**Bees In The Trap**

Write a simple game in PHP using the following rules. You should use modern PHP styles and design principles. You can use symfony components but you should avoid using a fully prebuilt framework.

**Rules**

* The game must be run from the command line. (Setup and installation commands such as composer install are fine)
* The game should have an executable shell file called beesinthetrap
* The game should be turn by turn
* A player should type hit to have their turn awaiting input after each previous turn.
* The game should show a message to the player after each turn, with the outcome of that turn. e.g. Direct Hit. You took 12 hit points from a Drone bee
* The game should be single player.
* The game should exit on game over, with a message informing the user of how many hits were needed to destroy the hive.
* The object of the game is to destroy a hive of bees.
* The hive has three types of bee
* The game is over when all bees are dead.

**Queen Bee**

* The Queen Bee has a lifespan of 100 Hit Points.
* When the Queen Bee is hit, 8 Hit Points are deducted from her lifespan.
* If/When the Queen Bee has run out of Hit Points, All remaining alive Bees automatically run out of hit points.
* There is only 1 Queen Bee.

**Worker Bee**

* Worker Bees have a lifespan of 75 Hit Points.
* When a Worker Bee is hit, 10 Hit Points are deducted from his lifespan.
* There are 5 Worker Bees.

**Drone Bee**

* Drone Bees have a lifespan of 50 Hit Points.
* When a Drone Bee is hit, 12 Hit Points are deducted from his lifespan.
* There are 8 Drone Bees.

You should include tests.