# WSPro Activated Abilities

Sequence of using an activated ability

1. A Main Phase playtiming is announced
   1. The playtiming should announce what cards/zones have activated abilities that are ready to be used
      1. Because ACT abilities only work on stage, the playtiming should enumerate over all cards on the stage and check with each one to see if the ability can be activated (i.e. cost can be done) at that point in time. If it cannot, it is not mentioned to the player as a selectable option.
2. A player chooses a particular ability to activate
3. The Playtiming ends so no more decisions can be made.
   1. (*implementation caveat: a player can still send choices, but no one should be listening anymore.)*
4. refer to **activation synoposis**
5. Repeat steps 1-4 (**note: don’t forget checktiming before playtiming**)

Activation Synopsis:

(General Example)

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| Let's say you capture input from the player indicating they want to cast a Fire spell. You pass it to the combat engine as spellActivated. You then call spellActivated.cast() and whatever spell you have, whether it's Fire, Water, Poison, Haste, etc. it does what it needs to do. Of course, you don't have to call a method on the spell directly, you could pass the spell variable to another system that handles the spell casting such as CombatEngine.cast(spellActivated). |

(*Weiss Interpretation)*

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| Let's say you capture input from the player indicating they want to cast a Brainstorm ACT. You pass it to the command engine as CommandExecutor.execute(spellActivated). And whatever ACT you have, does what it does what it needs to do. |