

# Presenter

## BattlePresenter

battleModel : BattleModel

- battle() : void moveOrNot() : boolean
- + update() : void + updateMoveStatus() : void
- + checkResult() : int + check() : void
- + getPlayerAttack() : int
- + getPlayerDefence(): int
- + getPlayerFlexibility(): int + getPlayerLuckiness() : int
- + getPlayerLives() : int + getMonsterLives() : int
- saveData(): void
- + setStage(int stageNum) : void + setPlayerMove(int move) : void
- getPlayerMove() : int

### <<interface>> BattleView

- update(int roundNum, int playerLives, int
- monsterLives) : void
- getPlayerMove(): int
- updateMonsterMove(String move) : void



## BattleActivity

checkBtn. attackBtn. defenceBtn. evadeBtn. monsterMove. lifeView. monsterLifeView roundView : TextView

battlePresenter : BattlePresenter

- onCreate(Bundle savedInstanceState) : void
- onClick(View v) : void onResume(): void
- # onPause() : void
- + getPlayerMove(): int
- updateMonsterMove(String move) : void
- + check() : void
- + update(int roundNum, int playerLives, int monsterLives) : void + init(): void