

# GDD

## Idle Dungeon Crawler

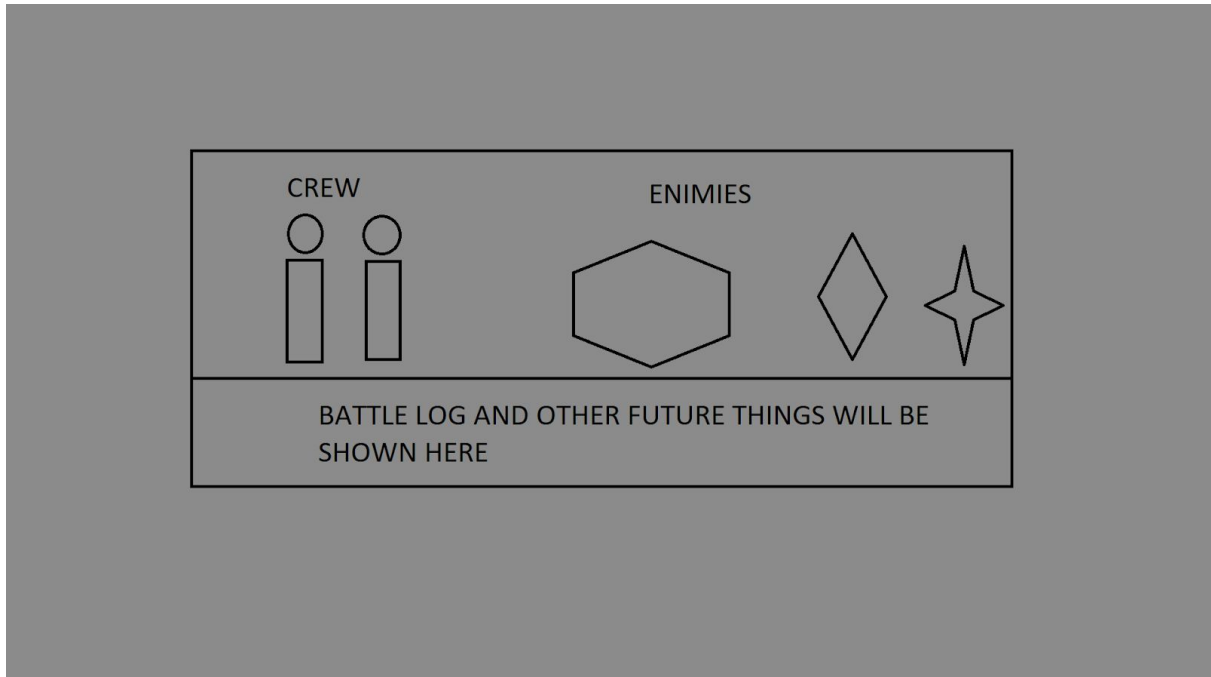
### Description :

This game is derived from concepts of Idle RPG and Dungeon Crawler games. For reference of idle RPG game check [Immortal Taoist](#) (Android game) and for Dungeon crawler check [Darkest Dungeon](#) (PC game).

### Rules : [Will be updated in future as per need]

- **Hunger** and **HP** will determine character's life and death.
- Inventory will have **Food,Potion,etc.** Items.
- Players can buy **food and potions** from the **Merchant's Shop**.
- **Weapons** and **armor** can be brought from **Blacksmith's Shop**.
- Players can upgrade the characters from their crew from **Tavern** using **Stat Points**.
- **Stat points** can be earned through **leveling Up** characters from a team by **Clearing Dungeons**.
- **Dungeon** fights will be **AUTO**
- Players can **set reminders** for **eating food/ration** depending on charatcer's **Hunger Stat**.
- Players can set **Dungeon Exit Reminder** depending on **HP & Hunger stats**.
- **Crew** will consist of **3 - 4 characters**.
- **Enemies** from dungeon will **drop Gold, Potions [RARE], food [RARE], equipment [Super RARE]**.
- Dungeon battles will be **TURN BASED**.
- Players will have to **collect LOOT from enemies manually** after defeating them.
- Dungeon **battle initiative** will depend on **AGILITY stats** of **Heroes & Enemies**. [ For more information on [BATTLE INITIATIVE SYSTEM](#) check Dungeon & Dragons Rules.]
- After the battle is concluded **5 seconds timer** will appear on screen.
- Players can either wait for the timer to pass on and **move on to the next battle** OR **Feed potions and foods** to your heroes to restore their vitality.

Prototype :



## Heroes Stats and Battle commands :

- Every hero will have following stats :
  - ❖ **HP**
  - ❖ **MANA (for magic related classes)**
  - ❖ **Agility**
  - ❖ **Stamina (for physical based classes)**
  - ❖ **Armor/ Defence**
  - ❖ **Strength (available for all classes)**
  - ❖ **Hunger**
- Battle will have following commands [**PLAYERS CAN NOT SEE THESE COMMAND ONLY FOR DEVELOPERS**]
  - ★ **ATTACK**
  - ★ **DEFEND**
  - ★ **WAIT / PASS**
  - ★ **SPECIAL**

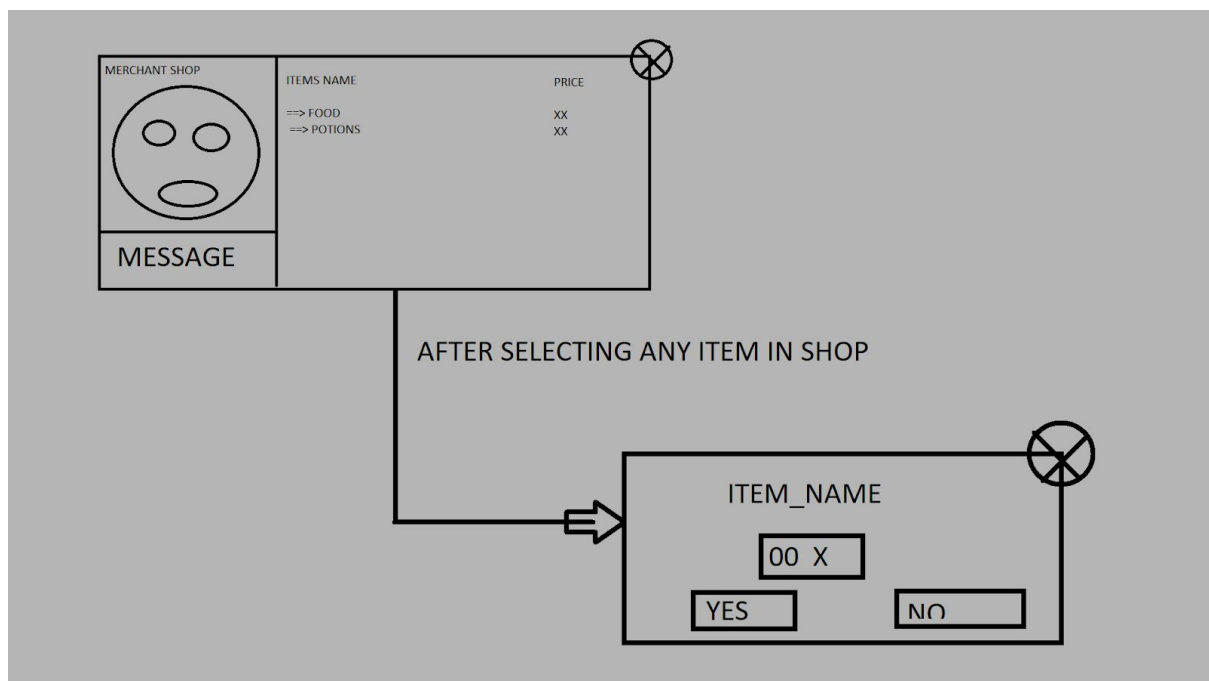
## Shops :

### ❖ Merchant's Shop : -

- This shop will contain **Food and Potions** at first.
- Can add **UPGRADE** feature for shops [**Not fixed yet**].
  - ★ Shop will have multiple **Levels/Tiers**.
  - ★ Players can upgrade shops after **meeting specific conditions**.
  - ★ Players will have to be at **Specific Level OR have to complete a specific number of dungeons** to qualify for upgrading shop.
  - ★ Shop will provide **Higher Grade Items** depending on **Level**.

### ❖ Blacksmith's Shop :-

- Will have the same features as **Merchant's Shop** but will sell **Weapons, armours etc.**
- Can add **Skills in the future**.



## ★ Future addition for shops :

- **Item exhibition** which will occur at **specific times of day**.
- This **exhibition** will sell items from **Rare - Legendary Tier Randomly**.
- Shops will have **Floor instead of levels after upgrading**. [For reference **IMMORTAL TAOIST**]
- Can add a Quest **System** for the higher **floor of shops**.
- On the higher floor if players want to **purchase unique items** they have to **perform a shop quest**.

### ❖ IF THIS GAME EVER GETS ONLINE :

- On the higher floor of shops , players will have the option to **trade their higher tier items with other players' higher tier items**.
- In that case every player will get only a few **unique Tier items from the shop**.

## Training Area :

- In this building players can **train their heroes**.
- Players can **spend their battle points which they earn by **completing** dungeons on heroes stats points from their crew**.
- **Spend skill points on skills [will discuss in future]**.
- Players can **upgrade the Training area for more benefits**.
  - In higher training areas, **training heroes from crew will have a chance for them to obtain skills**.
  - Players will have a **greater chance to get higher Tier skill on higher level training areas**.
  - Higher level training areas will make **higher tier heroes available for recruiting in crew**.
  - **Can increase the maximum number of herocrew count. [NOT SURE]**

## Tavern :

- Heroes in crew **can relax in tavern.**
- Players can bring heroes from crew **after battle to tavern to restore their hunger , HP, strength and mana.**
- Sometimes sending crew heroes to tavern **will give them a moral boost which will directly increase heore's stats for a limited time.**
- Upgrading tavern will **increase chances of gaining moral boost as well as will give higher moral boost means, higher stat points boost.**