**Mini Project-02**

FLAMES is a popular game named after the acronym

F: Friend

L: Lover

A: Affectionate

M: Marriage

E: Enemies

S: Siblings

This game doesn’t accurately predict whether or not an individual is right for you. There’re few steps in this game:

1. Take 2 names
2. Remove the common characters
3. Get the count of the characters that are left.
4. Take FLAMES letters [F, L, A, M, E, S]
5. Start removing letters using the count we got.
6. The letter which lasts the process is the result.

Code:

def flames\_game(name1, name2):

    # Step 1: Normalize the names by removing spaces and converting to lowercase

    name1 = name1.replace(" ", "").lower()

    name2 = name2.replace(" ", "").lower()

    # Step 2: Remove common characters from both names

    list1 = list(name1)

    list2 = list(name2)

    for char in name1:

        if char in list2:

            list2.remove(char)

            list1.remove(char)

    # Remaining characters count

    remaining\_count = len(list1) + len(list2)

    # FLAMES list

    flames = ['F', 'L', 'A', 'M', 'E', 'S']

    # Determine the result based on remaining\_count

    index = 0

    while len(flames) > 1:

        index = (index + remaining\_count - 1) % len(flames)

        flames.pop(index)

    # Final result

    result = flames[0]

    # Mapping result to status

    status\_mapping = {

        'F': 'Friends',

        'L': 'Lovers',

        'A': 'Affectionate',

        'M': 'Marriage',

        'E': 'Enemies',

        'S': 'Siblings'

    }

    # Output format

    status = status\_mapping[result]

    return f"status = {status}"

# Example usage:

player1 = input("Enter the first name: ")

player2 = input("Enter the second name: ")

print(flames\_game(player1, player2))

Output:

