Make you own problem

You are asked to take a set of ship data charts for a sci-fi board game, these ship data charts contains ship type, class name, defensive systems, weapons sets, power systems, crew size and life support system cost.

You are to build a simple out file that would simplify all the data sets in to one simple data set.

Each ship that is passed in will have multiple sources for their stats, so this will be a multiple input for all data points, then compile all data files in to a single data file for each ship passed in.

The simple data set should put the data in order of importance, with items that are commonly uses at the top and items that are not used that often used on the bottom. The ship name and class should always be the firsts set lines. Then place life support system costs and crew size after the ship name and class after that then place items based off their frequency of use. The “most frequently” used items are weapons and defensive systems. The moderately used items are power systems and damage control system. The “lest frequently” used items are other ship systems, which is a case by case on what these systems are.

The inputs will be a master ship system chart. This chart has ship name, ship class, crew size, life support system cost, mass class, movement cost, and then followed up with a set of chart letters. These letters are for each system charts that are used for each ship, there are a weapons set chart, defensive systems chart, power systems chart. All other charts are stored as separate files, name by their letter.

Sample input

Name: Titan, Class: Battleship  
Crew - 1500, Mass limit - 5000  
Mass Class - 2, MC - 1.5  
WS - H, DS - Z  
PS - MM, OS - YY  
  
Sample output  
  
Titan  
Battleship  
Crew: 1500  
LSC: 5

Weapons:  
FCS lock-on: +5  
Range Finder effect: +2  
10x laser batteries: 4\F, 2\S, 2\P, 2\A  
4x plasma torpedoes: 2\F, 1\S, 1\P  
12x anti-fighter laser batteries: 6\SS, 6\PS  
4x Missile racks: 2\SS, 2\PS

Defensive Systems:  
Shield cost: 3  
Shield F: 50  
Shield S: 30  
Shield P: 30  
Shield A: 20  
Armor F: 20  
Armor S: 10  
Armor P: 10  
Armor A: 5  
Hull Points: 200

Power Systems:  
Engine Power: 60  
Movement Cost: 1.5  
Auxiliary Power: 10  
Battery Capacitance: 12  
  
Other Systems:  
3x Grappling hooks: 1/P, 1/S, 1/A  
Hanger bay: Size 3  
4x Transporters