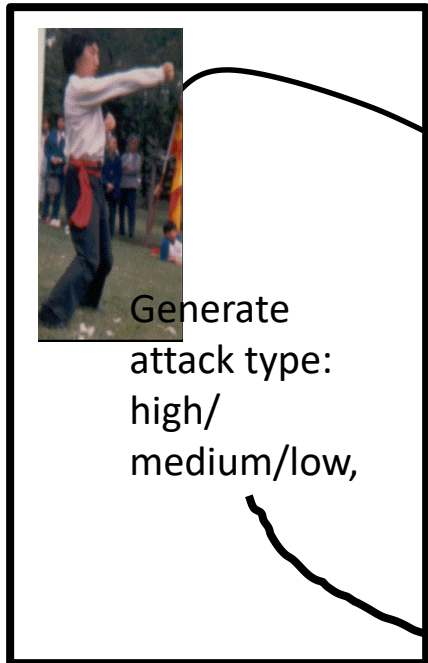
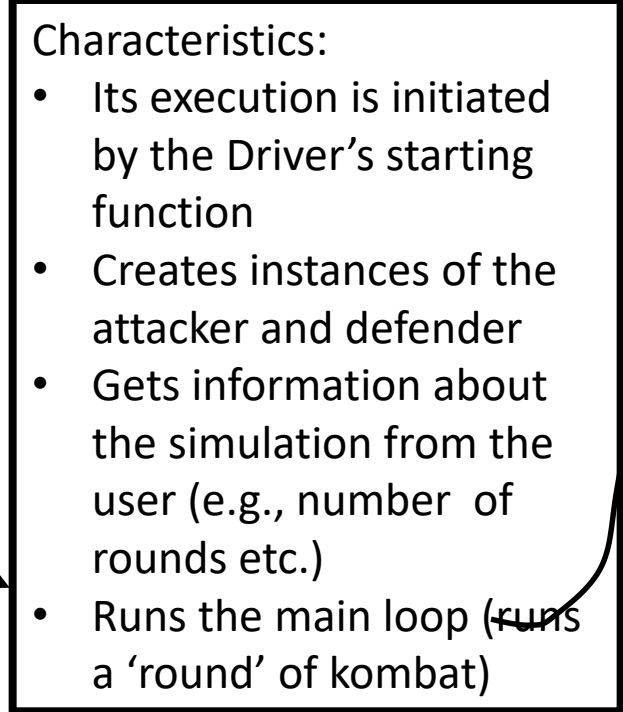


**Attacker module:
'Attacker class'**

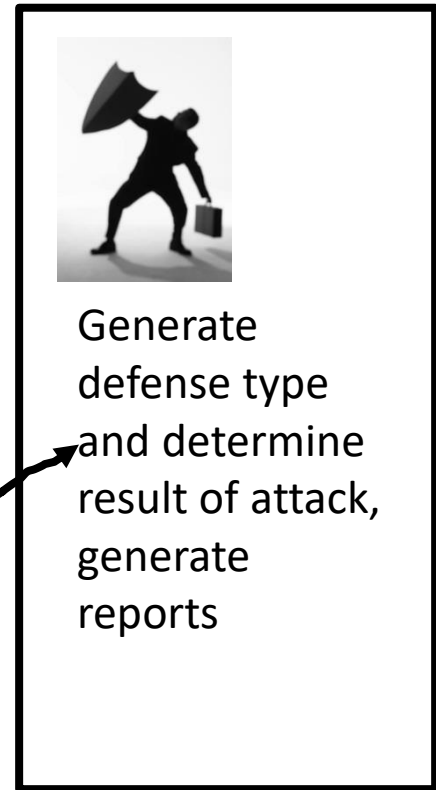


**Manager module:
'Manager class'**



Pass the attack info to...

**Defender module:
'Defender class'**



Alternate:
communicate
attack type directly

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