Question 2

Create a class Player. A player has a name and weapons (a weapon in this model is a string). A player only has one of each type of weapon in his possession. So don't use the weapon “spear” twice. “Spear” and “javelin” are considered the same. We also track information for a player about the number of players the player has killed and whether or not the player is dead.

The constructor of the Player class is given a name and one weapon. Provide a method to give a string representation of a player according to the following example:

an is alive

number of murdered 10

Weapons: 'spear', 'rifle', 'dagger'

Provide a method called kill that, given another living player, takes the following actions:

- number of kills of this player increases by 1

- the other player is now dead

- this player takes over the weapons of the other player unless this player already has this weapon

Note: A dead player cannot kill. You cannot kill a player who is already dead. The other player must be different from the player committing the murder. Always provide an assert with an appropriate message.

Players are the same if they have the same name.

Create a Combat class. The constructor of this class takes as parameters two different living players. Provide a method of fighting in this class in which one player kills the other player. Who kills is determined randomly.

Write an app where you create two different players and have them fight against each other in a battle.