

```

1. EnemyHit(action, strength) -> {
2.   let remove_health = calculate_remove_health(action, strength)
3.   process.send(state.player_subject, PlayerGotHit(remove_health))
4.
5.   let enemy_action = End(birl.now())
6.   //could be start or end of hit
7.   let player_action = state.player_timestamps |> list.first()
8.   case player_action {
9.     Ok(Start(_time)) -> {
10.      //interrupt - player's action back to 0
11.      process.send(state.player_subject, ResetHit)
12.      process.send(
13.        state.player_subject,
14.        AddUpdate(
15.          "Your enemy hit you while you were making your move!\n
            You must now restart your move",
16.        ),
17.      )
18.    }
19.    // if action is an end (or there isn't one), then nothing - can hit
20.    _ -> Nil
21.  }
22.
23.  BattleActorState(
24.    ..state,
25.    enemy_timestamps: state.enemy_timestamps |> list.append([enemy_action]),
26.  )
27.  |> actor.continue
28. }

```