Turn- based Combat System.

Rationale

The idea for this game is to create a turn-based combat system. The game is inspired by the combat system of Pokémon. The purpose of this prototype is to create game states of a turn- based game (start, player turn, enemy turn, win and lose) also give the player choices (attack, defence, special). The player interacts with the game through use of buttons. The player must fight an AI using these mechanics.

Process

At this stage of the prototype, the player has only one character that can be used. this is due to time. The variables that are used are Health Points (HP), current HP, defence, damage roll, maximum damage, minimum damage. HP is the maximum health the player has per game. Current HP is a number that changes during the game. Current HP is a variable that the system keeps track of to change game states. There is also a defence variable. The player can use the attack button. This button interacts with enemy AI by reducing its current HP. The defence button reduces amount of damage the AI can deal on each turn, for example if the enemy deals 5 damage per turn the player click the defence button now the enemy's damage is reduced by 2. The special button for now the player can drain the enemy's HP to increase their own.

The system starts with recognising the variables HP, current HP, defence, damage. The damage is constantly changing between the minimum damage and maximum damage. After the start the player goes first. The player clicks a button (attack, defence, special) then the player's turn is finished. It becomes the enemy's turn. At this moment, the enemy only attacks the player. The game loops between player turn and enemy's turn until someone's current HP is reduced to 0. When the health is reduced a winner is determined.

reflections

The game needs more playtesting to balance the numbers better. If the player presses the keys too quickly it gets counted for the player's next turn. The solution could be to take away buttons as quickly as possible.