

Rough Plan Outline

Ability data stored and loaded from JSON using most likely either an Abstract Factory or Builder pattern

Tab has option to switch between combat styles along with general options and combat specific options

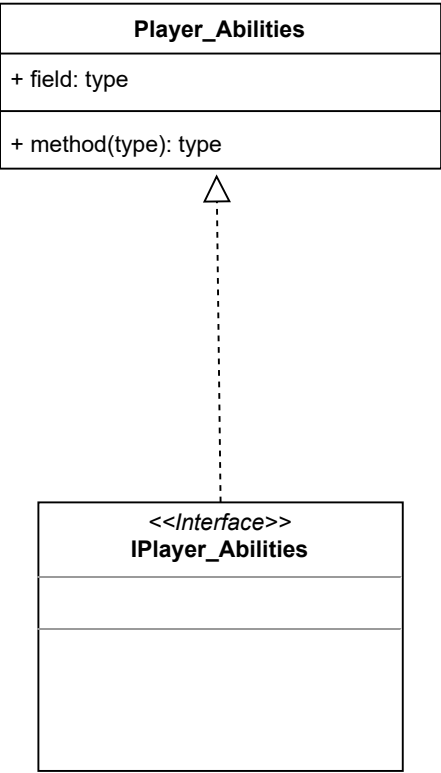
Abilities

Each ability made up of 1-n sub-abilities or hits to account for abilities that do multiple types of damage or have hits that calculate damage in unique ways

Abilities can utilize and apply effects which are stored on the player

Calculation Flow

Use a modular Chain of Command pattern. Most abilities will share the same flow just using their own values for calculation of course. Depending on other implementation or testing, optimizations to consider are threading, performing shared calculations first and caching as part of the chain, ordering ability calculation efficiently or keeping a cache of the "normal ability" chain until all are finished.



TODO: Look at creating a modifier builder system

