Questions:

1. Why make the number of teams a constant number if you should be able to have multiple teams?
2. What would be a more efficient way to make rounds and turns go by?
3. Why would you have a target for the attack method if it attacks a random enemy anyway?
4. How would resetting the round after everyone takes a turn make a difference? Shouldn’t you just reset the turn counter instead?
5. In reference to the previous question, what’s the purpose of having a round counter?