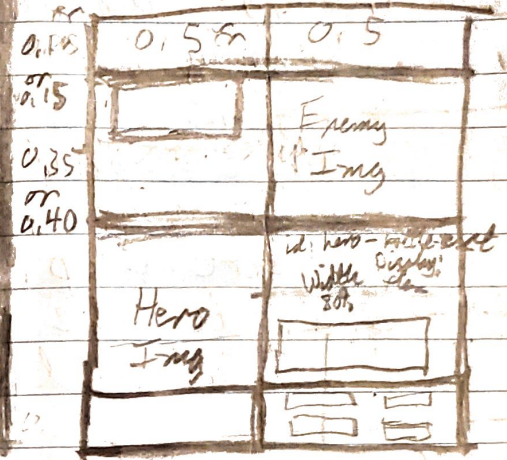
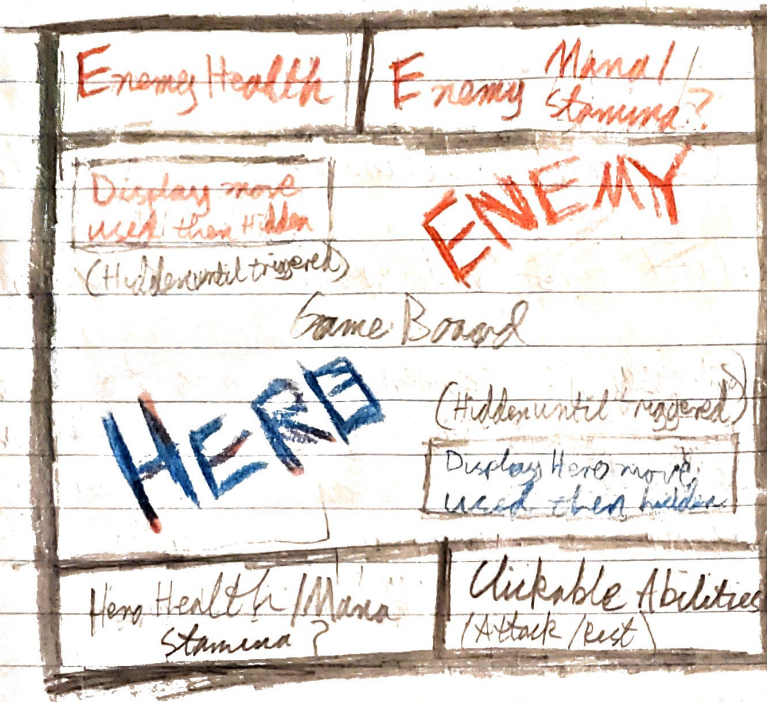


Battle Time!!

ALL Dirs
Grid
Based



Includes:

1. Hero / Enemy Health and Stamina bars
2. Have Clickable abilities that causes a hidden div to appear with text announcing what ability was used
3. Updates health of Hero / Enemy based on attack damage
 - attack damage base formula: $\text{let } \text{Attack} = \text{hero.level}$

}

`document.getElementById("attack").addEventListener("click", heroAttack)`

`const heroAttack () => {
 let attack = baseAttack + attackModifier();
 return attack`

`style = "body: Background`

`onclick Bo`