Enemy Turn

Player → :GameUI → :BattleManager → :Enemy → :ReletionEngine

startBattle()

selectRandomAction()

Action

updateDisplay(currentEnemy)

getActionDetials()

MoveDetails

classifyRelation(move, moveType)

Type

calculateDamage()

applyDamage(amount)

opt [Player HP = 0]

displayLoss()

resetHealth()

resetHealth()

hubReturn()

displayHub()