Aplicació Basada en One Piece.

Partirem dels següents diccionaris:

```python
dict_characters = { 1 : {"name" : "Luffy","category": 1, "weapons": [1, 1],"strength" : 6, "speed" :
7,"experience": 0},
        2 : {"name" : "Zoro","category": 1, "weapons" : [4],"strength" : 5, "speed" : 6,"experience":
0},
        3 : {"name" : "Sanji", "category" : 1, "weapons" : [1,3],"strength" : 4, "speed" :
6,"experience": 0 },
        4 : {"name" : "Buggy", "category" : 2, "weapons" : [3], "strength" : 2, "speed" : 4,
"experience" : 0},
        5 : {"name" : "Mr3", "category" : 2, "weapons" : [5], "strength" : 3, "speed" : 2, "experience"
: 0},
        6 : {"name" : "Xebec", "category" : 3, "weapons" : [1,3], "strength" : 6, "speed" : 5,
"experience" : 0},
        7 : {"name" : "Kaido", "category" : 3, "weapons" : [4], "strength" : 8, "speed" : 3,
"experience" : 0},
        8 : {"name" : "Mama grande", "category" : 3, "weapons" : [5], "strength" : 7, "speed" : 1,
"experience" : 0},
        9 : {"name" : "Akainu", "category" : 4, "weapons" : [2], "strength" : 6, "speed" : 4,
"experience" : 0},
        10 : {"name" : "Kizaru", "category" : 4, "weapons" : [1,3], "strength" : 5, "speed" : 8,
"experience" : 0},
        11 : {"name" : "Fujitora", "category" : 4, "weapons" : [5], "strength" : 5, "speed" : 4,
"experience" : 0},
        12 : {"name" : "Garp", "category" : 5, "weapons" : [2], "strength" : 6, "speed" : 3,
"experience" : 0},
        13 : {"name" : "Smoker", "category" : 5, "weapons" : [5], "strength" : 5, "speed" : 5,
"experience" : 0},
        14 : {"name" : "Koby", "category" : 6, "weapons" : [4], "strength" : 3, "speed" : 4,
"experience" : 0},
        15 : {"name" : "Tashigi", "category" : 6, "weapons" : [3], "strength" : 4, "speed" : 4,
"experience" : 0},
    }

dict_weapons = { 1 : {"name" : "Sword","strength": 3,"speed": 5,"two_hand":False},
       2 : {"name" : "Greatsword","strength": 5,"speed": 3,"two_hand":True},
       3 : {"name" : "Gun","strength": 2,"speed": 6,"two_hand":False},
       4: {"name": "Rifle", "strength": 3, "speed": 4,"two_hand":True},
       5: {"name": "Chuchi", "strength": 4, "speed": 4,"two_hand":True},
       }

dict_crews = { 1 : {"name" : "Straw hat","members": [8,6]},
         2 : {"name" : "Pirates Buggy","members": [1,3,5]},
         3: {"name": "Pirates Rocks","members": [2,4,7,]}
     }

dict_ranks = { 1 : {"name" : "Admiral","members": [9,10,11]},
       2 : {"name" : "ViceAdmiral","members": [12,13]},
       3: {"name": "Lieutenant","members": [14,15]}
       }

dict_categorys = {1:"Straw hat",2:"Pirates Buggy",3:"Pirates
Rocks",4:"Admiral",5:"ViceAdmiral",6:"Lieutenant"}
```

Per a crear l'aplicació descrita en els vídeos.

El repartiment de punts serà el següent:

funcionament correcte de tot el menú: 1,25 punts
        Cada error restarà 0,25 punts

crear arma: 1,25 punts. Cada error restarà 0,5 punts
editar arma: 1,25 punts. Cada error restarà 0,5 punts
llistar armes: 0,25 cada apartat. 1 punt en total
llistar personatges, per ID i per nom: 0,25 cada apartat. 0,5 en total

Crear personatge: 2,25 punts. Cada error restarà 0,5 punts
Editar personatge: 2,25 punts. Cada error restarà 0,5 punts

Llistar personatges, per força i per velocitat 0,75 punts cada apartat. 1,5 en total.
Cada error restarà 0,5 punts