# Encounter Controller

The Encounter Controller component is used for starting random encounters. While the character is moving, it counts down until the next random encounter check. Then, if an encounter occurs, it selects an Encounter object from its list and starts a battle.

## Fields

**Probability:** Chance of an encounter. Should be between 0 and 1.

**Min/Max Encounter Time:** Range of times between making an encounter check

**Next Time Encounter:** Countdown until next encounter check

**Encounter List:** List of Encounters and Weights. The Weight of an encounter is how likely it is to occur and should be greater than zero.

**Repeat Modifier:** Modifies weight of last encounter, so streaks of the same encounter are less likely. Should be between 0 and 1.

**Battle Scene:** Name of Battle Scene to use for random encounters

**Ticking:** Whether the Countdown is ticking. Currently turned on and off when entering dialogue.