**UC 11 – Kill Enemy**

User presses LMB

• Frame updates, and invoke update in Movement class.

• Movement class checks for attack animation.

• Movement class checks for a valid hit. Valid being if its within range, during the animation, etc.

• Movement class alerts PlayerManager class to deal damage.

• PlayerManager class grabs requests weapon information from the Weapon class.

• Weapon class sends back weapon information.

• PlayerManager class invokes the dealt damage with any modifiers from the Talents class and alerts the GameController class to update the enemies health and UI.

• Game Controller class updates the enemy UI.

• PlayerManager class returns to update in Movement.

• Movement class continues update process and repeats all the above until the target game object’s health reaches 0 or the player’s health reaches 0.