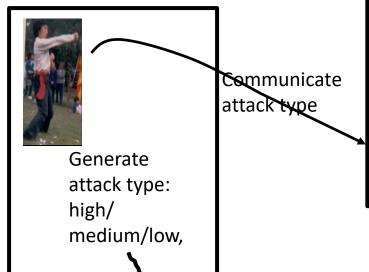
Manager module: 'Manager class'

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 kombat)

Attacker module: 'Attacker class'



Alternate: communicate attack type directly

Pass the attack info to...

Defender module: 'Defender class'



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

Sound effects courtesy of:

Fox "The Simpson"
FTL "Dungeon Master"