

Battle

- + Entity enemy
- + bool didIntro
- + int rewardMoney
- + function< UserInterface *(Player)> onWin
- + function< UserInterface *(Player)
 - > onLose
- + Battle(Player player, Entity enemy, int reward, function
- UserInterface *(Player)> winCallback, functionUserInterface *(Player)>
- loseCallback)
- + UserInterface * render() override