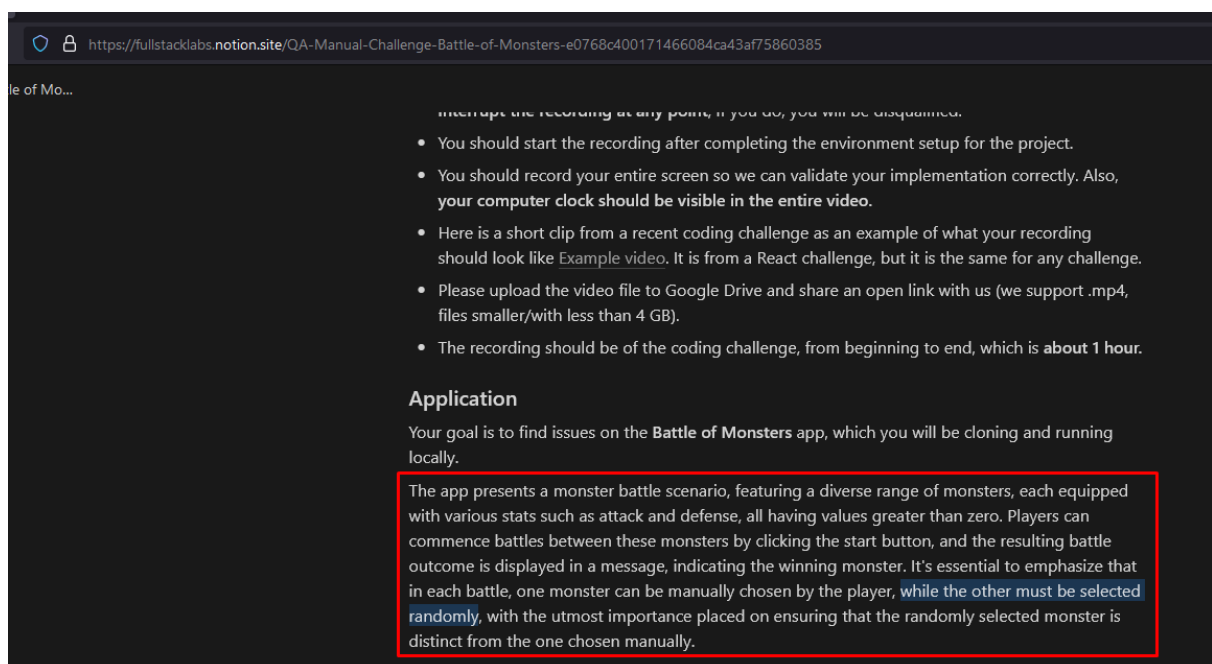


[Functional] Enemy is not randomly as the specification is saying

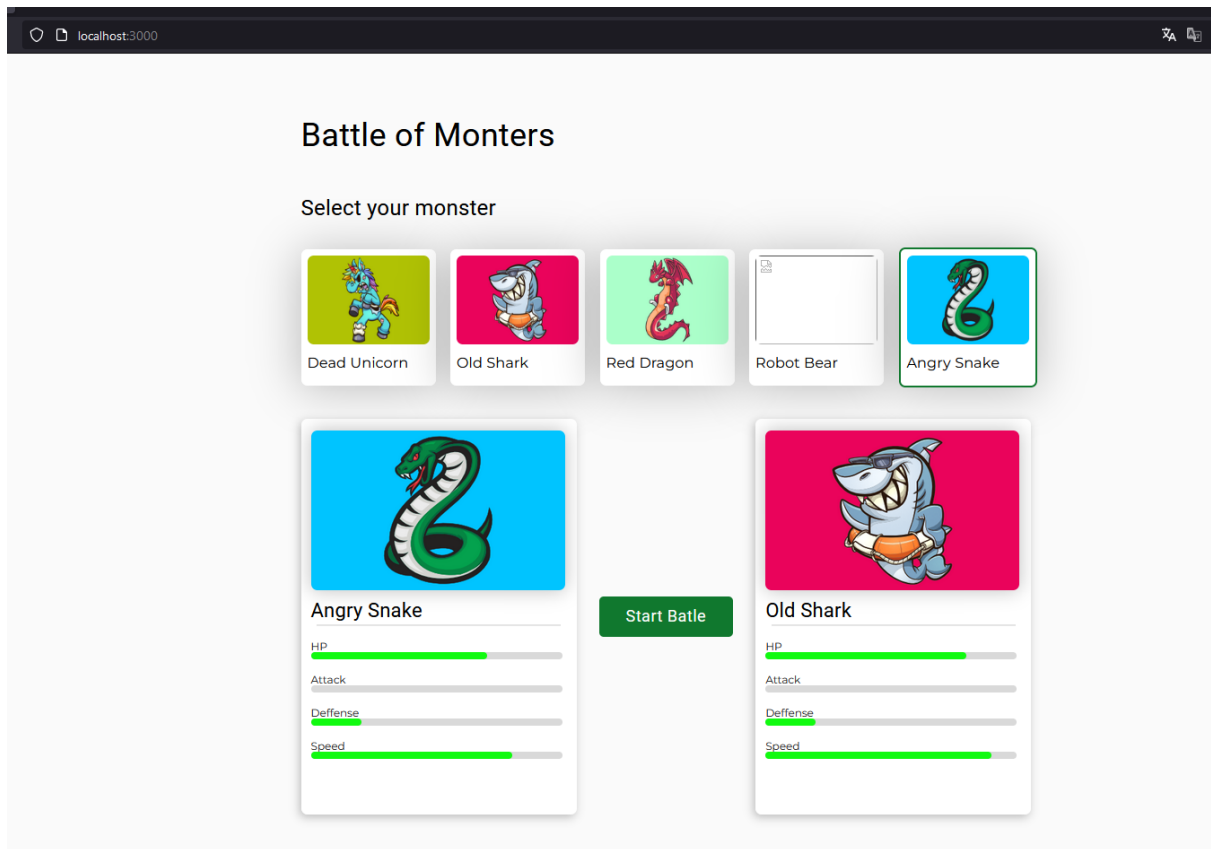
Everytime that I click on any monster, Old Shark is always the enemy. The specification on the guideline of this challenge is saying that the enemy should be random.

Specification printscreen:

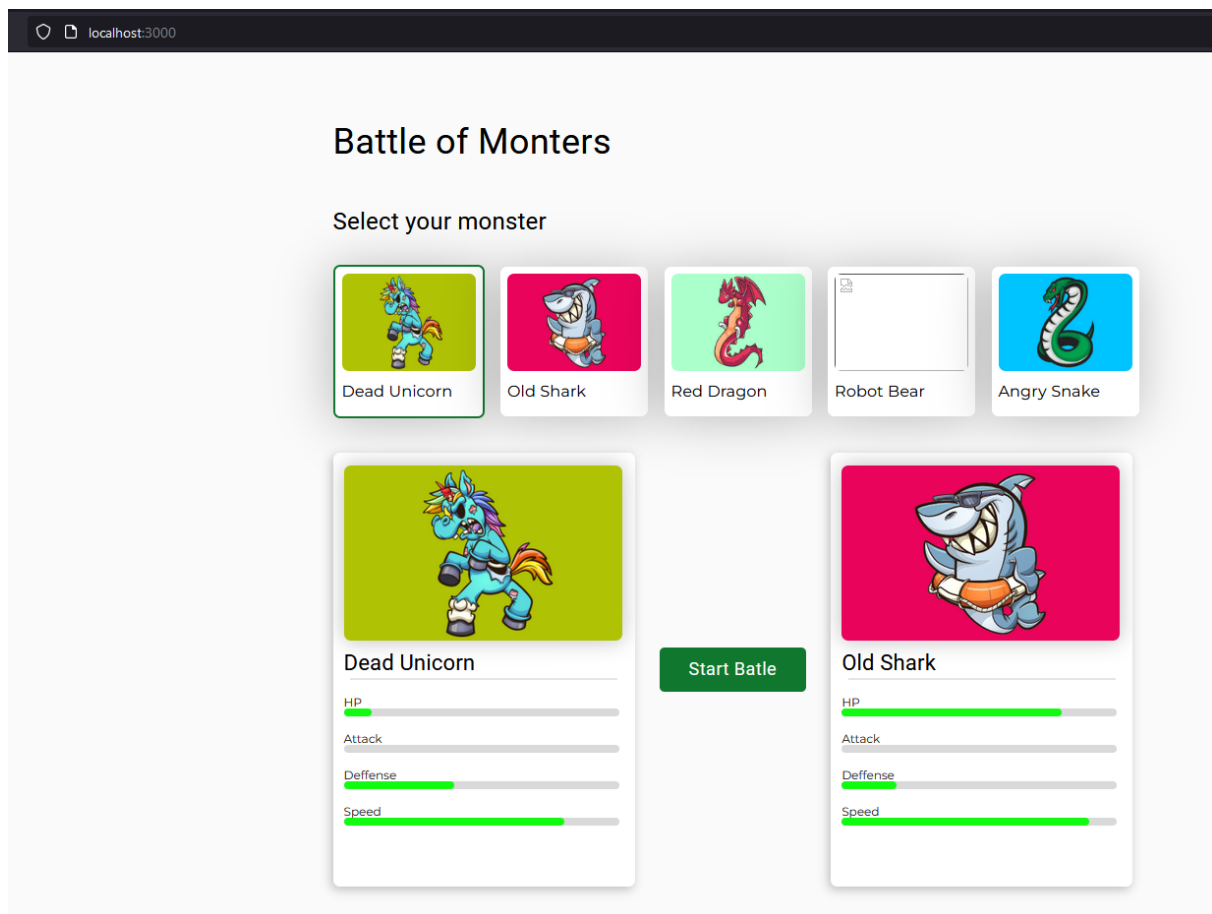


Application printscreens:

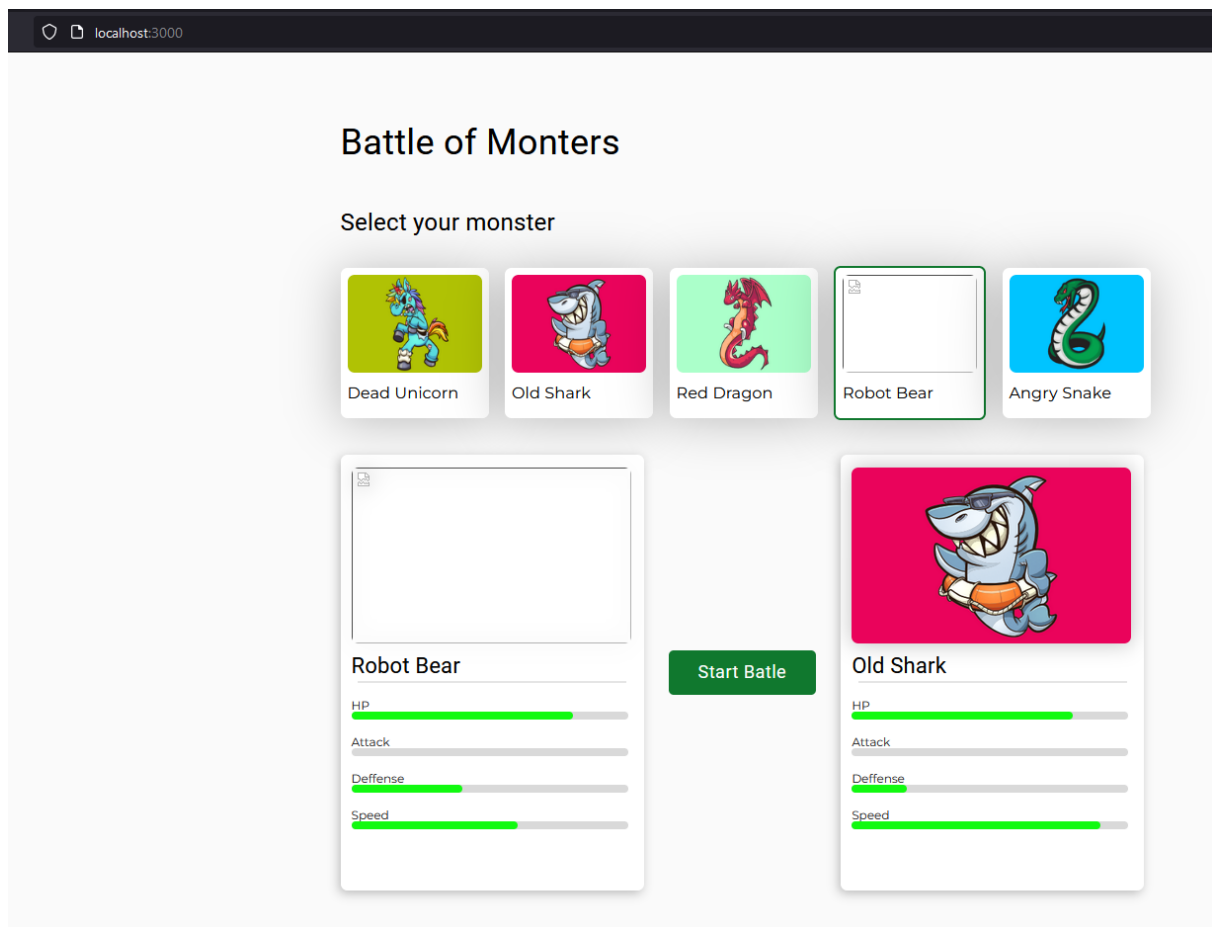
Choosing "Angry Snake" as my monster:



Choosing “Dead Unicorn” as my monster:



Choosing “Robot Bear” as my monster:



All the times that I try to get another enemy, it is not possible. It is always “Old Shark”.