

Closed Lab 8

GAME OF THRONES

The Worst Person in Westeros

For this assignment, you will implement a *Game of Thrones* game called the Worst Person in Westeros. The game is played like this: during an episode of the show, each time a character does something evil (which happens often), you assign that character an *evil deed*. At the end of the episode, the character with the most evil deeds is the Worst Person in Westeros for that episode.

You should do the following to implement the game:

- Create a class called **Character**. It should contain the following data attributes:
 - `first_name`
 - `last_name`
 - `evil_count`

You may include additional data attributes if you like. **Character** should also contain any necessary methods, including one that increments `evil_count` when called.

- Create a **dictionary** in which each key is a keyboard character (*i.e.* `'c'` or `'d'`) and the associated value is a **Character** instance. The key is what you will type on the keyboard to assign an evil deed to one of the show's characters. For example, typing `'d'` might assign an evil deed to Daenerys Targaryen (though you can choose whatever mapping makes sense to you by editing the text file mentioned below). Your program should verify that the key entered is valid before using it to access the dictionary.
- Load the character data from `characters.txt`. Each line in the file contains either a first name, a last name, or a key. The first and last names and key for a character are on consecutive lines and the file is well-formed. To read the file, you may use the `read_characters` function in `utilities.py` or you can write your own function.

- After loading the characters, your program should enter a loop in which it prompts the user to make an entry, reads their input (representing the key for a **Character** in the dictionary) and assigns an evil deed to the appropriate character. `utilities.py` includes a `print_menu` function that you may use to print an informative and beautiful example of first-rate user interface design. You should continue in this loop until the user enters “quit” (at the end of another intrigue-packed episode of GOT).
- At this point, the program should determine which character committed the most evil deeds and declare the winner of the Worst Person in Westeros.
- How do you know if your program is working correctly? If it declares Cersei Lannister the winner, then it’s working correctly.