Manager module: 'Manager.java'
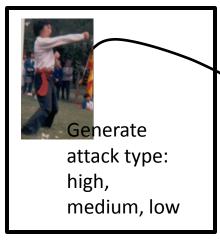
Characteristics:
- Contains the starting 'main' function
- Creates instances of the attacker and defender
- Gets information about the simulation from the user (e.g., number of rounds etc.)
- Runs the main loop (runs a 'round' of kombat)
- Displays final results

Pass the attack info to…

Attacker module: 'Attacker.java'

Generate attack type: high, medium, low

Communicate attack type

Defender module: 'Defender.java'

Generate defense type and determine result of attack