I would like to briefly bring up the topic of dynamic menus in Terminal Battle as I believe they are worthy of discussion. Unlike other menus in this game, some menus change dynamically and will change depending on the circumstance.

In the item's menu for instance, it first needs to calculate how many choices you will have. If you have at least one particular item, it will show it, otherwise it will skip the choice and move on. The go back option in particular is to note here as depending on how many items you have; the number required to go back may change.

Onto the Stat Shop Menu, this one is more complicated as it is random with 24 different options to choose from, with those stats raised a random amount. If a player upgrades a stat, that stat upgrade cannot be purchased again and will be marked out until the player rerolls the shop.

Lastly the instruction shop menu. It first checks to see which moves the player doesn't know and adds up a total, then it choses 3 random moves of those unknown moves that the player can purchase. If the player doesn't know less than 3 moves, it will change the function appropriately to display only the unknown moves. It may go through the function multiple times to achieve a proper result if there are multiple failed attempts.

Speaking Time: 1 minute 17 seconds