Skill Manager: Handles execution and loading of skills. Directly takes input independent of the character manager. Handles targeting by doing casting to get the enemy list.

Character Manager: Interfaces with the Character Info stored in the global data object. The Skill Manager has to go through this to get a reference to its character info, but otherwise the two do not interact.

Stats that can be affected by the skills can be contained as a data structure and passed around, instead of manually adjusting each stat. Skills would have the same stat parameters as a character, except in the skill’s case it represents a change to stats rather than current stats of an object.

At the beginning of the game, the skill manager initializes a list of skills. It has a List, and based on an external file, reads the file and adds a skill to the list. It then changes that skill’s parameters to reflect the data read from the file. It repeats this until all skills in the game have been initialized.

Skills being used on a character goes through this process:

-Player selects the target

-Skill does a shapecast or something to fill the skill manager’s list of targets to apply effects on

-Skill applies their character stats object as a change to the character stats of the target, including the position