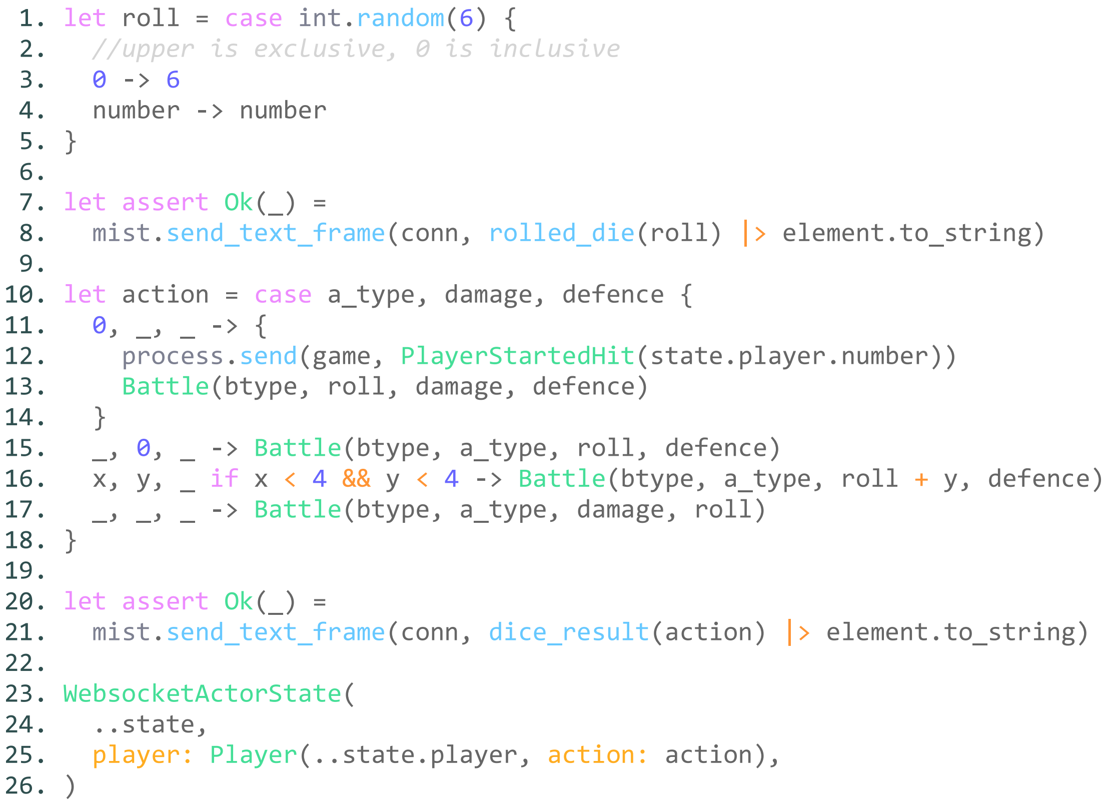

```gleam
let roll = case int.random(6) {
  //upper is exclusive, 0 is inclusive
  0 -> 6
  number -> number
}

let assert Ok(_) =
  mist.send_text_frame(conn, rolled_die(roll) |> element.to_string)

let action = case a_type, damage, defence {
  0, _, _ -> {
    process.send(game, PlayerStartedHit(state.player.number))
    Battle(btype, roll, damage, defence)
  }
  _, 0, _ -> Battle(btype, a_type, roll, defence)
  x, y, _ if x < 4 && y < 4 -> Battle(btype, a_type, roll + y, defence)
  _, _, _ -> Battle(btype, a_type, damage, roll)
}

let assert Ok(_) =
  mist.send_text_frame(conn, dice_result(action) |> element.to_string)

WebsocketActorState(
  ..state,
  player: Player(..state.player, action: action),
)
```