GAME CONCEPT DESIGN: HEROIC PUSH — PRESTIGE DUNGEON RPG

📖STORY SETUP

There was no warning when the earth cracked open. The Dungeon rose like a sickness, devouring land, swallowing people—your family among them. No army could breach it. No mage could chart its end. Only you remain.

A father. A brother. A husband. Not a hero. But the Dungeon doesn't care. It demands a soul to enter. And you... you keep going back.

Each death is not the end. It's another chapter in your attempt to save them. You are the only one who remembers. The only one who still hears their voices in the dark.

🔦CORE GAME LOOP: "THE HEROIC PUSH"

Cycle:

- Descend into a procedurally generated dungeon.
- Progress through floors and survive as long as possible.
- Strategic battles and risk/reward gameplay.
- Death = Prestige. Not failure.
- After death: earn rewards, unlocks, and new upgrades.
- Begin again from an earned floor skip. Push deeper next time.

⚔️PRESTIGE SYSTEM

Trigger: Player dies. (2-life system)

- First death: Player chooses to revive or retreat.
- Second death: Forced prestige.

After Prestige:

- Gain prestige currency.
- Unlock profession points.
- Earn floor skip bonus.
- Rebuild with crafting, professions, and quests.
- Re-engage the dungeon with more tools.

Penalty:

- Lose 3–5 levels.

• Keep gear, crafting materials, prestige upgrades.

⏰FLOOR SKIP SYSTEM

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FloorSkip = Base + (Avg Gear Score × 0.25) + (Prestige Tier × 3) + (Highest
Floor × 0.10)
```

Example:

• Gear Score: 160
• Prestige Tier: 4
• Highest Floor: 120
• Result: FloorSkip = 74

This lets the player **skip early floors** and jump right back into the action while rewarding their past performance.

🕐POST-PRESTIGE RECOVERY PHASE

Instead of passive waiting, the player is *active* after prestige:

Activity	Reward	Purpose
Crafting Gear	Stat boosts, visual upgrades	Build power and creativity
Quests	XP, mats, lore	Distraction from repetition
Professions	Permanent upgrades	Account growth
Side Floors	Rare loot, challenge	Optional side content

🕐PROFESSION TREE SYSTEM

• Multiple profession trees: Blacksmith, Alchemist, Mage, Hunter, Enchanter, etc.
• Prestige points used to unlock profession upgrades.
• Only a few upgrades per prestige possible — forces strategic choice.
• Upgrades change how the game *feels* (e.g. visual effects, new gear, dungeon behavior).

💸ONBOARDING + NEW PLAYER EXPERIENCE

• First launch: "Do you want the tutorial?"
• Optional skip for veterans.

- Progressive reveals instead of forced linear tutorials.
- Contextual tooltips and subtle UI highlights (not big intrusive arrows).

🕐 VISUAL & EMOTIONAL FEEDBACK

- Character becomes older or more spectral with each prestige.
- Townspeople remember your past lives: "You again... you're starting to fade."
- Dungeon evolves subtly based on profession progression.
- Cutscenes, voice echoes, or ghost memories may trigger on deeper floors.

⛏ REWARDS & PROGRESSION BALANCE

- Prestige rewards scale with depth *and* survival.
- Not exponential — encourages smart play, not grind.
- Rewards = XP, gear blueprints, memory fragments, floor skip upgrades, profession tokens.

🕐 MVP TARGET FEATURES

- Heroic push loop with 2-life system.
- Prestige on death, not manual reset.
- Profession tree unlock system.
- Floor skip logic and XP recovery loop.
- Crafting and side tasks between combat.
- Light, optional tutorial experience.
- Visual and emotional storytelling through repeated runs.

This system is designed to feel **fresh every run**, emotionally **compelling**, and **rewarding without grind fatigue**. The core loop isn't just about numbers — it's about *a personal mission*, *risk*, and *growth through failure*.

Next Steps:

- Define profession trees.
- Build first-pass UI mockup.
- Draft first three prestige-based story unlocks.
- Create wireframe for post-death recovery phase.

Return. Reclaim. Remember.