

## CombatManager

- int sleep\_timer
- TURN\_TURN
- RESULTS\_RESULTS

- + void Fight(Player &p, MapManager &m, Enemy &e)
- void SetTurn(TURN desired\_turn)
- void HitEnemy(Enemy &e, Player &p)
- void HitPlayer(Enemy &e, Player &p)
- void PrintStatements(MapManager &m, Enemy &e, Player &p, int statements)
- void UpdateResults(Enemy &e, Player &p)
- void SleepTimer()