

Using three classes first class which will be the parent class is wizard the constructor take 3 variables { health ,energy ,number of shield }

Then make function compare the value of two spells and return the difference to minus it from health of the wizard

Then making functions of spells that minus value of spell from energy

Then making class harry which inheritance from wizard and have special functions of special spells

Then making class voldemort which inheritance from wizard and have special functions of special spells

Then create two objects one from harry and one from voldemort and send initiate value of health and energy and number of shield

Then take the spells from user then check on the health of each wizard

Then search which spell harry choose if it "Crucio" then check on the energy that harry have if he have this value or more do the function which is name "Crucio" after that check if voldemort choose shield do function shield which return 1 if he can use it or return 0 if he cant then if the function return 0 minus the value of spell from voldemort health but if voldemort don't choose shield check which spell has more value then minus the difference from the health of the wizard whose minimum spell

Repeat what happened with voldemort and harry until one of them died