# Problem 2. Witcher’s Combat System

*A Witcher is only paid in coin when he slays a monster… and since you are currently the only Witcher in town, you venture in the deepest forests that there are, seeking monsters and hunting for coin and glory.*

***CDPR wants you to implement a basic Combat System, which tracks your coin and health.***

## Description

You start your hunt initially with **100 health** and **0 coins.** You will be given a string, representing the forest areas. Each new area is separated with **'|'** (vertical bar): **"area1|area2|area3…"**

Each area contains **item** or a **monster** and a **number**, separated by a single space. (**"item/monster number"**)

* If the first part is **"potion":** you are healed with the number in the second part. But your health **cannot exceed** your **initial health (100)**. Print: **"You healed for {0} hp."**.

After that, print your current health: **"Current health: {0} hp."**.

* If the first part is **"chest"**: You've found some coins, the number in the second part. Collect them and print the following message: **"You found {0} coins."**.
* If the first part is **"evade"**: You skip the next **number** of areas and continue onwards from a new area. Otherwise **beware of invalid indexes and skip the command!**
* In any other case you are facing a monster, you are going to fight. The second part of the area contains the attack of the monster. You should remove the monster's attack from your health.
  + If you are not dead (health <= 0) you've slain the monster, and you should print (**"You slayed {monster}."**)
  + If you've died, print **"You died! Killed by {monster}."** and your hunt is over. Print the best area you`ve manage to reach: **"Best area: {area}"**.

If you managed to go through all the areas in the forest, print on the next three lines:

**"You've made it!"**, **"Coins: {coins}"**, **"Health: {health}"**.

## Input / Constraints

You receive a string, representing the forest areas, separated with **'|'** (vertical bar): **"area1|area2|area3…"**.

Each area contains **item** or a **monster** and a **number**, separated by a single space. (**"item/monster number"**).

The number will be a **whole number** in the range of **[0…. 100]**

## Output

Print the corresponding messages, described above.

## Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| ghoul 10|alghoul 20|potion 10|ghoul 10|chest 100|striga 70|chest 1000 | You slayed ghoul.  You slayed alghoul.  You healed for 10 hp.  Current health: 80 hp.  You slayed ghoul.  You found 100 coins.  You died! Killed by striga.  Best area: 6 |

|  |  |
| --- | --- |
| **Input** | **Output** |
| ghoul 10|potion 30|ghoul 10|chest 10|waterhag 25|chest 110 | You slayed ghoul.  You healed for 10 hp.  Current health: 100 hp.  You slayed ghoul.  You found 10 coins.  You slayed waterhag.  You found 110 coins.  You've made it!  Coins: 120  Health: 65 |

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