TO DO-----

Go over white actions

Make black outlines around popup numbers

Change the saving system to allow for folders of characters

ANIMATION------

Add melee attack animations

Add ranged attack animations

Add thrown attack animations

Add hit animations

Add dying animations

Add dead animations

Add ability animations

SOUND------

Add running sounds

Add melee attack sounds

Add ranged attack sounds

Add thrown attack sounds

Add hit sounds

Add dying sounds

Add dead sounds

Add ability sounds

TEAMMENU------

Allow user to change the color of their team

Make menu update data from phpadmin instead immediately

UI------

Make turn panels function better

Make an options panel

Make turn, round and game start labels

Show status effects gained/lost whenever an attack is performed?

When filling out status screen updates from status effects make it so when you hover over the individual status effects it points out in a different color which of your stats it's affecting?

Make status effect symbols appear hovering over characters heads?

Make descriptions for all of the classes as well as hover functionality for each class button in the preset panel to read these descriptions

GAMEPLAY------

Make official end screen with EXP earned

Equipment will swap stats around or give an additional action. A character can have up to 10 actions with the right equipment.

Allow players to choose if they want to position their character's before the game starts

Add exits which characters can retreat from

Randomize characters for group attacks

Add trap abilities to characters

Add environmental objs that either explode or deal additional damage to anyone that hits in to them

Add different tiles that give temporary or permanent buffs or debuffs when you step on or over them

Add items that give random actions of a specific color, or level

Add items that give actions that cost any color

Add items that cost nothing to use

At the end of each round spawn random buffs/debuffs, energy or enemies

Create doors that can be used to exit a battle or proceed to the next one

Set up database of accessories

REFACTOR------

Change general structure of scripts so they don't rely on plugging in as much. Set up array and such through code more

Make the targeting tile code a lot nicer in general

LATER------

Make player's reroute when there is an obstacle in their way

Make AI

Placeholder art

Search keys:

ADD EQUIPMENT

REFACTOR

TO DO

DEBUG