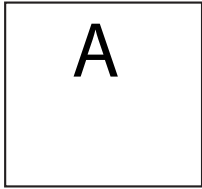


Status [Ready]

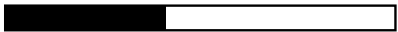


Parameters:

Forces [90:100]



Hit [35:100]



Defense [75:100]



Actions:



Forces [-5]
Impact [35]
Defence [75]



Forces [-10]
Impact [80]
Defence [30]



Forces [-5]
Impact [15]
Defence [100]



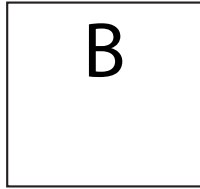
Forces [-15]
Impact [80]
Defence [50]



Forces [+30]
Impact [0]
Defence [0]

Rundom

Status [Waiting]

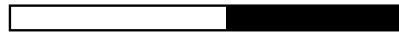


Parameters:

Forces [75:100]



Hit [40:100]



Defense [75:100]



Actions:

Forces [-5]
Impact [35]
Defence [75]



Forces [-10]
Impact [80]
Defence [30]



Forces [-5]
Impact [15]
Defence [100]



Forces [-15]
Impact [80]
Defence [50]



Forces [+30]
Impact [0]
Defence [0]



Rundom

Components:

App

Player A

Status Indicator

Avatar

Parameters

ProgressBar

Actions

ActionBtn

RundomAction

Player B

Status Indicator

Avatar

Parameters

ProgressBar

Actions

ActionBtn

RundomAction