

Skill System Overview

Backend Components

ClassSkills.tw

Skills Database

\$playerSkills []

Player Skills array

Class Skilltree parent
objects with child skill
objects

:: Skill+<skillname>
Passages for each
Skills logic/function

Player-Facing/ Combat Components

Skill Menu

Shows unlocked
skills and skills
available to unlock
for player's class

Use Skill

(combat option)

Unlocked skills available
during combat

Player uses skill
during CombatTurn

Combat variables
(\$currentEnemy,
\$playerAP, etc.)

Combat Skill
Results

