Combat Phase:

When there are only two individuals left on *dailyPlanetStreet* in *GothamLikeAdventureTown (the SuperHero & SuperVillain)*, then the *SuperHero* will battle *SuperVillain* in a duel until the *hitPoints* [think health points] variable for one or both SuperCitizens is reduced to zero!

In a loop:

1. Randomly decide who will take the first swing (the attacker).
2. You will compare a random number chosen from maxDamage for the attacker to a random number chosen from the defenseAbility of the defender [note that maxDamage and defenseAbility most likely will vary depending on the characteristics of your People, as it would in any combat game/simulation].
    a. If the damage value was greater than or equal to the defender's defenseAbility value, you will subtract the value of the damage from the defender's *hitPoints* total.
    b. If the defenseAbility value is higher than the maxDamage value, then no changes are made to the hitPoints total.

Example Logic:

Superman is attacking DocOc.
Given a scenario where Superman has a *maxDamage* amount of 10 and DocOc has a *defenseAbility* of 8.
The simulation would choose a random damage value from 1 to 10 (the upper bound is equal to the *maxDamage* amount for Superman) and a random defense value from 1 to 8 (the upper bound is equal to the *defenseAbility* of *DocOc*).
Those random values will be compared and used to decide whether *DocOc's hitPoints* total needs to be reduced or not.

This simulation will continue until *SuperHero* or *SuperVillain hitPoints* are reduced to zero.

Bonus Dialog:

Increased dialog in simulation - Have an array of statements that will give the user a better idea of what is happening in the simulation.