# 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 backspce 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)