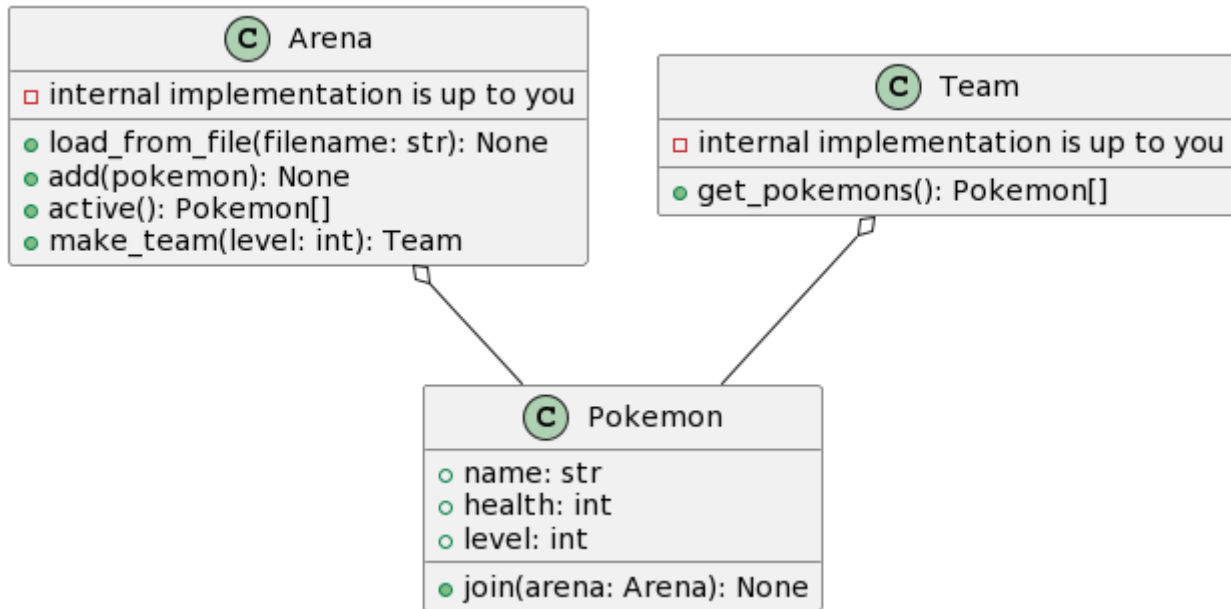ACIT2515

Pokemon relationships

Arena

An arena is a place where pokemons get together. Using the `test_arena.py` file, write the `Arena` class. The `Pokemon` class is already provided to you, you don't have to make any changes to it.

- an arena contains pokemons
- pokemons can join the arena (this uses the `add` method of the arena)
- the `active` method returns a list of all active pokemons (i.e. whose health is > 0)
- the "length" of the arena is the number of active pokemons in it
- it is possible to load pokemons from a file into an area with the `load_from_file` method
    - `load_from_file` takes one argument: the name of the file to read from
    - the file is in CSV format and has three columns: name, level and health of the Pokemon

Team

Using the `test_team.py` file, create the `Team` class.

- you can create a team by calling the `make_team` method on an arena
- a team contains all pokemons in an arena that have a given level and that are "active"
- to create a team with level 1 pokemons: `make_team(1)`
- to create a team with level 2 pokemons: `make_team(2)`
- etc.
- the `Team` class has a method `get_pokemons` that returns a list of all pokemons in the team

Submission and grading

- Make sure all tests in `test_arena.py` and `test_team.py` pass.
- Submit your file to D2L.
- 1 mark per test = **7 marks total**