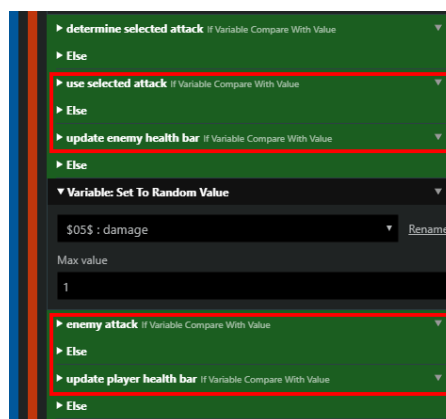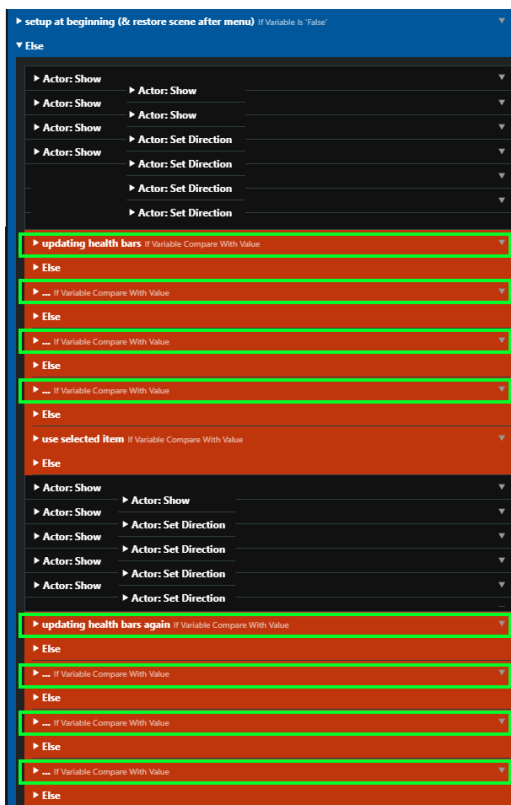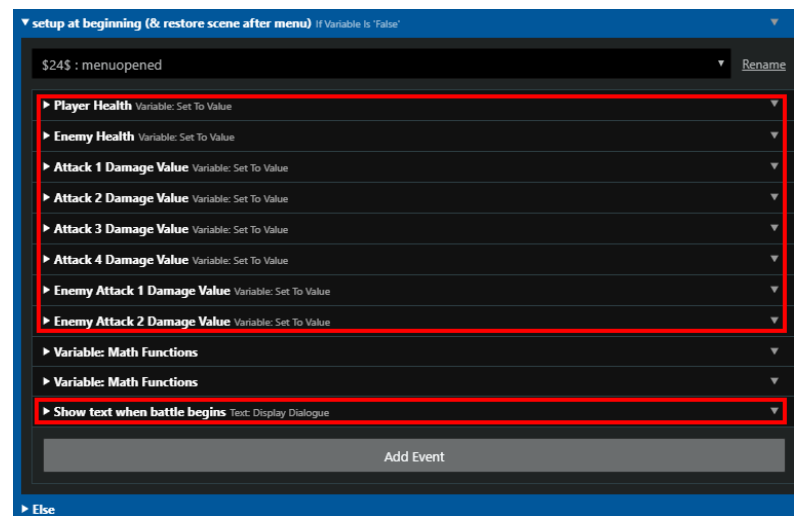# Battle System for GB Studio

Documentation / How to use

All variables you need to change are in the *Scene Start Script* of the *Battle* scene. Most of them are on top of the script:

- Attack Damage Values
- Enemy Damage Values
- Health of Player and Enemy
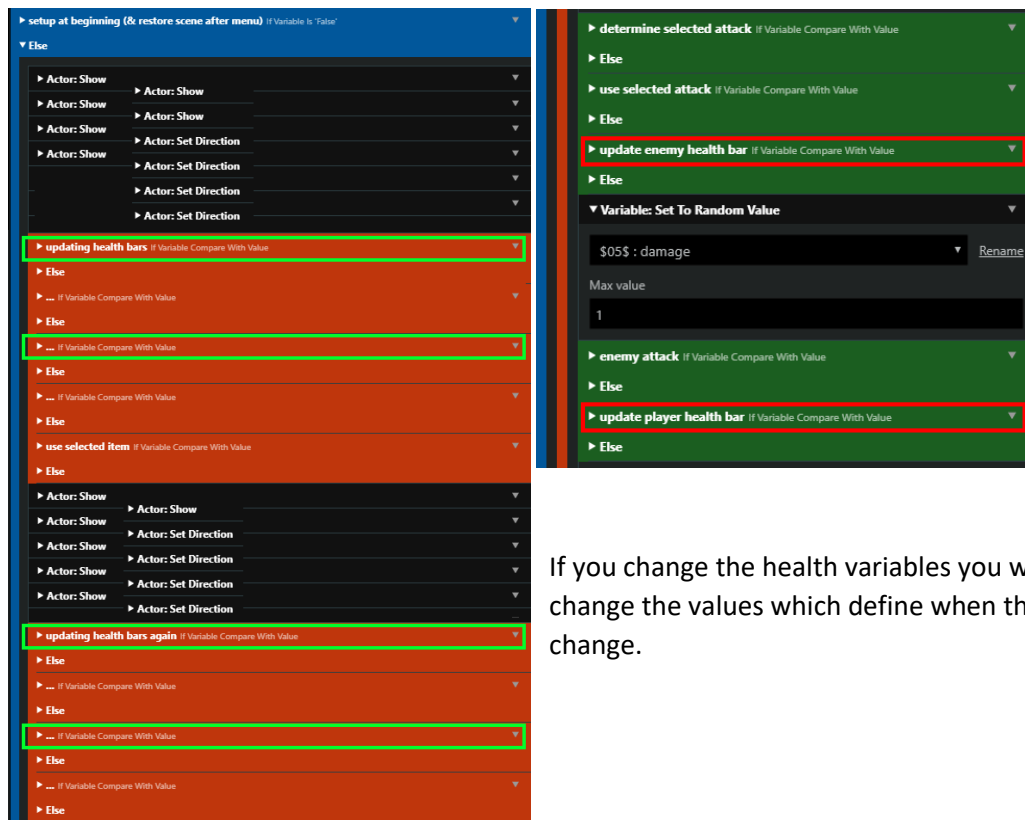- Text which is shown when the battle begins

Variables 08 to 16 are not used yet! That is because GB Studio does not support string variables (yet). Therefore, you will have to change all *Text: Display Dialogue*s manually, which are located somewhere in the middle of the script. This image shows where you can find them.

These texts are displayed when
08 - 1st attack is used.
09 - 2nd attack is used.
10 - 3rd attack is used.
11 - 4th attack is used.
12 - the player wins.
13 - the player loses.
14 - the enemy attacks with its 1st attack.
15 - the enemy attacks with its 2nd attack.
16 - the attack was a critical hit.

Replace the text in the *Text: Display Dialogue* Blocks to something you like.

setup at beginning (& restore scene after menu) If Variable Is 'False'
▼ Else
  ▶ Actor: Show
  ▶ Actor: Show   ▶ Actor: Show
  ▶ Actor: Show   ▶ Actor: Show
  ▶ Actor: Show   ▶ Actor: Set Direction
                         ▶ Actor: Set Direction
                         ▶ Actor: Set Direction
                         ▶ Actor: Set Direction
  ▶ updating health bars If Variable Compare With Value
  ▶ Else
    ▶ ... If Variable Compare With Value
    ▶ Else
    ▶ ... If Variable Compare With Value
    ▶ Else
    ▶ ... If Variable Compare With Value
    ▶ Else
  ▶ use selected item If Variable Compare With Value
  ▶ Else
  ▶ Actor: Show
  ▶ Actor: Show   ▶ Actor: Show
  ▶ Actor: Show   ▶ Actor: Set Direction
  ▶ Actor: Show   ▶ Actor: Set Direction
  ▶ Actor: Show   ▶ Actor: Set Direction
                         ▶ Actor: Set Direction
  ▶ updating health bars again If Variable Compare With Value
  ▶ Else
    ▶ ... If Variable Compare With Value
    ▶ Else
    ▶ ... If Variable Compare With Value
    ▶ Else
    ▶ ... If Variable Compare With Value
    ▶ Else

▶ determine selected attack If Variable Compare With Value
▶ Else
▶ use selected attack If Variable Compare With Value
▶ Else
▶ update enemy health bar If Variable Compare With Value
▶ Else
▼ Variable: Set To Random Value
  05 : damage   ▼   Rename
  Max value
  1
▶ enemy attack If Variable Compare With Value
▶ Else
▶ update player health bar If Variable Compare With Value
▶ Else

If you change the health variables you will also have to change the values which define when the health bar should change.

These are pretty good values for 24 HP (default):

Less than 24

Less than 21

Less than 18
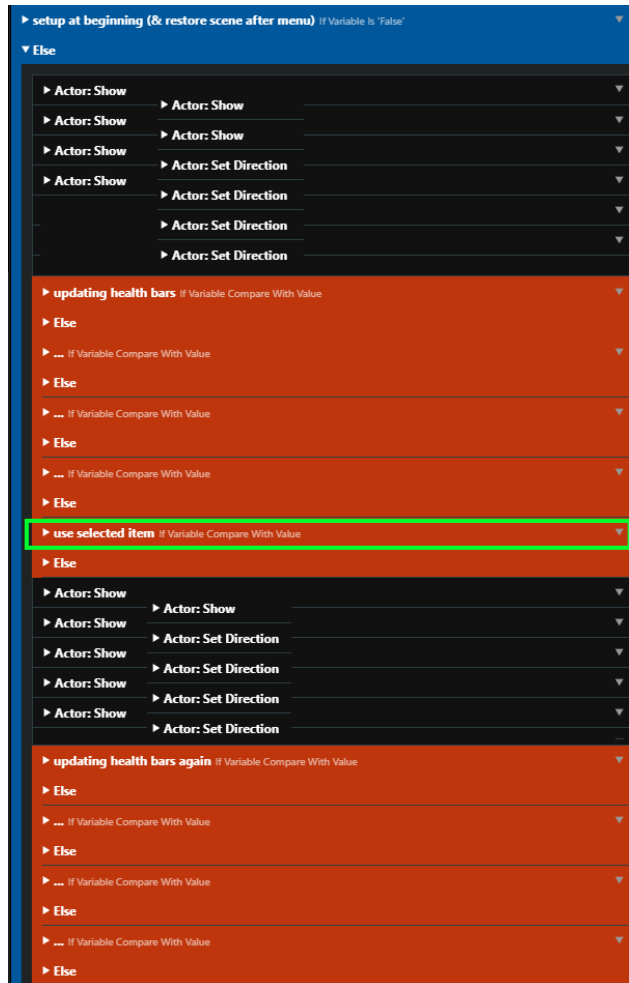
Less than 15

Less than 12

Less than 9

Less than 6

Less than 3

0

Change them according to your custom health value.

Menu

Open by pressing *start.* Variables 27 to 30 store the number of items you have. Change them from outside of the battle system. (Somewhere in your game, for example in a shop)

The code marked in the image handles if you select an item in the menu. (**You don't have to change code in the menu itself**) You can change the code in there if you want other features. Default items are:

- Healing Potion, heals 4 hp
- Strength Potion, increases damage of attack number one by 3
- Big Healing Potion, heals 8 hp
- Super Healing Spell, completely restores players health