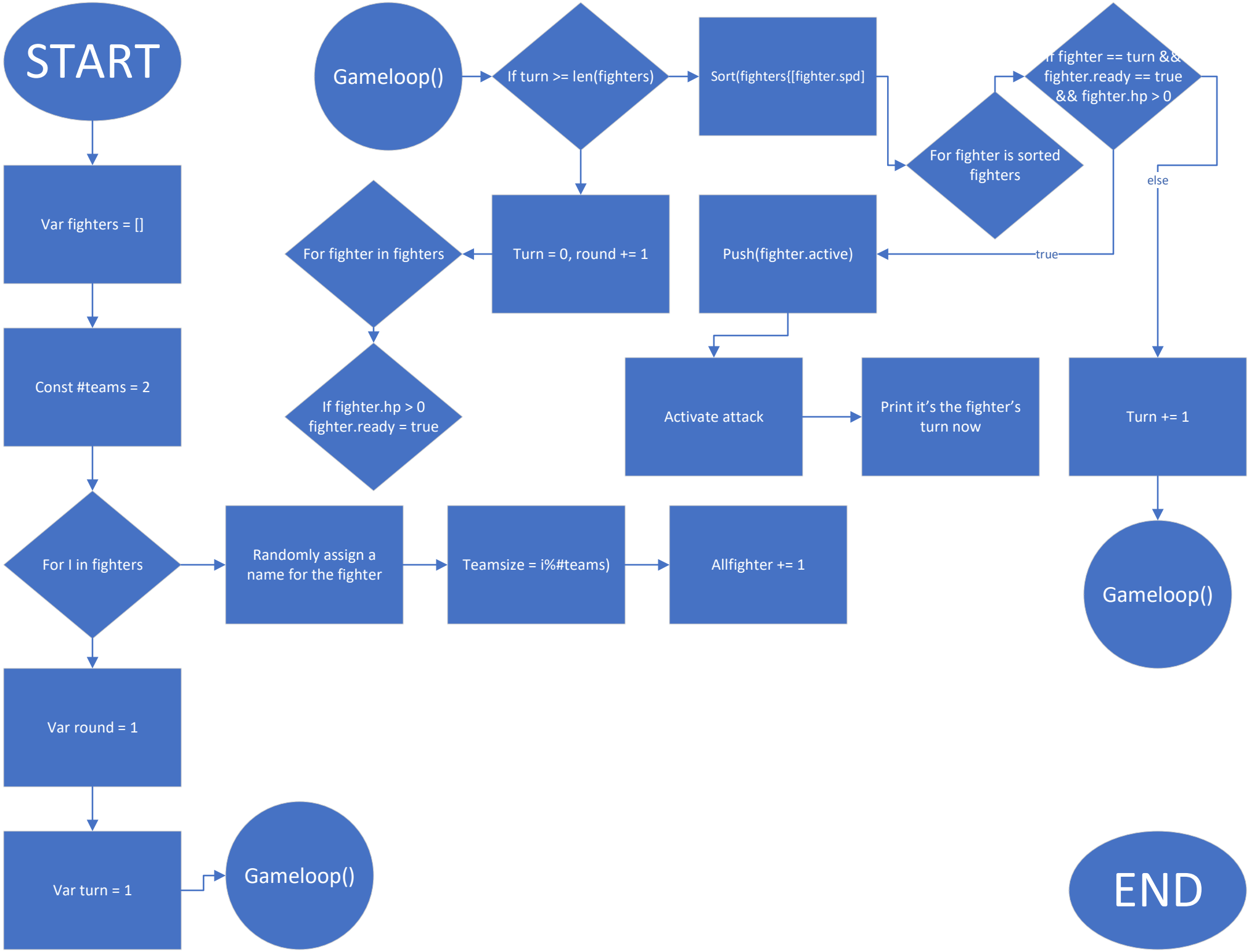
START
Var fighters = []
Const #teams = 2
For I in fighters
Randomly assign a name for the fighter
Teamsize = i%#teams)
Allfighter += 1
Var round = 1
Var turn = 1
Gameloop()
Gameloop()
If turn >= len(fighters)
Sort(fighters{[fighter.spd]
For fighter is sorted fighters
If fighter == turn && fighter.ready == true && fighter.hp > 0
else
true
Turn = 0, round += 1
Push(fighter.active)
For fighter in fighters
If fighter.hp > 0 fighter.ready = true
Activate attack
Print it's the fighter's turn now
Turn += 1
Gameloop()
END