

Enemy Encounter (Pre-Battle)

Execute pre-battle events

Player surprise attacks: Advantage – Lead player gets free first attack

Enemy attacks: Ambush – Lead enemy gets free first attack

Neutral/Mini-Boss/Boss Encounter: Battle Start (Show vs screen if Mini-Boss or Boss)

Battle Start

Setup

- Initialize in-battle variables
- Create array of all battlers and their current battle id's (CBI)
- Pre-emptive strikes
 - Give to either lead player or lead enemy (Array Slot 0)
 - Set turn to 0 if there is one, otherwise set turn to 1
- Execute any battle start events

Turn starts

- Reset sorted speed
- All allies choose their moves
- All enemies choose their moves
- Display ally's skill, item, and target chosen

Battler chooses (Execute action of individual player immediately after)

- 1st choice (Grey out all except for Offensive skills, if pre-emptive strike): Select action
 - [A] Attack: Go to 2nd choice
 - [S] Items: Select from items
 - [D] Defend: High priority – halves damage taken
 - [Z] Auto: Auto-battle, press Z again to end operation
 - [X] Move: All players turn into allies for the rest of the turn
 - [D] Run: Leave battle and lose gold and SP based on party's speed
 - [UP] Skills: Select [A-F]
 - [DOWN] Combos: Select [A-D]
 - [Hold+SHIFT] Info: Displays information on each command
 - Confirmed: Grey out unusable weapons based on class/skill/etc. chosen
 - Set subject's selected command
- 2nd choice (Skip unless combo skill selected): Select Partner [Q-E, A-D, Z-C]
 - Cannot backspace until after everyone has been selected
 - Confirmed: Set partner(s) to subject's partner's list

- 3rd choice: Select weapon and target {Change Weapons [LEFT or RIGHT], Enemies [Q-E, A-D, Z-C]}
 - Confirmed: Set subject's selected weapons and target for subject
- 4th choice: Confirm all choices [Target Button] (Press again)
 - Confirmed: Execute action
- If any choices are undone [Backspace]
 - Clear the subject's set variables that were already set, of previous choice

Action Starts

- Execute any action start events
- Go to random adjacent new target, if all targets in scope are already defeated
- Lock onto target(s) based on their grid location(s)
- Declare skill, weapon, or item used in action
- Change shadow color to red
- If a combo move was actioned
 - Add selected partners to selected partner list
 - Setup combo sequence, then start timer and animation
- Only setup timer and animation otherwise
- Pivot to target, for certain attacks
- Setup HP/SP modification formula

Battler Acts

- Setup luck RNG for secondary effects
- Add critical hit message
- Apply action effects to target
 - Skip if action end if target missed, evaded or skill failed
 - Add subject to target's "hit by" list
 - Execute any of the action's events
 - Target HP/SP changes
 - Check defeated: If all the opposing side is gone, then battle ends immediately
 - Apply all secondary effects to target

Action Ends

- End combo sequence
- Check for states and other effects
 - Subject drains or takes recoil from HP/SP
 - Apply action end state effects
 - Apply all secondary effects to subject
 - Remove action end states after surpassed required number of turns
- Execute any action end events
- Check defeated: If all the opposing side is gone, then battle ends immediately
- Re-sort by Speed based on CBI's

- Update relation with all subjects, targets, and selected partner's
- Immediately go to turn end phase, if pre-emptive strike, otherwise go to next action
- Grey out battler shadow for the rest of the turn

Turn Ends

- Apply turn end state effects
- Execute any turn end events
- Remove turn end states after surpassed required number of turns
- Count down or reactivate warmups, cooldowns, and charges
- Deactivate selected skill if it had cooldown or charge
- Check for turn-end achievements
- Clear all subjects' "target"
- Clear subject's selected partners, skills and items lists
- Turn all allies back into players, if auto- battle was on
- Increment turn count

Battle End

- Immediately end battle if lose
- Temporarily saves variable of player with finishing blow
- Win battle: Player with finishing blow does winning pose
- Execute any battle end events
- Win battle screen
 - Check for battle-end achievements
 - Remove all battle states
 - Get EXP, item drops, victory message from player with finishing blow
 - Get Level Ups, and bonus stat gain
 - Update Relations
 - Level Up on relations
 - Clear all battle lists and set "target" to null for all battlers
 - Exit back to map screen

Post-Battle

Execute Post Battle Events

Enemy blinks several times, then disappears (In most cases)