

```

In [8]: # TODO: Do dead enemies need to be removed from dropdown???
@interact
def enemy_update(Hit=(0,20,1),
                 Opponent=enemy_dict,
                 Action=actions,
                 CritHit=False):
    print(Opponent.NAME)
    if Opponent.state != "ALIVE":
        print("This opponent is", Opponent.state)
    print("EV =", Opponent.EV, "PR =", Opponent.PR)
    global hit,opponent,action,crit
    opponent=Opponent
    hit=Hit
    action=Action
    crit=CritHit

do_action = interact_manual.options(manual_name="Process Action")
do_action(process_action);

all_attack = interact_manual.options(manual_name="Everyone Attack!")
all_attack(everyone_attack);

# Check Current Status
manual_status = interact_manual.options(manual_name="Check Current Status")
@manual_status
def enemy_stats():
    for opponent in enemies:
        print('\033[30m' "--- ",opponent.NAME, " ---")
        # TODO: Colour depending on state
        print('\033[32m' "EV = ", opponent.EV, "PR = ",opponent.PR, "Statut = ")

```

Hit  10

Opponent

Action

☐ CritHit

Bertrand  
EV = 32 PR = 2

Process Action

Bertrand arrive à parer l'attaque!  
Bertrand contre-attaque.  
Bertrand fait 8 de dégâts en EV à son ennemi.  
Bertrand est en vie avec 32 EV.

Everyone Attack!

Check Current Status