The prototype created takes influence from the *Pokemon* games and Genshin Impact. Through the use of a turned-based combat system, along with secondary effects of attacks(such as "*burn*" or *poison*"), the prototype aimed to explore the different types of ways in which attacks/moves provided to the player can be used to tackle enemy types that are stronger than the player, while also possibly exploring the effectiveness of coupling secondary effects of players' attacks on an enemy type. The designer provides the player with a greater attacking skill set than the enemy type, however, all the actions provided to the player are significantly weaker than the enemy's only attack. Each round the player has the option to use one of three damage-based actions or heal themselves. The "attack" action is a melee attack, that deals the most damage out of the four options given. Both the "*burn*" and "*poison*" actions deal less damage than the attack action, however, the burn and poison actions deal damage to the enemy every round.

	Player	Enemy
Maximum Health	20	25
Level	4	7
Maximum Damage That Can be inflicted per round(secondary effects included)	8	6
Attack	4	6
Poison	2	N/A
Burn	2	N/A
Heal	1	N/A

Tabulated Statistics of player and enemy type according to the current build

With regards to the assignment of statistics, a number of formulae were tested, however, it was decided that all the statistics of the enemy type were to be made slightly higher than the payer, this was introduced with the intention of mitigating the player's greater skill set, in most cases when the player's statistics were even on average or slightly higher, the level would either result in a stalemate (as a result of the healing factor).

 Looking back on the prototype, I don't believe it to be very successful. This is because the main aspect of the prototype which I planned on testing and extracting information from -the secondary effects of two of the attacks- I was unable to execute correctly. I was unfamiliar with how to introduce a damage function over time within the context of a turn-based system. The use of the "WaitForSeconds()" was helpful in simulating an aspect of the mechanic, whereby damage would occur over time, however, the health points of the enemy would decrease even outside of the battle phase, this allowed the player to use

the action/attack once would be guaranteed a win. The healing factor was insightful in helping balance the game. With regards to future improvements, I believe the ability to play with various charters at once would allow for the introduction of a strategic depth as players would have to consider the abilities each player has.