

Distributed cowboys

Imagine a western movie scene of cowboys shootout: <https://youtu.be/Y9JGVrRzCw?t=582>

Requirements

- We have a set of cowboys.
- Each cowboy has a unique name, health points and damage points.
- Cowboys list must be stored in persistent storage (File, Database etc).
- Each cowboy should run in it's own isolated process, workload or replica.
- All communication between cowboys should happen via your preferred networking solution (TCP, gRPC, HTTP, MQ etc).
- Cowboys encounter starts at the same time in parallel. Each cowboys selects random target and shoots.
- Subtract shooter damage points from target health points.
 - If target cowboy health points are 0 or lower, then target is dead.
 - Cowboys don't shoot themselves and don't shoot dead cowboys.
- After the shot shooter sleeps for 1 second.
- Last standing cowboy is the winner.
- Outcome of the task is to print log of every action and winner should log that he won.
- Kubernetes, Docker-compose or any other container orchestration solution is preferred, but optional for final deployment manifests.
- Provide startup and usage instructions in Readme.MD

Input

```
[
  {
    "name": "John",
    "health": 10,
    "damage": 1
  },
  {
    "name": "Bill",
    "health": 8,
    "damage": 2
  },
  {
    "name": "Sam",
    "health": 10,
    "damage": 1
  },
  {
    "name": "Peter",
    "health": 5,
    "damage": 3
  },
  {
    "name": "Philip",
    "health": 15,
    "damage": 1
  }
]
```