

## molko - Feature #2477

### Implement battles

02/11/2020 01:10 PM - David Demelier

<b>Status:</b>	Closed	<b>Start date:</b>	02/11/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	David Demelier	<b>% Done:</b>	0%
<b>Category:</b>	libmlk-core	<b>Estimated time:</b>	8.00 hours
<b>Target version:</b>		<b>Spent time:</b>	60.00 hours
<b>Platform:</b>			
<b>Description</b>			

#### Associated revisions

##### Revision 192:4ad7420ab678 - 11/07/2020 04:00 PM - David Demelier

rpg: add minimalist battle system, continue #2477 @60h

- Implement battle as states,
- Add basic support for spells (no calculation yet),
- Add won/lost state,
- Add animations and messages,
- Add order.

#### History

##### #1 - 11/07/2020 04:05 PM - David Demelier

- Status changed from New to In Progress

Applied in changeset [main|4ad7420ab6783147ca88d7c04fbce638b74e2b9a](#).

##### #2 - 11/26/2020 06:04 PM - David Demelier

- Status changed from In Progress to Closed