**Documentation**

**Spells class:**

Spells has two attributes 1/name and 2/power

Constructors used for creating spells

**Wizard class:**

Wizard has 6 attributes

1-name of the wizard

2-health level of the wizard

3-energy level of the wizard

4-number of shields

5-dictionary of spells

6- current spell chosen for the round

And has the following methods

1-getCurrentSpellPower: return the power of the spell chosen for the round

2-lost: return if health is equal to zero

3-canAttack: return if the player can perform the chosen spell

4-canRespond: return if the character has enough power to attack at all or can use shields

5-addSpell: add spell to the spells of the player

6-sortSpell to sort spells by power for detecting min spell power for the canAttack method

7-damage: apply damage to the player

8-attack: decrement the power of the player by the energy value of the spell or use a shield

9-foundSpell: check if the spell exists in the players spells

**Main Script:**

Starts by importing Wizard and Spell Classes to use objects

Import os to get absolute directory of the spells text file and xml file

Code starts by creating the tow players using constructors

Importing the spells from the txt file using with and then setting every spell to its wizard in the spells dict

Sorting spells to then use the sorted dict to find if the player can response to the round

Entering Game in while loop that breaks in case of wining or stalemate

Checking if either of the players lost

Handling exceptions of invalid inputs

Handling case sensitivity by dealing with lower case strings (both entered or read from spell.txt)

Check if the entered spell is in the player’s spell

Check if the player cann't attack using the current spell but still can respond

Checking for stalemate

If tried to apply shield when the player has already consumed his shields

If none of the above cases happened battle begins

Used printReport function to display in the required form the output of the round

Used Battle function to start a battle

Notes:

I tried to use xml put I ran out of time you will find traces of codes of my trying to learn xml