


```
In [24]: class character():

    def __init__(self,name):
        self.name=name
        self.__score=0
        self.__life=3

    def user(self):
        self.user=input("Player name:-")

    def gameon(self):
        print("Get ready to Play",self.user)

    def displaylife(self):
        return self.__life

    def displayscore(self):
        return self.__score

    def matchstatus(self):
        win=20
        if self.__score>=win:
            print("Victory")
        else:
            print("Game Over")

    def punch(self):
        self.__score=self.__score+5
    def kick(self):
        self.__score=self.__score+10
    def knockout(self):
        self.__score=self.__score+15
    def stabbed(self):
        self.__life=self.__life -1

    def Rules(self):
        print("Mario Game Rule as follows: \n\n"+"Punch->5 points \n"+"kick->10 points \n"+"knockout->15 points")

    def scores(self):
        print("Your Name:-",self.name)
        print("Initial Score:-",self.displayscore())
        print("Initial Life:-",self.displaylife())
```

```
Mario=character("Komal Singh")
Mario.Rules()

Mario.scores()
```

Mario Game Rule as follows:

Punch->5 points
kick->10 points
knockout->15 points
Stabbed-> -1
Victory-> 20 points needed

Your Name:- Komal Singh
Initial Score:- 0
Initial Life:- 3

In [11]: Mario.user()

Player name:-Komal Singh

In [12]: Mario.scores()

Your Name:- Komal Singh
Initial Score:- 0
Initial Life:- 3

In [13]: Mario.punch()

Mario.scores()

In [18]: Mario.kick()

In [19]: Mario.scores()

Your Name:- Komal Singh
Initial Score:- 15
Initial Life:- 3

In [20]: Mario.knockout()

In [21]: Mario.scores()

Your Name:- Komal Singh
Initial Score:- 30
Initial Life:- 3

In [23]: Mario.matchstatus()

Victory