

1. input ("name")
2. School option: Hogwarts ke
3. system generates oponent's school
- @@ Number of matches to be played ("must be an odd number") # to avoid draw
4. 8 ---> 6 (ball transfers to next player of same team)
5. 8 ___ > 8 (ball is caught by the oponent team of the team which currently has the ball)
6. if 4 passes complete by a single team -----> Goal
7. Repeat above process if team holding the ball changes.
8. After the "N" matches, the team with greater points wins.

Team structure 1 Seeker, 1 Keeper, 3 chasers, 2 beaters