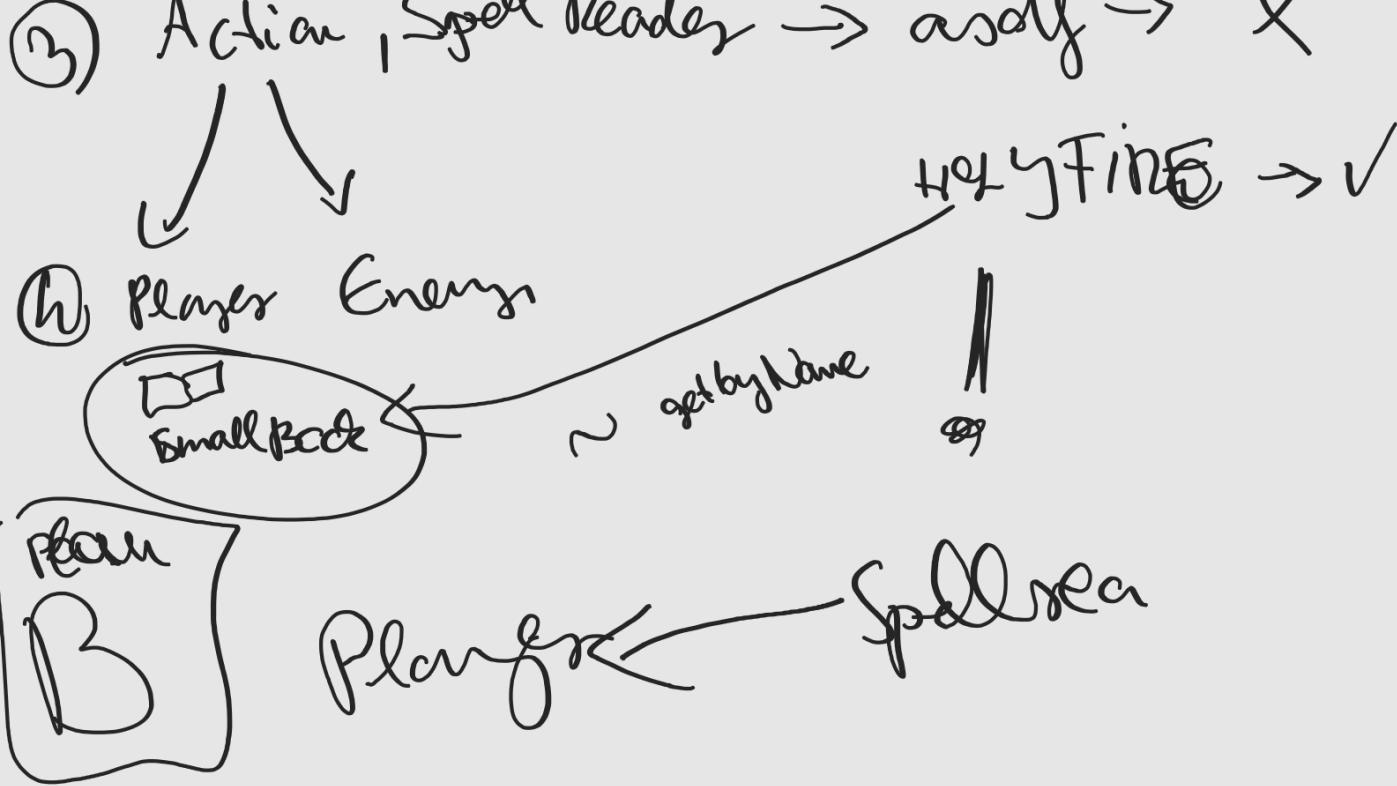


① main
② Round

bigBase



Player : get Spell →



is a player

- inc HP
- get Spell By Name

Player Base :

HP

Asmox
mana
Name
Spellbook - OKOS!

- P
- inc HP
 - ~~inc~~ change asmox
 - change mana
 - do magic/act (spellbook!) ...
vagy valami

→ fight → (spellname) → ① spellbook missed
② HP change
③ mana change

Action

→ player.changeHP(player.getSpell(x).get dmg())

→ player.doIt(spell)

A1. [player.act(
enemy.targeted())]

A2. [enemy.act(

