**Dustworld**  
**Design Document**

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# Overworld

The overworld is node-based with scenes? Maybe? Like maybe some kind of FTL style node-based map and then you go into scenes with a background and character portraits Fire Emblem 8 style? I think that would be a lot more doable than Full Walkable Scenes in normal RPG style.

# Combat

Combat is defined by three notable phases: first, the combat is initiated. Within combat, any number of turns may be played, either until one side is victorious or the combat ends in a draw. After this, combat ends.

## Initiating Combat

Combat is initiated from some outside state, such as when talking to a character in the world. This involves two sides: allies and enemies. Allies include the player’s party, as well as any NPC parties who may be involved with the player at that point. Enemies include parties who are hostile to the allied side, though whether they are hostile amongst themselves may vary.

## Turns

Once combat begins, both sides will pick actions. This is known as the *Selection Phase*. Once both sides have decided on their actions, they will be sorted into the *Order of Execution*. This sorting takes a variety of properties into account such as character speed, special abilities, any kind of persistent effect (i.e., buffs / de-buffs), move properties, and so on.

Then, these actions are executed in order. This is known as the *Execution Phase*. Executing an action may have any number of effects such as dealing damage, healing allies, or applying special effects.

The turn cycle will continue indefinitely until one side is defeated, or some other novel condition is met, causing combat to end.

## Ending Combat

From the player’s perspective, there are three possible outcomes to combat. The first is *Victory*, where the player defeats all enemies or achieves some novel condition. Second is *Defeat*, where the player’s party is defeated, or the enemy side are allowed to achieve some novel condition. Finally, a *Draw* is a situation where both parties are somehow defeated in the same turn, or some extremely novel condition is met. Functionally, a draw will be treated as a defeat in most cases.

## Phases

Combat is split into multiple phases, which play out in sequence.

* **Start of Combat:** The very beginning of combat.
* **Start of Turn:** The beginning of every turn.
* **Start of Selection:** Immediately before actions are selected.
* **Selection:** The phase in which actions are selected.
* **End of Selection:** Once all actions have been selected.
* **Start of Execution:** Immediately before actions are executed.
* **Execution:** The stage in which selected actions are executed, in order.
* **End of Execution:** Once all actions have been executed.
* **End of Turn:** The end of every turn, after all actions have been executed.
* **End of Combat:** The end of combat, once an outcome has been resolved.

## Sides

A side is a collection of parties. There is a maximum number of characters per-side, but they can be divided amongst multiple parties. The player’s side will include the player’s party, along with any allied NPCs that may be relevant to the combat (i.e., if a story beat involves a character accompanying the player, but not joining their party).

All parties on the enemy side will be hostile to the player’s side, but whether they are hostile to each other may vary. While typically enemy infighting won’t occur, a potential scenario could be that the player is ambushed by two rival groups, whereby all three parties will be fighting amongst each other within the combat. Regardless, the entire enemy side must typically be defeated to win the combat.

## Parties

A party is a group of up to four characters. Characters within a party will always be “on the same side” - they will never attack each other unprompted, unless some condition is applied via external means that states otherwise (such as a special action that triggers infighting).

One special party is that of the player. The player has a degree of customization of their party outside of combat, allowing them to control what available characters are in the party, along with their items, actions, and so on. Additionally, the player’s party have persistent characteristics outside of combat such as levelling up over time, as well as sustaining damage and certain status conditions.

## Characters

Characters are those who participate in combat. While their “character” in the sense of narrative importance, species, and personality (or lack thereof) may vary wildly, all characters function the same on a mechanical level.

### Stats

All characters have a “block” of stats (a *Stat-Block*). These stats are:

* **Max Health:** The cap of the character’s health. A Character’s health starts at this threshold and may not be healed over it.
* **Current Health:** The character’s current health, which depletes as they take damage. If this value hits zero, the character is defeated and may no longer participate in battle.
* **Bonus Health:** Empty by default, certain effects may allow a character’s health to exceed their max health. Characters take damage to bonus health before anything else, and once it is lost it may not be restored through simple healing effects.
* **Strength:** How much physical strength the character has. This dictates the power of their physical moves.
* **Defence:** How much physical resistance the character has. This dictates how much the character can resist physical moves.
* **Stamina:** How fast the character can move. This effects their actions’ placement in the order of execution.

### Abilities

All characters have an ability. This is a passive effect that has some impact on combat, but specifics vary from ability to ability. Some may be very simple, such as boosting the power of certain actions, while others may be quite complicated, with nuanced conditions and interactions.