**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
* Loan System
  + There may be actions that cost more than the max amount of AP
  + You can “borrow” AP. You can do this at any point in your turn
  + Once you borrow AP, that party member is in debt. While in debt, that member cannot borrow again until their debt is paid.
  + A party member pays their debt by sacrificing the AP they receive each turn until their debt is gone.
  + You are not forced to pay your debt, however, and can still perform actions as normal
  + Each action a member takes (including ending turn) while in debt will cause that party member to take damage that increases every action until that character is dead (20% of max hp 🡪 40% 🡪 60% 🡪 100%)
  + Dying erases a character’s debt
* 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
  + These attacks will most likely have special properties (ignoring defense, lowering stats, etc)
  + All single target special attacks will be able to put an enemy into checkmate status
  + Multi target special attacks cannot cause checkmate
  + The special attack meter is filled by attacking the enemy, amount may vary based on the attack. Specifically, the meter only increases if you get a perfect timed attack.
  + Special attacks consume all that party member’s remaining AP, and the attack power scales based on the amount of AP used.
  + Each party member may have more than one special attack (most likely one for each weapon type), but only 1 can be equipped at any given time. (TBD)
  + 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 (close-range or long-range), you will parry the enemy, causing you to take reduced damage
  + After parrying, time will slow, and you will be able to choose from a small menu of special “counter abilities” to perform
  + You have a small window to choose an action. Once time runs out, you will do nothing. Only occurs once per turn
  + Counter abilities do not cost any AP
  + 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
  + OTHER POSSIBILLITY: No counter abilities. If you get a normal parry, you just reduce damage. A perfect parry causes a counterattack and potential reduces damage further.
* 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. Once it reaches the max level, it will reset after 2 turns.
  + 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. Once it reaches the max level, it will reset after 2 turns.
* Damage Type System
  + Each weapon attack is of a certain type that characters can be weak to:
    - Piercing
    - Blunt
    - Slicing
* Magic System
  + 5 types of elements:
    - Fire – Causes burn status
    - Water – Causes wet status
    - Ice – Causes frozen status
    - Thunder/Electric – Causes shock status
    - Wind
* 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
      * Cripple – Unable to perform any close-range attacks
      * 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
  + Item cost is initially 1 AP, but it increases per use during a turn (1 AP 🡪 2 AP 🡪 3 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 each party member has a certain number of healing items that reset each battle. (e.g. A party member will start battle with 5 potions and 3 mega potions). This will be the same for revival items.
  + 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 button press when attacking an enemy has a chance to drop healing items
    - A successful counterattack is guaranteed 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
  + Revival items cannot be gained in battles
  + 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.
* 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: 1.90 – 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
  + I am thinking that there will not be a traditional class-based system. Instead, each party member has unique abilities that they unlock at certain levels. In addition, skills will be tied to equipment, and leveling the equipment to the max will give that character the ability permanently. Maybe there will be special items that grant an ability upon use.
  + 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.