Roshambo-Attacksekvens
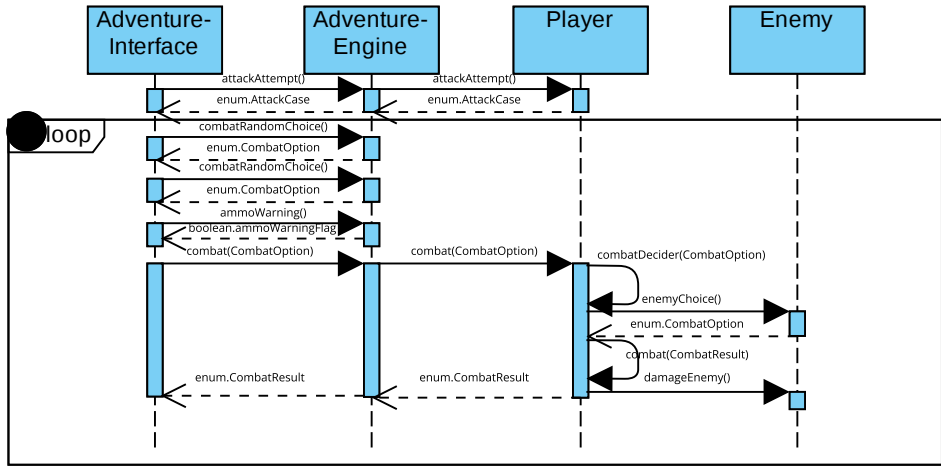

Adventure-Interface | Adventure-Engine | Player | Enemy

- attackAttempt()
- attackAttempt()
- enum.AttackCase
- enum.AttackCase

loop

- combatRandomChoice()
- enum.CombatOption
- combatRandomChoice()
- enum.CombatOption
- ammoWarning()
- boolean.ammoWarningFlag
- combat(CombatOption)
- combat(CombatOption)
- combatDecider(CombatOption)
- enemyChoice()
- enum.CombatOption
- combat(CombatResult)
- enum.CombatResult
- enum.CombatResult
- damageEnemy()

combat(co