

Skill Types

There are several basic skill types. Simple abilities like Autoattack will usually only contain one of these (AoE attack), but more complex abilities can contain several. It's also possible to combine several "layers" - for example a Ground Targeted skill might have a timer, and every second that target location spawns several projectiles flying outward in a circle.

- Targeted
 - a basic skill where a certain effect is applied to an enemy.
- Projectile
 - Spawns a moving godot scene with a hitbox, applying certain effects to hit enemies
- Ground Targeted
 - spawns a godot scene at target location. Can then spawn AoE attacks or projectiles,
...
- Buff
 - Applied to target. Usually timed. Can either modify stats while it's there, or repeatedly apply some effect on a timer.
- Debuff
 - Removes one or several types of buff from target. Can be friendly or hostile, depending on the removed effect types.
- AoE Attack
 - spawns a godot scene located relative to the player, for example swinging a sword. Checks what's inside and applies effect.

These Skill Types then call an [Interface](#) for triggering a combat event on anything they hit.

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