Roguelike

Theory:

-Player balances between their party’s health/member count and their score while running through floors

-Player balances between their party’s overall speed count and their party’s damage potential and sturdiness in combat

Game Components:

-Map movement (Completing floors, gaining score)

-Turn based combat (Death and game over, character management)

-Menu system (Main menu, pause menu, death menu)

**Out of Combat:**

-Movement will be unrestricted, with the player being able to move whenever they want in a grid-less space

-Enemies will only move when the player moves

-Every entity will have a speed value measured in "Character Lengths per Turn" with turns being the measurement of time and character lengths being the measurement of distance. Turns while outside of combat will pass while the character moves.

-The game will have a value that relates turns to seconds, which will allow the player to make the game go faster or slower based on how many seconds of walking equates to one turn. Changing this will also change the movement speed of characters in units per second in order to match the turn speed.

-Controls for movement during this phase will be optionally directional or mouse-driven

**Encounters:**

-Enemies have an aggro radius, where when the player enters it the enemy notices them and starts running toward them to engage them. Depending on if the enemy is alerted, normal, or asleep, the aggro radius can be larger or smaller. A line of sight check should be done to ensure that enemies don't aggro through walls

-Enemies also have a smaller engage radius. If the player enters this radius, a battle formally begins, and turns pass based on Time Points (TP) spent rather than amount of time spent moving. Turns also alternate instead of occurring simultaneously.

**Battle:**

-Turns alternate based on spent TP. All actions and movement cost TP to execute. A character's movement speed in TP will determine how far they are able to travel with the TP they have remaining for a given turn. They can use any mix of actions and movement until their TP is spent. When a character spends all of their TP, they will be unable to execute any more actions. When all characters of a given faction exhaust their TP, that faction's turn ends and the other's begins. All characters of a given faction take action on the same turn. Characters can choose to "Wait," ending their actions for that turn but also allowing them to use their remaining TP for the next turn only, effectively banking their TP. Enemies outside of battle will move during the enemy's execution phase.

-If an enemy walks near the battle and their Aggro radius intersects with ANY character involved in the battle, they will approach the battle. If their Encounter radius intersects with a battle participant, they will join the battle.

-Movement controls will be strictly done by mouse, and the player will be able to position themselves within a radius that represents their maximum movement range, and must confirm the movement

-Actions will have two types: The first type will have a radius of effect, and will work on one specified target within that radius. The other type will have an area of effect, and work on all targets that the area intersects with

**Units:**

Friendly:

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Enemy:

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