

Combat Objectives:

Combat objectives are the main purpose of combat

- To finish combat, you have to complete your main objective
- Additionally, there are sub-objectives, providing more rewards after combat if accomplished
 - The main point of combat objectives is to make combat more unique & interesting
- Defeat the leader
- Kill all enemies
- Destroy POI
- Sub Objectives:
 - Complete in X amount of turns
 - Use no abilities

Combat:

To exploration - Opens up new areas you can go into

To Skills - The first combat room gives you the obelisk so you can get abilities

Exploration:

To combat - leads to combat

To skills - find skills that you can obtain

Skills:

To combat - can use them in combat

To exploration - increase players' stats in the exploration

Speed: increases players move speed

Luck: the chance to decrease the number of enemies that spawn in combat by one or two

Strength: decreases how long you are followed by enemy

The simple objective of the game: You were sent into this library to gather information on enemy movement and you must find their battle plans

Combat

Lobby: 3 enemies in this room

First combat and unavoidable. The objective is to simply defeat all enemies and gain control of the obelisk in the center of the room

Once the player has control they can use this to upgrade themselves

Enemy logic

There is two kinds of enemies in this room, the regular attackers (as in the enemies we have now) and the defenders.

The defenders will stay nearby the obelisk and not wonder out to attack. Very simple. They will only go to attack the player if they are within 7 tiles of the obelisk. If the player leaves that 7 tile range then the enemies will continue to follow leaving the area of the obelisk.

Left side encounter: 6 enemies in this room

The enemies are defending a radio antenna that calls in troops. The player can choose to do this combat and destroy the generator. Doing so will also prevent the spawning of extra enemies for the final encounter

Enemy logic

Three enemy types, (2) Regular, (2) defenders and (2) repairers. Defenders are the same as the one above

Repairers will remain on the antenna and try to keep it alive. They will only attack if they are attacked first but they will spend each of their turns fixing the antenna for 1hp each time. Once they are attacked by the player they will no longer be in “repair mode” and will instead attack the player for the rest of their life / not go back to repairing

Here they will find a magic artifact (will be a colored particle effect) that gives them the option to sacrifice hp for a new ability

Right side encounter: 5 enemies in this room

The enemies are using the knowledge of the library to create a magical fire that can be used. The player must kill the enemies or shut off the fire making machine. Doing this will prevent the fire from being in the final fight

Here they will find a magic artifact (will be a colored particle effect) that gives them the option to sacrifice hp for a new ability

Enemy logic

5 basic enemies

Upstairs encounter: 3 enemies

Here the enemy battle plans lie and once walking up to then the final fight occurs. Upon grabbing the map this will then trigger a bomb to come into the room (we could do a simple cutscene of the bomb falling into the building with a voice line from Isis' leader telling her good job and that she's expendable)

There is a boss to this room and can use the effects of the previous fights if the player has not dealt with them. If the player did neither of the two previous optional combat rooms then this boss will summon an extra ally every two rounds and he will create a ring of fire around the arena that closes in each round (no this is not a fortnight rip-off). The player has a limited amount of rounds to kill the boss and all enemies before escaping

Enemy logic:

2 regular enemies, 1 boss

The boss will have double stats than the typical enemy and will typically try to stay around 4 tiles away from the player so he can use a ranged attack. The range the boss is usually away from the player should vary between either 2 or 4 blocks. If the player is only 1 tile away from the boss then the boss will stay and use a melee attack

Player abilities

- Overdrive
 - Costs 2 HP
 - Increases player's attack range & damage by 3
 - Temporary skill – lasts three turns
 - The screen will turn a hugh of red to signify “rage” look

- Moonlight blast
 - Costs 2 health
 - Damage the 6 squares in front of the player for 5hp
 - When the player activates this skill they choose which direction (up, down, left, right) to fire in. Once activated it will damage any enemy within the 6 tiles
 - Particle effect of a straightforward blast

- Airstrike
 - Cost 3 hp
 - Damage any tile on the map for 3hp
 - This ability has an infinite range
 - Particle effect for this is done

- Crescent moon slash
 - Costs 2hp
 - Damages in a crescent shape with the five squares in front of the player for 4hp
 - When the player activates this skill they choose which direction (up, down, left, right) to fire in. Once activated it will damage any enemy within those 5 tiles

