**Project Alek Battle System**

* Action Point System (AP)
  + These are used to determine how many actions a character can perform in a turn.
  + Every action costs a certain amount of AP.
  + Each character has a maximum AP of 6 and receives 2 AP each turn.
* Overexertion System
  + There may be times where a player wants to perform an action that costs more than the amount of AP that character has left.
  + You can “borrow” AP. You can do this at any point in your turn.
  + Once you borrow AP, that party member is in an overexerted state. While in this state, that member cannot borrow again until they recover.
  + The idea is that the party member is going beyond their normal capabilities (using more AP than they have available).
  + A party member recovers by sacrificing the AP they receive each turn until they are fully recovered.
  + A character’s AP bar turns red to indicate that they are overexerted and shows how much AP they have left to recover.
* Action Point Conversion System
  + You have the option to add more AP to the cost of an action, increasing the potency/damage of the action. (pressing right on d-pad should increase AP cost)
  + Up to 4 AP can be added to an action.
    - Attacks/ attack items receive a damage boost (5% 🡪 10% 🡪 20% 🡪 35%)
    - Healing items get an increase in potency (10% 🡪 20% 🡪 30% 🡪 50%)
* Checkmate/Break System (Name TBD)
  + “Checkmate” is a state where an enemy cannot perform any actions for that turn, and they are debuffed for a certain number of turns.
  + Each enemy has a “shield” that can take a certain number of hits before it breaks.
  + While the shield is active, the enemy takes reduced damage.
  + This shield only takes damage from attacks that exploit a weakness.
  + Enemies are not affected by CERTAIN weaknesses until they are made “susceptible.”
  + Susceptible is a state that allows an enemy to be affected by locked weaknesses.
  + Enemies are susceptible until the end of the next turn.
  + Once the shield is broken, the enemy is in a weakened state, takes normal damage and can also be checkmated.
  + To checkmate, one must use a special attack on the enemy (explained below)
  + After 1 turn, the enemy’s shield is replenished at the beginning of their turn, and they go back to a normal state.
  + Each state an enemy can be in:
    - Normal
    - Susceptible
    - Weakened
    - Checkmate
  + An enemy can only be in one state at a time. Once an enemy is in a weakened state, they can no longer be made susceptible, as they will be exposed to all weaknesses, including locked ones.
* Special Attacks
  + Each party member has a meter that, once full, allows them to perform a special attack.
  + A special attack is a 5-hit combo where the player must time each button press for all 5 attacks. Each successful button press increases the damage of the attack by 10%
  + Special attacks use all a character’s remaining AP, but damage scales based on the amount of AP used for the attack. For every number of AP used, damage is increased by 5%.
  + All special attacks will be able to put an enemy into checkmate status, but only if the player successfully hits all 5 timed attacks.
  + The special attack meter is filled through various methods:
    - Timed attacks
    - Timed defense
    - Performing an action
    - Each turn
  + Each party member will have one special attack at any given time. They will have a different special attack based on the current class they are in.
  + TBD whether you can initiate a special attack at any time (ala Trails of Cold Steel)
* Parry/Counter System
  + After pressing a button at the right time when the enemy attacks a party member you will parry the enemy, causing you to take reduced damage and counterattack (if close-range).
  + Each enemy will have a “flash” during their attack animations that will indicate the time to parry.
  + Perfect dodge is the same as a parry, except for a missed attack.
* Damage/Defense Boost System
  + When you press a button right before a party member attacks the enemy, the party member will do extra damage and fill a meter that gives them a 3% damage boost up to five levels (max 15% damage boost). If a party member misses a button press, the meter will reset.
  + When you press a button right before an enemy attack, the party member will take less damage and fill a meter that gives them a 3% defense boost up to five levels (max 15% defense boost). If a party member misses a button press, the meter will reset.
* Damage Type System
  + Each weapon attack is of a certain type that characters can be weak to:
    - Piercing
    - Blunt
    - Slicing
* Ability/Class System
  + Abilities are first tied to classes, and then tied to weapon configs (like duel knives, knife and gun, etc.).
  + Each class has a specific set of weapons that can be used.
  + Each class has a set of abilities that can be unlocked and are tied to the weapons compatible with that class.
  + Abilities can first only be used with the correct weapon, and only in the class that unlocks it UNLESS that class is a higher tier than the class that unlocked the ability.
    - Ex: Lilith’s base class (let us say Mercenary). She can wield knives and guns. When she can upgrade her class, she can choose between 2 options: Assassin or Gunsmith. Assassins can wield knives, guns, and katanas. Gunsmiths can wield guns, sniper rifles, and grenade launchers. The assassin class inherits all the abilities from Mercenary since that class can wield the same weapons. The gunsmith class can only inherit the abilities that use guns.
  + Each class has special bonuses to stats (that are removed when changing classes) and may also have unique passives/ abilities/ spells that are ONLY available in that class (until you master it). They also have different stat growths.
  + Each class also has their own level and exp. You can receive bonus class exp (CXP) from battles that can be used for any party member (like the bonus exp system from FE PoR and RD). Each class will have around 10 levels (besides base). Each class (besides base) will have a combination of about 5-6 passives/abilities/spells that are unlocked.
  + Each party member has 9 classes (total of 36). Each member has a branch of 2 classes to choose from at certain levels. Once you choose a branch, each subsequent class is based on that branch of classes. The tier goes:
    - Base class: Level 1-15;
    - 2nd tier (choose between 2 classes): Level 15-30;
    - 3rd tier: Level 30-45;
    - Final tier (choose between 2 classes): Level 45-99
* Spell System
  + Spells are separate from abilities and have a separate menu.
  + Like abilities, a character can have up to 5 different spells equipped, meaning you can have 5 abilities + 5 Spells + 1 Special attack.
  + All spells are based on a character’s magic stat.
  + 5 types of elements:
    - Fire – Causes burn status
    - Water – Causes wet status
    - Ice – Causes frozen status
    - Thunder/Electric – Causes shock status
    - Wind – Causes blind status
* Status Effect System
  + Types of status effects:
    - Damage over time:
      * Bleed – Inflicts extra damage to target after they are attacked and after every action.
      * Poison – Inflicts damage at the beginning of every turn.
      * Burn – Inflicts damage after every action and at the beginning of every turn.
    - Inhibiting
      * Shock – Chance to damage self when attempting to perform an action, which will cancel the action and waste the AP used.
      * Wet – Chance to slip when attempting to perform a close-range attack. Damage from electric attacks is increased significantly. Chance of getting shock status is also increased. Automatically cures burn status when inflicted.
      * Frozen – Cannot perform any action. That character’s turn is immediately skipped, and they do not receive any AP. Character takes extra damage from fire attacks. Character is unfrozen after they are attacked or 2 turns pass. Indirect attacks such as poison do not count. Automatically cures burn status when inflicted.
      * Checkmate - Enemy cannot perform any actions for that turn and is debuffed for several turns.
    - AI affecting
      * Enraged – Player is unable to control character. Member’s strength is increased, but defense is decreased significantly. Performs basic attack at random enemies for several turns.
* Item System
  + Using items costs 2 AP.
  + Items can be obtained via shops, chests, and battle rewards.
  + Healing items and revival items are not obtainable outside of battle.
* Healing System
  + There will not be any specific abilities that can heal a party member. The only way to heal is through potions and other healing items.
  + The potency of a healing item is based on the items base value and the character’s magic stat.
  + You cannot get healing items from the overworld, instead the party has a certain number of healing items that reset each battle. (e.g., The party may start the game with 5 potions and 3 revival potions).
  + The maximum number of a healing item can be increased through the party level system.
  + You can gain more healing items through battle with certain methods:
    - A successful timed attack has a chance to drop healing items.
    - Putting an enemy in checkmate status is guaranteed to drop healing items.
    - Skills can increase the amount of healing items dropped.
  + You can gain healing items in battle beyond the maximum amount. However, the healing items only last for that battle, and it will be reset for the next one.
* Challenge System
  + Each encounter you get a random challenge or challenges to accomplish.
  + Doing so could net you bonuses such as rare items, more money, etc. Challenges could be things like killing an enemy while they are inflicted with bleed, killing them while their shield is broken, not using items, etc.
  + Challenges for normal encounters could be random while bosses could have set challenges. I think 1-2 challenges might be a good balance.
* Turn Order System
  + Turn order is based on each character’s current initiative stat.
    - Each character’s initiative is multiplied by a modifier within a random range that results in the final initiative value (FIV). This is a hidden value that the player cannot see.
    - The character with the highest initiative has the smallest margin for their modifier.
    - The minimum modifier value decreases by 10% for each subsequent character following the 1st:
      * 1st character (highest initiative) modifier: 1.80 – 2.00
      * … 8th character modifier: 1.20 – 2.00
    - Each turn, the modifiers are rolled for the next turn, and the player can see the order for the next turn. Whenever a character’s initiative is modified, the turn order for the next turn is adjusted (modifiers are not re-rolled).\

**Project Alek Leveling/Upgrade Systems**

* Leveling system and gaining new abilities
  + Skills vs abilities (or actions): it is essentially a passive vs active ability. You can equip a certain number of skills and abilities.
  + Possibility that each party member has special skills/abilities that they can gain through specific side quests.
  + There will be stat boosting items and items that give exp
* Party Level and Skill System
* Equipment System
  + There will be armor and accessories that you can equip. Some have abilities or skills attached to them. You can level up equipment to a max, which will make the skill permanent for the character.
  + Equipment Point System (EP)
    - Each battle you gain EP just like regular exp. You can then spend EP to level up equipment or increase stats on your weapon
    - There may only be one weapon for each character, and you can customize it.
    - Weapons have Might (MT), Magic (MG), Accuracy (ACC), and Critical chance (CRIT).
    - You can directly increase a certain stat. Each time, you spend EP to increase a stat, the weapon’s level meter goes up. You are essentially giving the weapon EXP. It will level up after a certain amount, and you will gain an increase to all stats and new skills/abilities depending on the level.
    - Certain equipment will have latent passive skills that activate when you level them up.