Combat Initial Design

IAT 499

🔎 Overview

Combat is the primary gameplay mode in The Furrow. It will be activated during encounters on the world map. By completing combat encounters the player's characters will progress across the map, gain bond points, and occasionally find artifacts.

Win Conditions

The player will win a combat encounter when all enemies have either been defeated or have escaped, or if some additional objective is completed (ie: defeat the main boss creature).

Loss Conditions

The player will lose the combat, and therefore reach a game over, if both of their main party members reach zero hit points, or are otherwise permanently incapacitated.

🏯 Combat Structure

Combat structure has two main components the Map and the overall Combat Flow.

Combat Map

The combat map consists of a 4x4 grid (Adjustable). This grid has two primary zones: Allied and Enemy. Each zone restricts the movement of the corresponding team.

Combat Flow

Step 1: Combat Initialize
Load map
Enemies are placed randomly on enemy side of grid (Unless special encounter)
Player decides two squares to place their characters on
Enemy intents are shown (See Turn Mechanics)
End Step

Step 2: Player Turn
ALL Start of Turn Effects
Remove Player Defense (See Turn Mechanics)
Player Actions (Any order, see Turn Mechanics)
Player presses end turn
ALL End of Turn effects (See Combat Effects)
End Step

Step 3: Enemy Turn
Remove Enemy Defense
For (All Enemies)
        Enemy Movement
        Enemy Action
End For
Show enemy intents for next turn
End Step

If (Win condition not met)
        Return to step 2
Else
        Go to step 4

Step 4: Rewards Screen
Show rewards for victory
Auto Collect Gold and Bond
Player chooses to collect any artifacts that dropped
Go to overworld map
End step

🕐 Turn Mechanics

Enemy Intents
Enemies will show a general intent during the player's turn. This general intent will show the enemies intended action, but will not denote movement. If an enemy has a special attack that will hit certain grid locations, then those will be highlighted as well. Possible intents include:

⚔️ **Basic Attack:** A basic repeatable attack that deals non-piercing damage.
📌 **Piercing Attack:** A Specialty attack which will deal piercing damage
Defense: Plans to use some actions points in order to build defense
🔥 **Special Attack:** A Specialty attack that will hit a large area (ie: fireball, cleave, etc.)
➕ **Support/Buff:** Heal or buff themselves or an ally
❣️ **???:** A Special action that doesn't fit into the previous categories (ie: Transformations)

Action Points
Action points are the 'currency' that the player characters can use to complete all actions during a turn. Actions will cost anywhere from 0-5 action points to complete depending on the action's strength/usefulness. Once a character is out of action points they can no longer take any actions. Action points are refreshed to the character's maximum point value at the beginning of each turn.

During the player's turn they can take any action in any order for either allied character (ie: move->attack->move).

Default starting action points is three and will increase with artifacts and bond level.

Hitpoints
All characters and enemies have hit points which when reduced to zero will incapacitate PCs and kill enemies.

Defense Points
Defense points are temporary hitpoints which block non-piercing damage for one turn. Piercing damage will bypass all defense points and directly deal damage to

the character's hitpoints. Once a new turn begins all defense points are removed from the character.

A character can spend one action point in exchange for one defense point.

Movement
Character's can move in the 4 cardinal directions. Each square on the grid costs 1 grid of movement.

Attack Range
When a skill/attack is hovered over, the skill's effective area will display as highlighted squares on the combat grid.

Basic Attack
Any character can spend their attack action point cost to activate their basic attack. This attack effect can vary from character to character.

Skills
Skills are special attacks that are unlocked through bond level by player characters (See Bond Design Doc). Each skill has an Action Point cost, a Level, a Range/Effective Area, and an effect (ie: damage, healing, buff, etc).

🎀 Combat Effects
Status Conditions.

Incapacitated
Duration: Until Healed
Player Character Only Condition
A PC becomes incapacitated when their HP is reduced to 0. An incapacitated character can no longer take actions and remains on the field until the end of the encounter. Incapacitation can only be removed by resting at a campsite.

If a player starts a combat encounter with one character incapacitated, they will only be able to place the capable character on the combat field.

Hasted
Duration: Variable
All Character Condition

A character that is hasted has +1 Action Point for the duration of the effect

Slowed
Duration: Variable
All Character Condition
A character that is slowed has -1 Action Point for the duration of the effect

Normal Damage
Duration: Instant
All Character Condition
Normal damage subtracts itself from the target's defense points first and then the HP of the Target.

Piercing Damage
Duration: Instant
All Character Condition
Piercing damage subtracts itself directly from the target's HP (It completely bypasses defense points)