladders:107, Snakes:136 ...

Player 3: Win:23, Lose:20, Percent:0.535, Rolls:1205, Ladders:106, Snakes:123 ...

etc.
```