## Guild System

You are tasked to create **two classes**: **a Player** class and **a Guild** class.



The **Player** class should receive a **name** (string), **hp** (int) and **mp** (int) upon initialization. The **Player** also has 2 instance attributes: **skills** (empty dictionary by initialization – will contain the skills of each player and its mana cost) and **guild** set to **"Unaffiliated"** by default.

The Player class should also have **two methods**:

* **add\_skill(skill\_name, mana\_cost)**
  + Add the skill and the corresponding mana cost to the dictionary of skills. Return **"Skill {skill\_name} added to the collection of the player {player\_name}"**
  + If the skill is already in the collection, return **"Skill already added"**
* **player\_info()** 
  + Returns the player's information, including his/her skills, in this format:

**"Name: {player\_name}  
 Guild: {guild\_name}  
 HP: {hp}**

**MP: {mp}**

**==={skill\_name\_1} - {skill\_mana\_cost}**

**==={skill\_name\_2} - {skill\_mana\_cost}**

**...**

**==={skill\_name\_N} - {skill\_mana\_cost}"**

The **Guild** class receive a **name** {string}. The **Player** should also have one instance attribute **players** (empty list by initialization which will contain the players of the guild). The class also has 3 methods:

* **assign\_player(player: Player)**
  + Add the player to the guild. Return **"Welcome player {player\_name} to the guild {guild\_name}"**.Remember to change the player's guild in the player class.
  + If the player is already in the guild, return **"Player {player\_name} is already in the guild."**
  + If the player is in another guild, return **"Player {player\_name} is in another guild."**
* **kick\_player(player\_name: String)**
  + Remove the player from the guild. Return **"Player {player\_name} has been removed from the guild."**. Remember to change the player's guild in the player class to **"Unaffiliated"**.
  + If the is not a player with that name in the guild, return **"Player {player\_name} is not in the guild."**
* **guild\_info()** 
  + Returns the guild's information, including the players in the guild, in this format:

**"Guild: {guild\_name}  
 {player's info}"**

### Examples

|  |  |
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| **Test Code** | **Output** |
| player = Player("George", 50, 100)  print(player.add\_skill("Shield Break", 20))  print(player.player\_info())  guild = Guild("UGT")  print(guild.assign\_player(player))  print(guild.guild\_info()) | Skill Shield Break added to the collection of the player George  Name: George  Guild: Unaffiliated  HP: 50  MP: 100  ===Shield Break - 20  Welcome player George to the guild UGT  Guild: UGT  Name: George  Guild: UGT  HP: 50  MP: 100  ===Shield Break - 20 |