

## Revision Tue:

In the skies, alongside the dangers of the Dark Knights, there are glowing **Health Orbs**. These orbs, when collected, restore one point of health, giving the Knight a boost to survive longer.

In this revision, you will sometimes add a health orb, represented by the '+' symbol, to a random index within 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 health orb in the column. If the result is 0, no health orb will be placed in that column. If a Dark Knight is located at the index chosen for the health orb, the health orb will overwrite the Dark Knight at that position. When the player retrieves the health orb, it will increase the Knight's health by 1 point and this information will be printed.

### Gameplay:

You can view the gameplay here: [■ Rev\\_Tue\\_Gameplay.gif](#)

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

```
=====
|                                     +  @  @  |
|                                     @      |
|      @  @      |                   @      |
|      @      +      @      |
|  @  @      @      @      |
|  @      @      @      @      |
|  @  +      @      +      @      |
|      @      @      @      |
|                                     @      |
|
Game point: 30
Knight: symbol (@), health (*)
=====
Enter a direction to move the knight
(w/up, d/stay still, s/down):
d
```

```
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
You found a glowing health orb! Your
health is increased by 1
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
=====
|                                     +  @  @  |
|                                     @      |
|  @  @      |                   @  @  |
|      @      +      @      |
|  @      @      @      @      |
|  @      @      @      @      |
|  @      @      @      +      @  +  |
|      @      @      @      @      |
|                                     @  @  |
|
Game point: 31
Knight: symbol (@), health (**)
=====
Enter a direction to move the knight
(w/up, d/stay still, s/down):
```