**Dungeon Tower Discord Application: Design Document**

### **Overview**

Dungeon Tower is a Discord-based game where players collaborate to hunt monsters, progress through a series of tower levels, and compete with other servers for leaderboard supremacy. The game combines strategic resource management with automated combat and community-driven challenges, aiming to create an engaging and competitive experience.

### **Core Gameplay Mechanics**

#### **1. Dungeon Levels**

* Each server represents a guild aiming to conquer the Dungeon Tower.
* The tower has multiple levels, each populated with increasingly difficult monsters.
* Servers must collaborate to defeat these monsters and unlock higher levels.
* Guilds can divide into smaller parties to tackle specific challenges, adding a strategic layer to gameplay.

#### **2. Monster Hunts**

* Players can hunt monsters individually or in small parties.
* Party composition matters, as certain classes synergize to provide multipliers that make hunts more efficient.
* Each hunt rewards players with:
  + Experience Points (XP)
  + Gold
  + Loot items (weapons, armor, potions, etc.)
* Monsters spawn randomly with varying difficulty levels: common, rare, epic, and legendary.

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#### **3. Party System**

* Players can form smaller parties within their guild for specific tasks.
* Parties are capped at 5 players.
* Party composition bonuses:
  + A "perfect party" with balanced classes (e.g., Tank, DPS, Healer, Support, Scout) gains a synergy multiplier for hunts and boss battles.
  + Synergy bonuses increase gold drops, XP, and reduce damage taken.
* Commands for party management:
  + /party\_create – Create a new party.
  + /party\_invite [username] – Invite a player to your party.
  + /party\_kick [username] – Remove a player from your party.
  + /party\_disband – Disband the current party.
  + /party\_stats – View the party's composition and bonuses.

#### **4. Boss Rooms**

* At the end of each tower level is a Boss Room.
* All active players on a server must participate to defeat the boss.
* Party composition and synergy bonuses scale with boss difficulty.
* The battle is automated and resolved based on the players’ combined stats, gear, and buffs.
* Victory unlocks the next tower level and rewards the server with special items or perks.

#### **5. Auto-Battle System**

* Combat is handled automatically during hunts and boss battles.
* Factors influencing outcomes:
  + Player stats (Strength, Agility, Intelligence, etc.)
  + Equipment quality and type
  + Party composition and synergy
  + Consumable buffs (potions, scrolls, etc.)

### **Progression System**

#### **1. Player Progression**

* Players gain XP and level up by hunting monsters and participating in boss battles.
* Leveling up unlocks:
  + Skill points for upgrading attributes.
  + New gear tiers.
  + Unique abilities.
* Players can choose from different classes (e.g., Tank, DPS, Healer, Support, Scout).

#### **2. Server Progression**

* Server ranking is determined by:
  + Highest tower level reached.
  + Total server XP.
  + Special achievements (e.g., fastest boss kill).
* Servers earn buffs for all members as they progress (e.g., +5% gold drop).

#### **3. Leaderboards**

* Global leaderboard tracks:
  + Top servers based on highest tower level.
  + Individual player rankings (XP, gold, and achievements).
  + Fastest boss defeats and special event achievements.
* Leaderboards are displayed on the companion website and updated in real-time.

### **Discord Integration**

#### **1. Commands**

* /hunt – Initiate a monster hunt.
* /boss – Join the boss room.
* /party\_create – Create a new party.
* /party\_invite [username] – Invite a player to your party.
* /party\_kick [username] – Remove a player from your party.
* /party\_disband – Disband the current party.
* /party\_stats – View the party's composition and bonuses.
* /inventory – View gear and consumables.
* /shop – Spend gold on items and upgrades.
* /stats – Display player stats and progress.
* /server\_rank – Show server ranking and leaderboard position.

#### **2. Notifications**

* Announce when a boss room is open.
* Notify players about rare monster spawns.
* Periodic updates on server and player progress.

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#### **3. Roles and Permissions**

* Assign roles to players based on level or contribution (e.g., Hunter, Strategist, Guild Leader).
* Allow server admins to customize certain features (e.g., boss room timing).

### **Website Features**

#### **1. Global Leaderboard**

* Displays:
  + Top servers by tower level.
  + Individual player rankings.
  + Event-specific achievements.

#### **2. Player Profiles**

* Viewable by username.
* Includes stats, gear, and achievements.

#### **3. Server Stats**

* Tower level progress.
* Total player contributions.
* Recent activity.

#### **4. Event Pages**

* Highlight special events (e.g., seasonal bosses, tower rush competitions).

### **Next Steps**

1. **Prototype Development**
   * Build a basic bot for core commands.
   * Implement a simple hunting and auto-battle system.
2. **Community Feedback**
   * Test with small Discord servers to refine mechanics.
3. **Website Integration**
   * Create a companion website with leaderboards and profiles.
4. **Scale and Expand**
   * Add new tower levels, monsters, and gear. Introduce seasonal events and competitive features.