Ability (spawn timer amount parameter, spawn function parameter)

Each ability should have different spawn timers and spawn function that knows what objects this ability’s minigame is supposed to spawn.

Put the spawn function into the minigame Object class

Problem fixed: when make objects, unless New object is called, it will always reference to the same object that simple has multiple references.

At the end, should have 1 minigame function that runs for either player or enemy, simply taking in parameters from the ability’s variables for spawn timer, objects to spawn, etc.

https://www.reddit.com/r/custommagic/comments/dz4mrb/call\_of\_the\_hydra\_a\_spotlight\_card\_from\_my\_260/

wishlist for final product:

2 player characters and 2 enemy characters

Images for each card instead of rectangles

Images for player and enemy characters

Sound effects

Images for the minigame objects instead of ellipses

Abilities with multiple effects, happening one after the other

Visible indication for incoming / outgoing damage and its percentage for each character

2nd player abilities:

Purify: remove incoming outgoing from a char

Pulse: damage all enemies

Fry: if target stunned, deal big dmg (if not, no dmg)

Boost: increase outgoing dmg to target

Weaken: decrease outgoing dmg to target

2nd enemy abilities:

Shrapnel: damage all players

Lock on: increase outgoing dmg to both enemies

Suppress: decrease outgoing to both players

ability:

name: fire spear

text: deal damage to 1 target

user: player

targets: enemies

effects: 1

for (number of effects):

create

this.effect[i].type (damage); this.effect[i].amount (3); this.effect[i].

color (red);

minigame (code for this minigame:

number of elements of each type of element (bullets which hurt player avatar, hitTargets which reacts when the player hits them, clickTargets which react when the player clicks them.

Already spawned objects, if any

If have spawn timer: if an object spawns or does not spawn more.

Spawn timer for each object in the minigame that has spawn timer

)

Minigames:

Click green avoid red

Collect green avoid red

Shoot green avoid red, move an avatar using mouse on the X axis, click to shoot a projectile.

Questions:

How to use classes (a new one for each ability?)