## 10.Heroes

Create a function that **returns** an **object** with 2 methods (**mage** and **fighter**). This object should be able to **create** heroes (fighters and mages). Every hero has a **state**.

* Fighters have a **name**, **health = 100,** and **stamina = 100** and every fighter can fight. When he **fights** his **stamina** **decreases** by **1** and the following message is **printed** on the console:

**`${fighter's name} slashes at the foe!`**

* Mages also have state (**name**, **health = 100** and **mana = 100**). Every mage can **cast** **spells**. When a spell is cast the mage's **mana** **decreases** by **1** and the following message is **printed** on the console:

**`${mage's name} cast ${spell}`**

### Note:

For more information check the examples below.

|  |  |
| --- | --- |
| Input | Output |
| let create = solve();  const scorcher = create.mage("Scorcher");  scorcher.cast("fireball")  scorcher.cast("thunder")  scorcher.cast("light")  const scorcher2 = create.fighter("Scorcher 2");  scorcher2.fight()  console.log(scorcher2.stamina);  console.log(scorcher.mana); | **Scorcher cast fireball**  **Scorcher cast thunder**  **Scorcher cast light**  **Scorcher 2 slashes at the foe!**  **99**  **97** |