```python
# Brandon McRae int project
# this should pick a character for you in the game i play called smite
import random


def main():
    print("Hello! If you can't pick a character in smite, I am here to help!")
    getting_started = input("First off are you solo or in a group? ")
    if getting_started == 'solo':
        baseline()
    elif getting_started == 'group' and 'Group':
        group = input("Do you want a random 5 man team(1) or a game mode(2)? ")
        if group == '1':
            random_team()
        elif group == '2':
            gamemode()
        else:
            print("Invalid choice try again.")
            main()
    else:
        print("Invalid choice, try again")
        main()


# baseline is just the base line questions to calculate a character
def baseline():
    print(
        "So now I'm going to help you pick a character in smite(1), give you a
random character(2),"
        " or I can even give you a game mode to play(3).")
    first_question = input("So option 1, 2, or 3: ")
    if first_question == '1':
        print("Right let's get started!")
        answer1 = input("Damage or tank? ")

        if answer1 == 'damage' and 'Damage':
            print("Damage, Nice Choice.")
            roles_damage()

        elif answer1 == 'tank' and 'Tank':
            print("Tank, Nice Choice.")
            role_tank()
        else:
            print("Invalid choice, try again")
            baseline()
    elif first_question == '2':
        print("Brave one you are... let's get started.")
        random_char()

    elif first_question == '3':
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        print("Seems you don't know what to play... I'll help.")
        gamemode()
    else:
        print("Invalid choice, try again")
        baseline()


# this is for the damage characters to pick from
def roles_damage():
    import random
    answer2 = input("Now are you Melee or Ranged?: ")

    if answer2 == 'melee':
        print("So close to getting your character!")
        answer1234 = input("Assassin is the only melee damage is that ok? (y) or
(n)")
        if answer1234 == 'n' and 'N':
            roles_damage()

        elif answer1234 == 'y' and 'Y':
            random1 = ('Thor', 'Pele', 'Fenrir', 'Arachne', 'Awilix', 'Bakasura',
'Bastet', 'Camazotz', 'Da Ji'
                       , 'Hun Batz', 'Kali', 'Loki', 'Mercury', 'Ne Zha', 'Nemesis',
'Ratatoskr', 'Ravana'
                       , 'Serqet', 'Set', 'Susano', 'Thanatos')
            print("Your character is:", random.choice(random1))
            print("Thank you for using me!")

        else:
            print("Invalid choice try again.")
            roles_damage()

    elif answer2 == 'ranged' and 'Ranged':
        print("So close to getting your character!")
        answer4 = input("Hunter or Mage: ")

        if answer4 == 'Hunter' and 'hunter':
            random4 = (
                'Ah Muzen Cab', 'Anhur', 'Apollo', 'Artemis', 'Cernunnos',
'Chernobog', 'Chiron', 'Cupid', 'Hachiman',
                'Heimdallr',
                'Hou Yi', 'Izanami', 'Jing Wei', 'Medusa', 'Neith'
                , 'Rama', 'Skadi', 'Ullr', 'Xbalanque')
            print("Your character is:", random.choice(random4))
            print("Thank you for using me!")

        elif answer4 == 'mage' and 'Mage':
            random5 = (
                'Agni', 'Ah Puch', 'Anubis', 'Aphrodite', 'Baron Samedi', 'Change',
'Chronos', 'Discordia', 'Freya',
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                'Hades',
                'He Bo', 'Hel', 'Hera', 'Isis', 'Janus', 'Kukulkan', 'Merlin',
'Nox', 'Nu Wa', 'Olorun', 'Persephone',
                'Poseidon',
                'Ra', 'Raijin', 'Scylla', 'Sol', 'The Morrigan',
                'Thoth', 'Vulcan', 'Zeus', 'Zhong Kui')
            print("Your character is:", random.choice(random5))
            print("Thank you for using me!")
        else:
            print("Invalid choice try again.")
            roles_damage()
    else:
        print("Invalid choice try again.")
        roles_damage()


# this is just a completely random choice
def random_char():
    print("Getting your random character now!")
    random_pick = 'Thor', 'Pele', 'Fenrir', 'Arachne', 'Awilix', 'Bakasura',
'Bastet', 'Camazotz', 'Da Ji', 'Hun Batz' \
        , 'Kali', 'Loki', 'Mercury', 'Ne Zha' 'Nemesis', 'Ratatoskr', 'Ravana',
'Serqet', 'Set', 'Susano', 'Thanatos' \
        , 'Oden', 'Achilles', 'Amaterasu', 'Bellona', 'Ares', 'Artio', 'Athena',
'Bacchus', 'Ah Muzen Cab', 'Anhur' \
        , 'Apollo', 'Artemis', 'Cernunnos', 'Chernobog', 'Chiron', 'Cupid',
'Hachiman', 'Heimdallr', 'Hou Yi' \
        , 'Izanami', 'Jing Wei', 'Medusa', 'Neith''Rama', 'Skadi', 'Ullr',
'Xbalanque', 'Agni', 'Ah Puch', 'Anubis' \
        , 'Aphrodite', 'Baron Samedi', 'Change', 'Chronos''Discordia', 'Freya',
'Hades', 'He Bo', 'Hel', 'Hera' \
        , 'Isis', 'Janus', 'Kukulkan', 'Merlin', 'Nox', 'Nu Wa', 'Olorun',
'Persephone', 'Poseidon', 'Ra', 'Raijin' \
        , 'Scylla', 'Sol', 'The Morrigan', 'Thoth', 'Vulcan', 'Zeus', 'Zhong
Kui''Cabrakan', 'Cerberus', 'Fafnir' \
        , 'Ganesha', 'Geb', 'Jormungandr', 'Khepri', 'Kumbhakarna', 'Kuzenbo',
'Sobek', 'Sylvanus', 'Terra' \
        , 'Xing Tian', 'Yemoja', 'Ymir'
    import random
    print("Your character is: ", random.choice(random_pick))
    print("Thank you for using me!")


# this picks a random game mode based off the questions it asks
def gamemode():
    import random
    random_gm = ('Arena', 'Assault', 'Siege')
    random_tryhard = ('Conquest', 'Joust', 'Clash')
    gamemode_answer = input("Do you want a casual game or a try-hard game mode? ")
    if gamemode_answer == 'casual' and 'Casual':
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        print("Your game mode is: ", random.choice(random_gm))

    elif gamemode_answer == 'try-hard' and 'Tryhard' and 'tryhard' and 'Try-hard':
        print("Your game mode is: ", random.choice(random_tryhard))
        print("Thank you for using me!")
    else:
        print("Invalid choice, try again")
        gamemode()


# this spits out a random 5 man team
def random_team():
    import random
    print("I'm calcuating your team now!")
    random_mage = 'Agni', 'Ah Puch', 'Anubis', 'Aphrodite', 'Baron Samedi',
'Change', 'Chronos', 'Discordia', 'Freya', \
                  'Hades', 'He Bo', 'Hel', 'Hera', 'Isis', 'Janus', 'Kukulkan',
'Merlin', 'Nox', 'Nu Wa', 'Olorun' \
        , 'Persephone', 'Poseidon', 'Ra', 'Raijin', 'Scylla', 'Sol', 'The Morrigan',
'Thoth', 'Vulcan', 'Zeus' \
        , 'Zhong Kui '
    random_hunter = 'Ah Muzen Cab', 'Anhur', 'Apollo', 'Artemis', 'Cernunnos',
'Chernobog', 'Chiron', 'Cupid' \
        , 'Hachiman', 'Heimdallr', 'Hou Yi', 'Izanami', 'Jing Wei', 'Medusa',
'Neith', 'Rama', 'Skadi', 'Ullr' \
        , 'Xbalanque'
    random_assassin = 'Thor', 'Pele', 'Fenrir', 'Arachne', 'Awilix', 'Bakasura',
'Bastet', 'Camazotz', 'Da Ji' \
        , 'Hun Batz', 'Kali', 'Loki', 'Mercury', 'Ne Zha' 'Nemesis', 'Ratatoskr',
'Ravana', 'Serqet', 'Set', 'Susano',
    'Thanatos'
    random_warrior = 'Oden', 'Achilles', 'Amaterasu', 'Bellona', 'Chaac', 'Cu
Chulainn', 'Erlang Shen', 'Guan Yu' \
        , 'Hercules', 'Horus', 'King Arthur', 'Mulan', 'Nike', 'Odin', 'Osiris',
'Sun Wukong', 'Tyr' \
        , 'Vamana'
    random_guardian = 'Ares', 'Artio', 'Athena', 'Bacchus', 'Cabrakan', 'Cerberus',
'Fafnir', 'Ganesha', 'Geb', \
                       'Jormungandr', 'Khepri', 'Kumbhakarna', 'Kuzenbo', 'Sobek',
'Sylvanus', 'Terra', 'Xing Tian' \
        , 'Yemoja', 'Ymir'
    print("Your full team is... ", random.choice(random_mage), ',',
random.choice(random_hunter), ',',
          random.choice(random_assassin), ',', random.choice(random_warrior), ',',
random.choice(random_guardian))
    print("Thank you for using me!")


# this is to calculate a random tank
def role_tank():
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    tanks = input("Tanks are only melee is this alright?(y)or(n)")
    if tanks == 'y' and 'Y':
        tank_choice = input("Do you want warrior(1) or guardian(2)")
        if tank_choice == '1':
            random2 = ('Oden', 'Achilles', 'Amaterasu', 'Bellona', 'Chaac', 'Cu
Chulainn', 'Erlang Shen', 'Guan Yu'
                       , 'Hercules', 'Horus', 'King Arthur', 'Mulan', 'Nike',
'Odin', 'Osiris', 'Sun Wukong', 'Tyr',
                       'Vamana')
            print("Your character is:", random.choice(random2))
            print("Thank you for using me!")
        elif tank_choice == '2':
            random3 = ('Ares', 'Artio', 'Athena', 'Bacchus', 'Cabrakan', 'Cerberus',
'Fafnir', 'Ganesha', 'Geb',
                       'Jormungandr', 'Khepri', 'Kumbhakarna', 'Kuzenbo', 'Sobek',
'Sylvanus', 'Terra', 'Xing Tian'
                       , 'Yemoja', 'Ymir')
            print("Your character is:", random.choice(random3))
            print("Thank you for using me!")
        else:
            print("Invalid choice, try again")
            role_tank()
    elif tanks == 'n' and 'N':
        role_tank()

    else:
        print("Invalid choice, try again")
        role_tank()


# if the person wanted to to could change their character
def ending():
    end = input("If you like your character press (1) if not press (2)")
    if end == '1':
        main()
    elif end == '2':
        start_over = input("Do you want to start over?(y) or (n)")
        if start_over == 'y':
            baseline()
        elif start_over == 'n':
            print("Thank you for using me!")
        else:
            print("Invalid choice, try again")
            ending()
    else:
        print("Invalid choice, try again")
        ending()


main()
```