Pillars (Not changing)

* 3 Hero Party
* Maximum 5 Enemies

Combat Design v.01

* Features
  + 4 Skill Slots per Hero
  + Each skill slot has
    - A targeting reticle for which enemy to target for attacks and which Hero to target for buffs/heals
    - A toggle for automatic usage
* Issues
  + 4 Skills each for 3 Heroes = 4x3 = 12 options
  + Each with their own targets = 12 x 4 = 48 options
  + Each can be toggled = 48 x 2 = 96 options
  + Too many options for a single player to handle.
* Possible Fixes
  + Player chooses a single character to control
    - 96 -> 32 options
    - !! Requires AI for Heroes
    - !! Forces players to use healers for micro on tough fights
  + Skill slots can be used for equipping passives
    - 96 -> 0 - 96 options
    - !! Blank space on UI looks bad
  + Skills take up a differing # of slots based on power/ability
    - 96 -> 4 – 96 options
    - Allows for players to choose the amount of micromanagement
    - Can be combined with passives to further lower complexity
    - !! Value balancing for skills becomes much more difficult
    - !! Requires a modifiable UI to look nice.
      * Needs 1 for each possible combination of skill + passive sizes
      * Ex. 3 Slot Skill + 1 Slot Passive vs 3 Slot Skill + 1 Slot Skill

Combat Design v.02

* Features
  + Heroes have a Skill Capacity of 4
  + Skills and Passives take up differing amounts of Capacity
  + Each skill slot has
    - A targeting reticle
    - A toggle for automatic usage on CD
  + Pre-instance Skill Settings
    - Skills can be adjusted to automatically initially target with certain parameters
      * Attacks
        + Highest HP enemy (Big enemy icon)
        + Lowest HP Enemy (Small enemy icon)
      * Heal/Buff
        + Slot 1, 2, 3 (Minus the Hero’s slot of course)
      * Attack targets readjust every Encounter
      * Heals/Buffs only adjust at the start of the Instance and do not change.