

Name: Talha khan (2303-009-KHI-DEG)

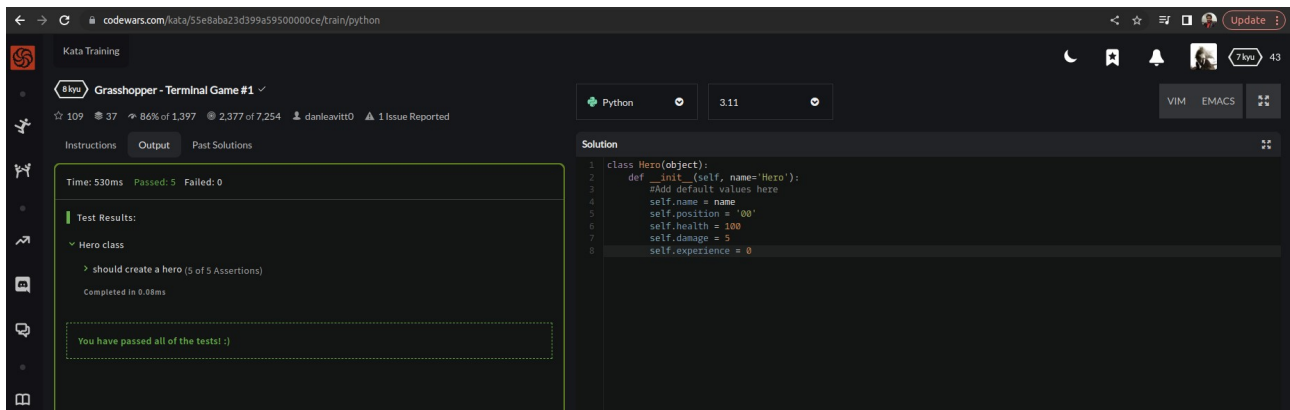
Terminal Game - Create Hero Prototype

DESCRIPTION:

In this first kata in the series, you need to define a Hero prototype to be used in a terminal game. The hero should have the following attributes:

attribute	value
name	user argument or 'Hero'
position	'00'
health	100
damage	5
experience	0

SOLUTION:



The screenshot shows the Codewars interface for the 'Grasshopper - Terminal Game #1' kata. The left sidebar displays the kata title, difficulty (8 kyu), and statistics (109 stars, 37 solved, 86% of 1,397 users solved it). The main area is divided into three sections: Instructions, Output, and Past Solutions. The Output section shows the test results, indicating that all 5 assertions passed. The Solution section displays the Python code for the Hero class.

```
1 class Hero(object):
2     def __init__(self, name='Hero'):
3         #Add default values here
4         self.name = name
5         self.position = '00'
6         self.health = 100
7         self.damage = 5
8         self.experience = 0
```

EXPLANATION:

This is a Python class called Hero, which represents a hero in a game. The class has an initializer method `__init__` which takes one argument name, with a default value of 'Hero'.

name: a string representing the name of the hero. If no name is provided, the default value is 'Hero'.

- position: a string representing the current position of the hero. The default value is '00'.
- health: an integer representing the current health of the hero. The default value is 100.
- damage: an integer representing the damage done by the hero. The default value is 5.
- experience: an integer representing the experience gained by the hero. The default value is 0.