States:

After menu, game starts in idle mode, where it waits for player input. From here it can transition to pause menu mode, action mode, and event mode.

Idle Mode: Game waits for player input. All units and AI are paused, and do not move. Changes into action mode when the player walks. Player can initiate and cancel actions, but such actions will not automatically play out. There will be a separate button for actively passing time, which is used to either wait if no actions are queued up, or to execute queued actions.

Action Mode: Game advances time. All queued actions will play out first, and then AI controlled characters will follow their AI

AI:

AI characters will have “types” with a priority list. Their type defines the emphasis of that character’s AI, and their priority list is a list of actions and conditions they must check to fulfill their type. Most types will have survival at top priority, and will first check if there are any threats that severely threaten their hp. Afterwards they will seek to fulfill their role in battle. Healers will seek out targets with the lowest hp to heal. Dps will seek out weak targets to destroy. Debuffers will attempt to neutralize dangerous targets, and Tanks will attempt to cover targets with lower survivability or higher priority in a given context. Buffers will go through a decision tree of conditions based on the enemy composition, number, and characteristics to decide which other role needs buffs first to do their job, and will have an AI that analyzes battles on a higher level, in terms of “offense”, “defense”, “flanking”, etc., since their buffs place emphasis on a certain role in a battle, and thus on a certain strategy.

AIs will decide whether or not a priority for their “role” is fulfilled if specific parameters are met. This will involve checking all relevant members of a battle, as well as possible characters not involved in battle.