

Class-level attributes

Class attributes store data that is shared among all the class instances. They are assigned values in the class body, and are referred to using the `ClassName`.syntax rather than `self`.syntax when used in methods.

In this exercise, you will be a game developer working on a game that will have several players moving on a grid and interacting with each other. As the first step, you want to define a `Player` class that will just move along a straight line. `Player` will have a `position` attribute and a `move()` method. The grid is limited, so the `position` of `Player` will have a maximal value.

Instructions

Add a `move()` method with a `steps` parameter such that:

- if `position` plus `steps` is less than `MAX_POSITION`, then add `steps` to `position` and assign the result back to `position` ;
- otherwise, set `position` to `MAX_POSITION` .

Take a look at the console for a visualization!