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ENEMY*

feature -- Attributes
  attributes : ATTRIBUTE_VALUES + -- original values
  current_attributes : ATTRIBUTE_VALUES -- current values

feature -- Deferred
  execute *
  preemptive_aciton *
  seen *
  not_seen *

feature -- Commands

  regen +
    require
      enemy_still_alive: Current.alive = True
      ^
      Current.current_attributes.health > 0
    -- regens current enemy
  move (distance: INTEGER) +
    require
      enemy_not_outside_board: Current.outside_board = False
    -- moves <distance> to the left from current location
  collision ++
    -- redefined from ENTITY, used for collision checking
  modify_collision +
    -- effective method, inherited from ENTITY, used for modifying collision values

feature {NONE}-- Hidden

  can_see_starfighter: BOOLEAN +
    -- returns true if current enemy can see starfighter, else false
  seen_by_starfighter: BOOLEAN+
    -- returns true if starfighter can see current enemy, else false

feature -- Queries

  stats_out: STRING +
    -- returns string of current enemies stats

```

