***Street Fighter Game***

fighters = ['Ken', 'Ryo', 'Ehonda', 'Dhalsim', 'M Bison', 'Jack', 'Akuma']

1. Prompt User to write the name of the fighter and store in a variable
2. Select any random fighter as opponent and store in a variable
3. Create an object for both players with their health = 100
4. Create an object for the moves. There are 4 moves and each move will decrease the following amount of health of the opponent.

**Moves**

1. Punch: 10
2. Kick: 15
3. Jump: 0 (When a fighter jumps, it won't be effected by any of the opponent's move i.e. no health decrease)
4. Special Move: 30 (this can be performed once in a fight)

**Rules**

1. \* Start the game with console with Player names like "Ryo vs Ken". Add some delays
2. \* The fight should Everlast until any of the health becomes 0
3. \* Ask the user about the move.
4. \* Let JavaScript randomly choose any of the move for the opponent.
5. \* Console about the winner