Goblins and GUI

Dude im literally gonna make a homestuck game cause im CRINGE

* There’s literally classes and aspects (like magic classes)
* Things like stats and weapons can be assigned but aren’t needed (especially stats)
* Enemies are super weird and the user can generate them (IF I HAVE TIME, YES)

**WHAT I NEED**

* Character class
  + Name, the 6 stats, class, and aspect
    - Attack, atk. Speed, and maybe crit damage?
  + I want different images for different classes (BIG ASK, SAVE FOR LATER)
  + I think the hardest part aside from implementing this is that like, I have to find descriptions of every class and aspect and explain them to the player (big yikes)
* Dialogue Interactions
  + MUST TALK WITH NPC AT SOME POINT
  + HAS TO BE A DIALOGUE TREE (easy, ive made these before) (perhaps fucking with charisma / classpect would be fun)
* Turn-Based Combat
  + Combat tutorial or combat interactions
  + Only need one, could be fun to make it random generate different enemies
  + Attack, Defend, Flee, Classpect

**HOW TO IMPLIMENT**

* GAME LOGIC
  + Actor class (holds basic stats, name, weapon, calculates modifiers/weaknesses (if applicable), money)
    - Character class (holds class, aspect)
    - Enemy class (holds aspect weakness, class weakness, enemy type)
    - NPC class (?)
  + Dialogue class (holds dialogue owner)
    - Interactable (holds player choices, dialogue prerequisites)
    - Static (holds NPC reactions, able to initiate combat if necessary)
  + STRIFE class (holds turns, actions, and taunts(?))
  + Data manager class
    - Holds binding elements for character creation
    - Manages the data the user gives the program
* GUI
  + Main menu
  + Character Creation
  + The ‘shop’
    - With dialogue boxes that pop up, OR scrolls across the screen
    - Shop, talk, and leave options
      * Shop gets you free weapon, maybe change to actually buying things?
      * Talk brings up the dialogue tree
      * Leaving initiates combat with random enemies
  + Combat
    - Aggrieve (fight), Abscond (flee), and Accuse (taunt)
      * Aggrieve -> Weapon || Magic
      * Accuse -> different verbal taunts, gives debuffs? maybe just Marvel™ quip syndrome
    - (maybe do the fights as the undertale timing minigame) (STRETCH GOAL)