# RogueMon — Battle Logic Architecture

## BattleScreen.jsx:

- Central UI component

- Renders interface, captures actions

## Flow:

- Select move (frontend)

- Send to backend (Flask)

- Resolve turn in battle\_engine.py

- Return new HP, messages

- Show result in frontend

## Notes:

- Backend calculates results, frontend renders only

- Use standardized response format (JSON with HP, message\_log, status\_flags)

- Future ideas: animations, multiplayer sync