# Use variables and Python data types that we learned in class to create and store player information  
# (name, attack, health and heal) and monster information (name, attack, and health).  
  
player\_name = 'John'  
player\_attack = 100  
player\_health = 1000  
player\_heal = 50  
  
monster\_name = 'limolimo'  
monster\_attack = 80  
monster\_health = 1000  
print ('Welcome to the Monster Game')  
print('Hallo,' + player\_name + ' I am the ' + monster\_name + ' the worst enemy ever, '  
 'if you attack me ' + str(  
 player\_attack) + ' times ' + 'I will attack you back ' + str(monster\_attack) + ' times ,' + ' So be careful!!')  
  
while monster\_health > 0 and player\_health > 0 :  
  
 player\_action = input('Attack or Heal?')  
 if player\_action.lower() == 'attack':  
 monster\_health = monster\_health - player\_attack  
 print('the monster health ' + str(monster\_health))  
 print('After you attacked ' + monster\_name + ' will attack you back')  
 player\_health = player\_health - monster\_attack  
 print('Player health now = ' + str(player\_health))  
 elif player\_action.lower() == 'heal':  
 print('Enough is Enough :)')  
 else:  
 print('try again')  
 if player\_health <= 0 :  
 print ('Hard luck ! ')  
 print('Would you like to try again!')  
 if monster\_health <=0 :  
 print('Congrats, You win')  
  
#1-heal,2-exit the game,3-game over,4-new game when the game overed