

## Observable Coding Exercise

Imagine a game where one or more rats can attack a player. Each individual rat has an `attack` value of 1. However, rats attack as a swarm, so each rat's `attack` value is equal to the total number of rats in play.

Given that a rat enters play through the constructor and leaves play (dies) via its `close()` method, please implement the Game and Rat classes so that, at any point in the game, the `attack` value of a rat is always consistent.