

Attacker module: 'Attacker class'



Generate
attack type:
high/
medium/low,

Communicate
attack type

Manager module: 'Manager class'

Characteristics:

- Its execution is initiated by the Driver's starting 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 combat)

Pass the
attack
info to...

Defender module: 'Defender class'



Generate defense
type and
determine result of
attack,
generate reports.
Intelligent defense
implemented here.

Alternate:
communicate
attack type directly

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