

Basic Game Mechanics

Net Attack = Character's Attack - Opposing Character's Defence

Net Defence = Increases the Character's DP by 10%

Skill = Depends on Player's Job Class

Speed = Faster Character(s) will go first

Gamemodes:

1. 1v1
1 player-controlled character VS 1 computer-controlled character
2. 2v2
2 player-controlled characters VS 2 computer-controlled characters
No repetition of characters allowed.
The two characters with a higher combined speed will go first.

Types of skills:

1. Manipulating Stats: Increasing/decreasing points (attributes)
2. Defence: Protection/Healing
3. Attack

Job classes:

1. Lux - Tends to be faster
2. Psychic - Tends to do more damage
3. Mineral - Heavier, hence, slower and tankier

Rules

1. Damage inflicted onto health will always be a **whole number**.
2. Characters can only defend a **maximum of 4 times**.
3. Enemies have no magic skills/points.
4. Some skills allow you to skip an enemy's turn. However, players are only allowed to skip an enemy's turn **once** in one round. If you skip twice, it's against the rules and the enemy's turn is not skipped.

Example:

- Carbon Protect and Trick are used in one round.
 - Damage is done from trick but the enemy's turn is no longer skipped.
5. Turn-based game unless turn is skipped from a magic skill. **Turn ≠ Round**
Rounds cannot be skipped. In 1 round, only the enemy/player will move.
 6. When it is 2v2,
Player 1 vs Enemy 1 **ONLY**.
Player 2 vs Enemy 2 **ONLY**.
However, if the **last two characters** standing are from opposite sides, (Player 1 vs Enemy 2) they will versus each other using their remaining HP and MP. The faster character will go first as usual.
 7. AP > DP always. This is why there is a maximum defence of 4 times.

Code Legend

d1, d2, etc	d stands for dialogue <ul style="list-style-type: none">- The number after does not indicate the order it will appear on the screen
HP vs hp	HP means they're constants → the max HP for a character hp means the value can be changed in the game
in_home_screen battling choosing_action choosing_skill	Global loops
User_player	Player 1
User_player2	Player 2
Comp_enemy	Enemy 1
Comp_enemy2	Enemy 2
Isla Rosa Jess	Names of players
Violet Merida Diego	Names of enemies