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Use Case 07: Take Turn Scenario

1. User selects a monster from the list and clicks the Attack button

2.1 Simulator GUI passes index of selected Monster to Combat Round Controller

2.2 Combat Round Controller finds selected Monster in list of Monsters stored in Scene Settings

2.3 Combat Round Controller affects Monster's current health appropriately

2.4 Combat Round Controller returns to Simulator Controller

2.5 Simulator Controller updates Simulator GUI with new scenario information

2.6 Simulator Controller continues simulation until further user input is required

3. TUCEW user sees scenario continue