Final Fantasy clone in essence

Have 3 characters

Fighter

Wizard

Thief

Moving through overworld stuff to maybe come later

Combat is first priority

Have each player attacking in turn order with AI, based on random speed (initiative roll)

Player mechanics

Each player has a swamp with next in line

* Fighter
  + Sword Slash
  + Intercept
    - The next hit will go to him 100%
* Wizard
  + Chain lighting
    - A little damage to each
  + Heal
    - Is percentage based since fighter will have more health.
  + Fireball
* Thief
  + Bow attack
  + Smoke bomb
  + Poisson stab

In terms of agro, each AI has a 60% to attack fighter, 20% for the other 2

**Overworld**

(consider it being procedural generated)

Is going to be going through a dungeon

Is a grid based,

Every step has a chance to start an encounter

Farther in dungeon you go, harder the average monster

Leveling up is very rapid

As you level up you get more abalites, HP, and attack.

Overworld not limited to line of sight.

Things we need in overworld

* Safe Tiles
* Danger tiles
* Walls
* Stairs
* Doors
* Locked doors
* Keys