6/20/13 Meeting Notes

* Battle System
  + Active Selection
    - Select an Ability
      * On ability selection; highlights targetable enemies/player or greys out un-targetable enemies/players
    - Select a target
      * An indicator will appear to show which one is selected
* Menu
  + Conformation Box
    - Items
    - Skip turn
  + Abilities
  + Skip Turn
  + Items
  + Flee
* Turn System
  + Keeps count on a skill basis(sent from respective classes)
  + Battle Effects(sent from respective classes)
* Buff System
  + Display and keep track of buffs(stealth, Mana barrier)
  + Apply effect from class(Skill class)
* Equipment System
  + Armor
    - Heavy
      * Helm
      * Upper Torso
      * Lower Torso
    - Medium
      * Helm
      * Upper Torso
      * Lower Torso
    - Light
      * Helm
      * Upper Torso
      * Lower Torso
    - Weapons
      * Main Hand
        + All main hand weapons
      * Off Hand
        + All off-hands
* Classes
  + Warrior
    - Equipment
      * Two Handers(main)
  + Ranger
    - Equipment
      * Arrow(off-hand)
  + Engineer
    - Equipment
      * Launcher(main hand)
      * Cannonball(off-hand)
  + Cleric
    - Equipment
      * Wand(main)
      * Orb(off-hand)
  + Mages
    - Equipment
      * Staves(main)
  + Assassin
    - Equipment
      * All one handers(main,off-hand)
  + Knight
    - Equipment
      * One-Hander(main)
      * Shields(off-hand)
* First Two Playable Levels
  + Caves
  + Mountains