Project Swap 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 action has a cooldown (still TBD)
* Swap System
  + Each round, 2 players/ enemies can swap positions. During the player turn, you can choose the swap action and swap with another member. However, only one party member can swap, after that the option is disabled. This is the same for the enemies
  + A swap will either happen when the character is about to be directly attacked (not a multi-hit) or at the end of the round if they are not attacked.
  + After a character uses swap, it has a 1 turn cooldown. And on top of that, you cannot swap with the same person twice in a row. This goes for both characters involved. The character that initiated the swap has a cooldown, but the character swapped with does not. This will hopefully make it easier to predict an enemy’s movement.
  + Each party member can predict if an enemy will swap and who they will swap with (maybe not who. Might be too difficult). If you successfully predict an enemy’s movement, you stun them (checkmate (name TBD)). If you fail, you get some debuff or penalty.
  + There will be other abilities that work with both mechanics
* 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
* 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.
* Command Window
  + Attack – basic attack
  + Abilities – opens menu with available abilities (will contain swap and prediction)
  + Items – opens items menu
  + End turn
  + Flee – spend 1 AP for an immediate chance to flee the battle
* Status Effects