

Use Case 03: Generate Report

- 0.0 The System displays simulation screen
- 1.0 TUCBW: User clicks to attack and kills last monster
- 2.0 The system updates the last monster's current health to 0
- 2.1 The system ends simulation
- 2.2 The system gathers information from the end of the simulation and displays the report GUI
- 3.0 TUCEW: User sees report GUI with information about the simulation