Rules of Fireball:

Like the game oo7 but:  
Load: get one “load”

Fireball: shoot a “fireball” costs 1 “load”

Shield: block a “fireball”

Tsunami: goes over shield, costs two loads

* Can be blocked by fireball or another tsunami

Mirror: 1 per game, reflects any attack

The class in your \*\_agent.py file must have the class name be Agent, sample agent is provided. The grader is also provided