









# Naruto RPG Advanced Combat System v48 - Updated Development Roadmap







## Current Systems Status (v48)

### FULLY COMPLETED SYSTEMS






#### Core Combat Foundation:

-  Turn-based combat with robust player/enemy alternating turns
-  Enhanced health/chakra/WP management with smooth animated bars
-  Element effectiveness chart with full rock-paper-scissors mechanics
-  Comprehensive jutsu system with unique properties and tooltips
-  Pokemon-style battle UI with professional sprite positioning
-  Enhanced character HUD with HP/CP/WP bars and smooth transitions
-  Mobile-friendly tooltips with long press support
-  Expandable battle log with toggle system and message history

#### Advanced Combat Systems:









-  **STANCE SYSTEM** - Three stances (Balanced/Offensive/Defensive) with full stat modifiers
-  **COMBO SYSTEM** - Visual counter with jutsu damage bonuses and reset mechanics
-  **COMPLETE STATUS EFFECTS SUITE** - 12+ effect types including buffs, debuffs, DoT, and regen
-  **FUNCTIONAL INVENTORY SYSTEM** - 5 usable items with strategic turn costs
-  **COMPLETE WP SYSTEM** - Resource management with gain mechanics and ultimate abilities
-  **LEGENDARY SUMMONING SYSTEM** - 4-tier creature system with stance requirements

#### Enhanced Visual & Audio:






-  Floating damage numbers with color coding (damage/critical/healing)
-  Sprite animation system with buff/heal/hurt states
-  Tier-specific visual effects for legendary summons
-  Smooth UI transitions and real-time stat updates
-  Enhanced tooltips with comprehensive information display

### NEW IN V47: MAJOR SYSTEM COMPLETIONS

## Complete Status Effects System:

-  **Poison** - 6 dmg/turn for 4 turns
-  **Attack/Defense/Speed Buffs** - Stat bonuses with durations
-  **Weakened/Vulnerable Debuffs** - Stat penalties for tactical play
-  **Regeneration** - +12 HP per turn healing
-  **Chakra Flow** - +8 CP per turn resource restoration
-  **Perfect Dodge** - Complete damage avoidance
-  **Status Immunity** - Protection from negative effects
-  **Focused Strike** - Guaranteed critical hits

## Functional Inventory System:

-  **Health Potion (x3)** - Instant 50 HP restoration
-  **Chakra Pill (x2)** - 30 CP restoration + WP bonus
-  **Focus Tea (x1)** - 25 WP restoration
-  **Antidote (x2)** - Cures poison and burn effects
-  **Energy Drink (x1)** - Combo HP + CP restoration

## Legendary Summoning System:

- **Tier 1 (50 WP):** Gamabunta - Balanced legendary summon
- **Tier 2 (80 WP):** Three-Tails/Eight-Tails - Tailed beast power
- **Tier 3 (100 WP):** Nine-Tails/Ten-Tails - Ultimate creatures
- **Stance-gated access** with visual tier indicators
- **Damage absorption mechanics** with stat bonuses
- **Duration-based summons** with turn effects

## Enhanced WP System:

- **WP Gain Mechanics:** +2 per turn, +2 per hit, +3 per dodge, +5 per crit
- **Threshold Notifications:** Special alerts at 50/80/100 WP milestones
- **Ultimate Jutsu:** High-cost, high-reward abilities
- **Resource Balance:** Strategic CP vs WP spending decisions

## SYSTEMS READY FOR ENHANCEMENT

### [~] Equipment System:

- Slots visible and basic framework complete
- Ready for stat bonus implementation
- Equipment durability system planned

### [~] **Multiple Battle Types:**

- Core combat engine supports different modes
- Ready for tournament, survival, and boss rush modes

### [~] **Character Progression:**

- Level display exists, experience system needed
- Skill point allocation framework ready

## **UPDATED DEVELOPMENT ROADMAP**

### **PHASE 2: Combat Enhancement & Character Expansion (CURRENT - v48-v52)**

#### **Priority 1: Equipment System Completion (v48-v49)**

- Implement weapon stat bonuses (+ATK, +CRIT, elemental effects)
- Add armor defensive bonuses (+DEF, +HP, status resistance)
- Create accessory special effects (+EVA, +SPD, unique abilities)
- Equipment upgrade and enhancement mechanics
- Visual equipment slots with drag-and-drop functionality

#### **Priority 2: Advanced Combat Mechanics (v49-v50)**

- Jutsu combination system (elemental fusion techniques)
- Environmental hazards and battlefield effects
- Weather system affecting combat (rain boosts water, sun boosts fire)
- Counter-attack system expansion beyond status effects
- Elemental weakness/resistance for enemies

#### **Priority 3: Character Expansion (v50-v51)**

- **Sasuke Uchiha** - Fire/Lightning specialist with Sharingan abilities
- **Sakura Haruno** - Earth/Medical specialist with healing focus
- Character selection screen with stat previews

- Character-specific jutsu sets and passive abilities
- Unique transformation modes per character

#### **Priority 4: Progression System (v51-v52)**

- Experience points from battles with scaling rewards
- Level-up stat increases and jutsu unlocks
- Skill point allocation for customization
- Character mastery systems and specializations

### **PHASE 3: World Building & Content (v53-v58)**

#### **Village Hub System (v53-v54):**

- Hidden Leaf Village exploration with multiple areas
- NPC interactions with meaningful dialogue trees
- Shop system for items, equipment, and jutsu scrolls
- Training grounds with mini-games and skill challenges

#### **Mission Structure (v55-v56):**

- Story mode with branching narrative paths
- Side quests for extra rewards and character development
- Daily challenges with leaderboards and rankings
- Achievement system with unlock rewards

#### **Multiple Battle Types (v57-v58):**

- Tournament brackets with AI and player opponents
- Survival mode with endless enemy waves
- Boss rush mode against iconic Naruto villains
- Team battles (2v2, 3v3) with AI companions

### **PHASE 4: Advanced Features & Polish (v59-v62)**

#### **Advanced Combat Features (v59-v60):**

- Difficulty settings (Genin/Chunin/Jonin/Kage)
- Dynamic enemy scaling based on player level
- Combo system expansion with special finishers

- Advanced AI behaviors and decision trees

### **Audio System (v61):**

- Background music tracks for different areas
- Jutsu sound effects with spatial audio
- UI interaction sounds and feedback
- Character voice lines for major actions

### **Performance & Polish (v62):**

- Save/load system with multiple slots
- Settings menu (audio, graphics, controls, accessibility)
- Statistics tracking and battle history
- Mobile optimization and PWA features



### **Current Combat Flow (v48)**

#### **Enhanced Turn Sequence:**

1. **Stance Selection** → Choose combat approach affecting all stats
2. **Resource Management** → Balance CP/WP for optimal ability usage
3. **Action Selection** → Attack/Jutsu/Summon/Item with combo consideration
4. **Summon Integration** → Active summons absorb damage and provide bonuses
5. **Status Processing** → Complex buff/debuff calculations affect all stats
6. **Combo Management** → Build on success, reset on miss/damage
7. **WP Generation** → Gain from combat actions and strategic play
8. **Enemy AI** → Advanced decision making with status awareness

#### **Complete Systems Matrix:**

System	Implementation Level	Features
Status Effects	● Complete	12+ effects, buffs, debuffs, immunities
Inventory	● Complete	5 functional items, strategic usage
WP System	● Complete	Gain mechanics, ultimate abilities
Summoning	● Complete	4-tier legendary creatures
Stance System	● Complete	3 stances with stat modifiers
Combo System	● Complete	Visual feedback, damage bonuses
Equipment	● Framework	Slots ready, bonuses needed
Characters	● Framework	Xannis complete, others planned
Progression	● Framework	Level display, XP system needed

## Recommended v48 Implementation Order

### Week 1-2: Equipment System Foundation

1. **Weapon Bonuses** - +ATK, +CRIT, elemental damage types
2. **Armor Bonuses** - +DEF, +HP, status resistance percentages
3. **Accessory Effects** - +EVA, +SPD, unique passive abilities
4. **Visual Integration** - Equipment slots show bonuses in tooltips

### Week 3-4: Advanced Combat Mechanics

1. **Jutsu Combinations** - Elemental fusion system with new abilities
2. **Environmental Effects** - Battlefield hazards and weather systems
3. **Enemy Varieties** - Different enemy types with unique resistances
4. **Counter System** - Expanded beyond status effects to timing-based

### Month 2: Character Expansion

1. **Sasuke Implementation** - Complete moveset with Sharingan abilities
2. **Character Selection** - UI for choosing between characters
3. **Unique Passives** - Character-specific abilities and traits
4. **Balance Testing** - Ensure all characters are viable and fun

### Month 3: Progression & Content

1. **Experience System** - Battle rewards and level progression
2. **Skill Trees** - Character customization options






3. **Advanced Battles** - New battle types and challenges
4. **Story Elements** - Basic narrative structure

## **Technical Architecture Status**

### **Current Strengths:**

- ✓ **Modular gameState** with comprehensive data management
- ✓ **Flexible status system** supporting any effect type
- ✓ **Scalable jutsu database** with easy expansion
- ✓ **Responsive UI system** with mobile optimization
- ✓ **Performance-optimized** animations and transitions
- ✓ **Event-driven architecture** with clean separation of concerns

### **Areas for v48+ Enhancement:**





-  **Data externalization** - Move databases to JSON files
-  **Character system** - Pluggable character architecture
-  **Save system** - LocalStorage with cloud sync support
-  **Audio integration** - Web Audio API implementation
-  **Performance monitoring** - FPS tracking and optimization

## **Success Metrics**

### **v47 Achievements:**

- ✓ **Complete status effect suite** with 12+ effect types
- ✓ **Functional inventory** with strategic item usage
- ✓ **Legendary summon system** with tier progression
- ✓ **Enhanced WP mechanics** with gain/spend balance
- ✓ **Visual tier system** with distinct effects per tier

### **v48 Target Goals:**

-  **Functional equipment** with visible stat bonuses
-  **Jutsu combinations** for advanced strategies
-  **Environmental hazards** adding battlefield variety
-  **Character selection** with Sasuke implementation

### **v52 End Goal Vision:**

A fully-featured tactical RPG with:

- **Multiple playable characters** each with unique abilities
  - **Deep strategic combat** with equipment, jutsu combinations, and environmental factors
  - **Character progression** with meaningful choices and customization
  - **Varied content** including story missions, challenges, and battle modes
  - **Professional polish** with audio, visual effects, and mobile optimization
- 

**Last Updated:** v48 - Equipment & Advanced Combat Focus

**Next Major Update:** v49 - Jutsu Combinations & Environmental Effects

**Completion Target:** v62 - Full RPG with all planned features

---

*The game has evolved from a simple combat prototype to a sophisticated tactical RPG with legendary summons, complex status management, and deep strategic gameplay. v48 begins the expansion into equipment mastery and advanced combat mechanics.*