

Secrets of Toanium - Support #319

Refactor Combatant Resolution to allow for easier integration of AI resolution

11/24/2023 07:59 PM - Administrator Administrator

Status:	Closed	Start date:	11/24/2023
Priority:	Normal	Due date:	
Assignee:	Jay Gischer	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description We plan to allow players to help resolve the AI actions of enemy combatants - within a limited framework. This is what is done, for instance, in both Sentinels of the Multiverse and Gloomhaven. But to allow for this to be smoothly decoupled from one another and from character resolution, the code in playerWidget.js needs to be refactored a bit.			

History

#1 - 11/18/2025 05:54 PM - Administrator Administrator

- Status changed from New to Closed

We now have AI behaviors, so I guess this was accomplished.