## Combat

Combat involves two 3 by 3 grids, one for player characters and one for enemies. Combat is also turn based, with separate player and enemy turns. Abilities can target single tiles, or multiple tiles at once. Enemies attack in a similar way, but feature intents, which show what action they will take on their next turn. Player abilities consume energy, and some abilities will have cooldowns.

## World Exploration

While not in combat, the player characters can move through a map of RHHS with different people who can be interacted with, and various puzzles associated with the various departments (physics, music, computer science). The map has various collision checks for puzzles, characters, and map features. Some puzzles include: a laser puzzles, a dodging puzzle, a text based/point and click puzzle, a rhythm puzzle, and a logic gate puzzle.

The map will also contain a shop in which players can exchange currency for items.

## Progression

Progression is based on exploring through the map, and completing encounters. Players enter combat through the map with some encounters gated behind map puzzles. Every combat entered passes the time by one period and different encounters and events are based on time (period, day). Player progression, inventory, and battle startup configurations is saved in text files.

There will be 1 day, with 5 periods with 2 possible (mutually exclusive) encounters per period. The party starts with 1 character, with 2 characters that are recruited after the first period (first encounter). Every combat encounter aside from the first rewards the player with an ability for one of the party members, currency, and items.