User Story: PF2E AUTO BATTLER (Tactical RPG Game)

As a player of a turn-based fantasy battle game,
I want to choose a character class (Fighter, Rogue, Cleric or Wizard), move strategically on a grid, and use special abilities to defeat enemies,
So that I can experience exciting combat, character progression, and tactical decision-making in a fantasy world.

Expanded by Feature

Character Roles

- **Fighter**: Specializes in melee combat and powerful strikes like Power Attack.
- **Rogue**: Excels in mobility and flanking with abilities like Sneak Attack and Twin Feint.
- **Wizard**: Casts spells from range, like Magic Missile and Shield.
- **Cleric**: Specializes in supportive magical spells, such as Heal, Sanctuary, and Spirit Link.

Combat Logic

- Characters take turns to move or attack on a grid.
- Damage, flanking, critical hits, and healing are all handled in the `Character` and subclass methods.
- Party AI behaves on the conditions based on each class, example (fighter attacks closest enemy and Cleric heals closest ally, etc.)
- Enemies behave via simple AI.

Visual Effects

- Each action (e.g., attack, miss, heal) triggers a matching animation (e.g., magic missile particles or critical hit flash) handled by the `Effect` class.

Grid-Based Movement

- Characters operate on a logical grid via the `GridPosition` class, which also converts between grid and screen coordinates for animation.

Game Engine

- The `Game` class ties it all together:
  - Initializes the game
  - Draws UI and characters
  - Handles user input
  - Advances turns and waves
  - Manages effects and upgrades