

Method Name: Attack	Class Name: Actor	ID: 1
Associated Use Cases: Attack Entity		
Description of Responsibilities: An actor who attacks another target actor reduces the target health by the attacker's power minus the defender's defense.		
Arguments Received: target: Actor		
Type of Value Returned: None		
Pre-Conditions: Target must not be null. Target's HP must be positive.		
Post-Conditions: Target's HP must decrease by attacker's power minus target's defense.		
Invariants: Attacker's power must not be negative. Target's defense must not be negative.		