**Battle theory**

All characters/cards within the game need variables. These variables are: strength, agility, and defence. With the player only variable, lives.

When a player collides with a card, that card is then flipped over (sprite changed to a card) then a text box appears showing the battle so to speak. The battle sequence in that text box should go as followed.

Agility, agility is a factor that is taken into consideration first, depending on which card has the most agility then that card attacks first. Pause/next phase

Strength, the cards strength is taken into account when dealing an attack. The strength of the monster is the damage done to the opposing hit-points. Pause/next phase

Defence, a cards defence is the final factor that determines the damage done by the opponent. If an enemy hits the player for 10 but they have 8 defence then the enemy now does 2 damage to the hit points. Of course we need to take into consideration that if the player has 8 defence and an enemy hits for 7 that he won’t gain hit points. Pause/next phase/ repeat

The hit points will most likely be brought back up to max after the battle is over. This is a basic battling system that will work but won’t be very player orientated, the players decisions determine the game moreover their actions. However we need a solid battling system which we can then improve on later on in the development.

Possibilities such as spells that can be activated at any time during battle (the pauses) maybe they can improve or decrease stats.