Concept outline for game

Charecters:

Stats:

* Dex
  + Dodge chance
  + Initiative
  + Accuracy
  + Energy Regen
* Strength
  + Health
  + Physical Damage (AD)
  + Energy
  + Armor – maybe only comes from items?
  + MR (Magic Resist) – maybe from items or intellect?
* Intelect
  + Magic Damage (AP)
  + Mana
  + Mana Regen

Classes:

For each stat, each class has a lvl 1 value, and an increment value, that is added to the stat when they put a point in it on level up. The increment can be a formula that can take into account the character’s current level in that stat, as well as overall level. This is good because it could mean that if you put all your points into offence in the early levels, then you aren’t punished too much if you want to put some points in defense later because you get an increase that partially scales with your level.

Weapons: Each weapon has attack damage, throw damage, and magic damage modifiers, and an accuracy modifier. Each weapon has size Large, Med, or Small, and Bladed, Pointed, or Blunt (or projectile, etc?). Any class can use any weapon, but some get bonuses/penalties for certain types

COMABT

Each ability is channeled through a primary or secondary weapon. For most physical abilities, whether or not the ability hits, how much damage it does, and its range, is based on the weapon’s damage and accuracy modifiers. Most magic abilities ignore those stats but can me modified by a weapons magic damage modifier, as well as the caster’s magic damage (ap = ability power).

Ranges – each weapon and ability has a range, 0,1,2, or 3. Each party is arranged in a 4-square grid, with 2 rows. Range ignores side-to-side placement and only effects what rows an attack can reach. 0 range = mele – can only reach from one front line to the other. 1 – may be used little/not at all if it’s not intuitive. It allows an attack to reach from the back line to the opposing front line, going over friendly units. But, it can’t ever reach the enemy back line (eg, spears, etc). 2 range can “jump” one square, ie from back line to enemy front line, or from front line to enemy back line. 3 = ranged, can target anyone. If a row is empty, it is ignored => you can always attack over the front line if no one is there. Unless otherwise marked, physical abilities have the range of the weapon you use with them, and magical abilities have range of 3.

Auras – auras are how the game handles all over-time effects of abilities, and any non-stat-buffing effects of items. Each character has a list of auras. Each aura has a trigger time: upkeep (at the beginning of each of their turns), tick (at the beginning of each turn), eot (at the end of their turn), onDealDamage(when they deal damage), onRecieveDamage (when they take damage), attack (on attack, before damage is dealt (can modify damage before armor), or defend(same as attack but for the target of the attack). Each aura has an effect that will be called at each of its trigger times, and a counter so it will self-destruct after n effects (optional).

Mana/Energy – each ability consumes either some mana or energy. Still not sure if magic users also keep track of their energy, or if their basic attacks are just free.

Abilities - each ability has a cost in mana or energy (denoted by physical/magic). Each class ability can also be leveled up, so stats will change with level

Mind control: All (some) of your adversaries are fighting against you because they are under a mind control spell. Each class has a different ability which they can learn and use to capture weak opponents. Then using restore points/special items, they can later be cleansed and added to your party.

Abilities:

All classes

* Basic Attack: (physical, range = weapon range) does some physical damage based on character’s damage, weapon’s damage mod, and reduced by target’s armor.
* Throw: (physical, range = 3) does damage based on weapon’s throw damage. Most weapons have low throw damage. Larger weapons are less accurate.
* Retreat – the game has permadeath (or maybe save points?), but your entire team has to die for the game to be over. If you have multiple members in your party, as long as one is alive, you can go to restore points (or use special item?) to restore your whole team to full health (or half health). If you are losing a fight, you can have at least one ally start to retreat (takes a turn), so that you don’t die (if he survives)

Classes:

Assasin – physical – super high ad (attack damage), low health, high dex. Bonus to blades, penalty to large weapons.

* Flash – Moves to a different square, then uses a basic attack. – might be hard to implement
* Execute – (physical) if target is below n% health, instantly kills them, if it hits (or does massive crit?)
* Pierce – (physical) medium boost to basic attack, ignores armor
* Poison – poison your or an allied weapon, so it will apply a poison aura to anyone it damages – may be hard to implement (would have to let allied weapons be legal targets for spells, gui could be messy)
* Poison Strike – (physical) attack does less damage but applies poison (aura) to enemy.
* Snare – chance to capture an enemy reduced by target’s heath and dex (dodge)

Ranger – physical – low health – bonus to ranged, penalty to large

* Focus – pass turn to charge for 2x accuracy + n(lvl) damage shot with 100% accuracy next turn
* Poison shot – applies poison to target + deals damage
* Cloak – become untargetable until next turn. Next shot will do slightly increased damage.
* Doubblestrike – attack twice –requires medium or small weapon – might be better for assassin, but I wanted some non-ranged abilities for ranger
* Surefire – passive – increases accuracy and crit change/damage with range of the shot
* Skewer – does slightly reduced damage to any target and less to anyone behind them
* Snare -

Cleric – magic user – medium attack, health

* Light Strike - Small bonus damage attack, triple damage vs. undead
* Heal – heal a target ally
* Restore – restore a lot of mana/energy to a target (and maybe some health)
* Empower – target ally receives lvl% attack boost and damage reduction until next turn
* Revive – high mana cost - returns dead ally to life with ~30% (lvl) health, and puts them at the lowest imitative slot
* Heal all – high mana cost – heal all allies for a medium/small ammount
* Cleanse – remove all curses (negative auras) from ally. Maybe combine w/ heal all or restore?
* Arrest – Chance to capture enemy reduced by health and armor

Mage – magic user – low health, physical damage

* Zap – basic ranged magic attack
* Stun – chance to do minor magic damage and stun target for a turn
* Flash freeze – does minor damage to all enemies
* Exhaust – drain lvl% (80-100) of target opponent’s energy. Move them to the lowest initiative slot
* Condemn – curses enemy. They take increased damage and have a small chance to be stunned each turn
* Explode – curses an enemy. The curse builds a counter every turn. Activate again to explode curse and deal damage based on number of charges. Re-activation does not use your move for the turn. If the mage dies, the curse explodes.
* Shield – shields an ally from damage. All damage that would be dealt to the target is absorbed by the shield, up to [lvl] damage, or for two truns.
* Mind Control – chance to capture enemy reduced by health and MR

Barbarian – Physical – Medium-high attack damage and health – bonus to blunt weapons, penalty to ranged.

* Furry – increased damage attack, but barbarian takes increased damage until its next turn
* Taunt – skip turn. Target enemy must attack barbarian next turn. Will retaliate % damage.
* Equalizer/rage – attack that does bonus damage based on the barbarian’s missing health
* Reckless swings – does many weak attacks against random in-range targets
* Tackle – does variable damage, then has a chance to capture enemy reduced by heath

Knight – Physical – tank: high health, medium damage

* Defend – all attacks to target ally are redirected to the knight until end of turn
* Power attack – does more damage, costs more energy
* Meditate – skip turn to self-heal/restore energy
* Toughen – skip turn to increase armor for the rest of the fight
* Arrest –

Litch – Magic user (hybrid) – low hp, med damage

* Siphon life – (magic) drain life from target enemy
* Power Strike – (physical) powerful attack with chance to stun based on damage dealt
* Psychic blade – passive – can use mele weapons as ranged. Does bonus magic damage that decreases with range. Each attack costs some mana
* Mind over body – consume some health to restore full mana
* Leech – curses enemy. A percent all of damage dealt to that enemy is returned to the Lich as health