Turn Based Combat System

Unity Programming Final Project

# Description

This system would allow a single player to control a team of characters in a turn-based system against an opposing team of Enemies controlled by a simple AIController. Each Team would alternate turns with all character on one team going before all the characters on the other team go. Right now, I am favoring a 4 v 4 combat approach but depending on complexity and time I may scale this down for less. At the very least I want it to work in a one v. one capacity.

# System Design

* Combat Manager
  + This script will be managing the turns
  + What character goes when.
  + When victory or defeat is achieved
* Enemy Controller
  + This script will be on each enemy and will determine the actions that each enemy will take
  + It will however be purely decision based and not contain the actual attributes of the enemies
* Entity
  + The base script that every character player controlled and otherwise will inherit from
  + It will contain the basic descriptions of what each character needs and will be inherited from where these values will be used
  + It will contain a list of actions that can be used by that character
  + It will implement a Targetable Interface which will make it a valid target for actions
* Action
  + The Base class that all actions will inherit from
  + This will be a scriptable object
  + Will require the Targetable interface to be implemented by whatever it acts on
* Attack
  + A inheriting child of the Action class that will determine what the effect of an action that damages another entity will do
* Look Up
  + A lookup table that scripts can reference for information on different mechanics and settings, as well as behavior.