

Revision Wed:

In the skies, alongside the dangers of the Dark Knights, there are powerful **Invincibility Swords**. When collected, these swords grant the Knight temporary invincibility, allowing them to pass through enemies unharmed for 3 rounds.

In this revision, you will sometimes add an **Invincibility Sword**, represented by the 'x' symbol, to a random index of a `BattleColumn`. For this, first, generate a random number, either 0 or 1. If the result is 1, randomly choose an index to place the sword in the column. If the result is 0, no sword will be placed in that column. If a Dark Knight is located at the index chosen for the sword, the sword will overwrite the Dark Knight at that position. When the Knight collects the **Invincibility Sword**, it gains additional invincibility for 3 rounds, allowing it to pass through Dark Knights without losing health, and this information will be printed. During this time, the Knight continues to earn points, and the total number of remaining invincibility rounds will be displayed.

Gameplay:

You can view the gameplay here: [Rev_Wed_Gameplay.gif](#)

Additionally, the outputs when a sword is acquired are provided below for better clarity.

```
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
You found an invincibility sword! Your
invincibility round count increased by 3
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
```

```
=====
|  @  @      @      @  @  |
|      x      @      @  |
|  @      @      @  @  |
|      @      @  @  |
|  @      @      x  |
|  @  @  @      @      |
|      @  @      @      |
|  @      @      |
|      @      @  @  x  |
```

Game point: 11

Knight: symbol (♠), health (*****),
invincible for (3) rounds

```
=====
Enter a direction to move the knight
(w/up, d/stay still, s/down):
```

s

```
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
You were attacked by a dark knight, but
your invincibility sword saved you
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
```

```
=====
|  @      @      @      @  |
|      x      @      @  |
|  @      @      @  @  |
|      @      @  @  |
|      @      x  |
|  @  @      @      |
|  @  @      @      @  |
|  @      @      |
|  @      @  @  x  x  |
```

Game point: 12

Knight: symbol (♠), health (*****),
invincible for (2) rounds

```
=====
Enter a direction to move the knight
(w/up, d/stay still, s/down):
```