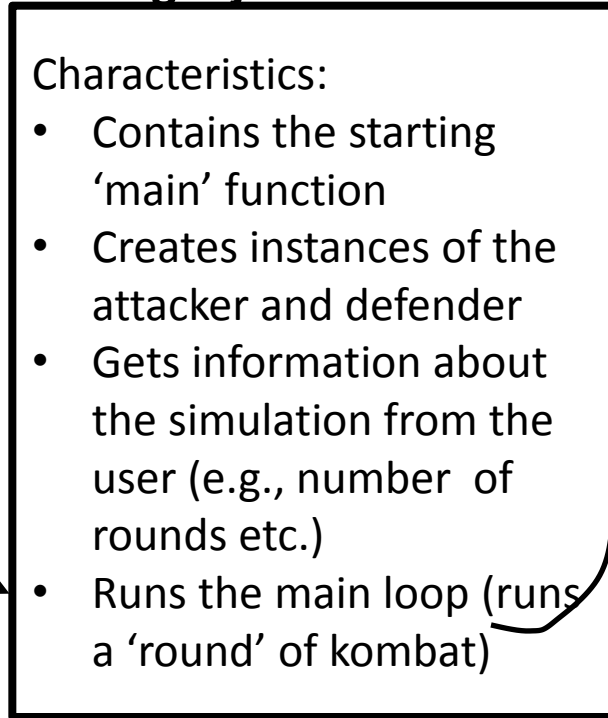


## Attacker module: 'Attacker.java'

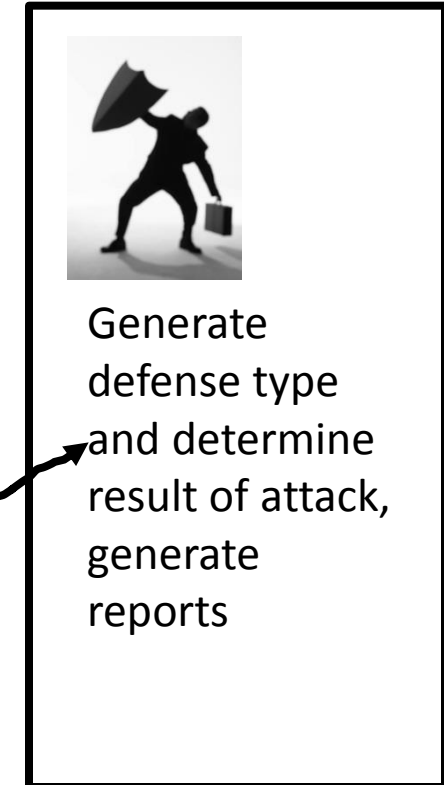


## Manager module: 'Manager.java'



Pass the attack info to...

## Defender module: 'Defender.java'



Alternate:  
communicate  
attack type directly

Sound effects courtesy of:  
Fox "The Simpson"  
FTL "Dungeon Master"