





- Overview
 - Name: Attack Entity
 - ID: 1
 - Type: Detailed/Real
 - Primary Actor: Player/Enemy
 - Brief Description: Entity deals damage to another target entity.
 - Importance Level: Critical
 - Stakeholder: Player
 - Trigger: Entity collides with another entity.
- Relationships
 - Association: Player/Enemy
- Flow of Events
 - Entity Attacks
 - Damage is calculated from the attacking entity's power and the target entity's defense.
 - Target entity's health is adjusted.
 - If health reaches 0, target entity dies.
 - If target entity was Player, the game ends.
 - If target entity was Enemy, Enemy is removed.