Composition document of all meetings

**Combat System**

Heavily influenced by The Last Remnant

* Turn-based union battles (groups vs groups)
  + Union actions are ***commands***: combinations of individual unit actions
    - If a unit doesn't have an action that fits that command, they do nothing or attack, depending on the command itself
    - Commands have a AP cost, taken as the sum of the individual actions' AP
      * Should individual actions have cooldowns?
    - Commands have tiers from I, II, III, and S
      * Can choose a tier of a command during battle; doesn't count as a separate command
      * Higher tier → more advanced actions → higher AP costs
    - You can set what commands each union has in battle outside of battle in the “party menu”
      * Each union allotted 5 commands
  + ***Suggestion:*** More commands are available in battle depending on unit synergy in the union
    - 6th command versus multiple super commands
      * 6th command
        + Can only use this ability if the union fills their “union gauge”
      * Multiple commands
        + Can use segments of the “union gauge” when using a commands

Higher cost → Higher Effect

* + - Can choose in “party menu” how fill that union gauge
    - Extremely powerful, like a AoE attack or heal that affects all unions in the field
  + ***Deadlock***: Union locked in combat until one is KO or leaves
    - Order of union actions taken by average unit speed
      * Events in a battle queue all the unions by speed, then execute
    - Attacking a union already deadlocked counts as a flank attack
* Damage broken into ***physical*** and ***magical***
  + Instead of just trying to get the “biggest number” for raw Atk and Def, players will have to do basic type match ups
* ***Ranged Units***
  + Can attack units outside of deadlocks
    - Different from using a long-range attack in TLR in that these units are specifically designed around long range
  + ***Balancing:*** Should make player decide when to have ranged units in a union, having a dedicated ranged union, or no ranged units at all
    - Have lower defense than melee units
    - Have lower attack and speed when deadlocked

**Unit Management**

* Classes/Jobs
  + 4 base classes
    - Phys. Melee (Warrior), Phys. Ranged (Archer), Mag. Melee (Spellblade), Mag. Ranged (Wizard/Caster)
      * ***Suggestion:*** Mag. Units heal w/ spells, Phys. Units heal with items
      * All units essentially have a bare-minimum ability to heal and attack
  + Advanced classes
* Unit equipment
  + Player has access to change each unit's equipment

**Item System**

* Equipment is basic, as in Final Fantasy
  + Weapon (+Weapon 2/Shield?), Accessory 1, Accessory 2

**Other**

* Can unlock more commands as quest rewards
* Random character generation vs. unique characters
  + Can do a mix of both
  + Increase membership caps over time
  + Find unique characters in various ways
    - Get people from recruitment boards (Random & Unique)
    - Find bosses/people in dungeons
    - Traveling around and seeing them in pubs or from quests
* Guild challenges
  + Compete against other guilds
  + Have tasks/achievements that unlock new “things”
* How to properly transition between “phases” in the game
  + General Notes: Transitions should change the essence of the game
    - It should add features, but never strip them (Do not affect core concepts)
      * Well built or specialized unions could be interpreted as single units, so battles later in the game with 18 units and 4 unions could be simplified to 4 units.
    - Think of the transition of movement like town → city → continent
  + Phase 1: Solo/Small Party
    - Start out alone, fight fewer enemies. Later on, make it extremely difficult/necessary to form a party
      * + Union of 4 or 4 Unions of 1
  + Phase 2: Large Party
    - Fighting enemies in multiple is very common, forming effective unions is necessary
    - Player can do some basic management (TBD)
  + Phase 3: Guild and Guildmaster
    - Reached the maximum capacity for party size in battle
    - Player now able to build up their guild/base and access in-depth management features (TBD)

**World System:**

Influences: FF Tactics Advanced 2 (Node System + Interactive Lists)

* **Over world:** Nodes
  + Each area is a node
  + Type of nodes: City, Fields, Dungeons (more to come!)
    - Town: Entering a town will allow player to choose where to go (which list to open)
      * Lists are: Pub, Item Shop, Guild, etc
    - Field nodes will have Quests Alerts on them.
    - Dungeon Nodes. See Walkable World.
* **Walkable World:** Maps (In Progress Idea)
  + City: Walk to stalls and open lists (Eventually implement this instead of list, maybe)
  + Fields: Abstract Node: Visit, (Potential hidden objectives)
  + Dungeons: Influence: Dark Cloud + Dungeon Village
    - Multiple floors, random node map for each floor.
    - Quests can be on floors.
    - Each floor: a graph of nodes, using a grid structure.
      * Start node, middles nodes, End node
      * Maybe use variables and history to make the algorithm (Max nodes?)
* **Dynamic World Events:**
  + Roaming Bosses
  + Guild Battles
  + Faction Events
  + Potential Guild Members (Recruiting)
  + Random Battles
  + Random Drops/Chests
  + When visiting nodes, hidden quests?\*