Prisoner Teaching System - Example Flow

🎮 Complete Teaching Scenario

Party Setup

```yaml
Characters:
  1. Gwendolyn (Tank)
     - Force: 15
     - Reflexe: 40
     - Esprit: 10

  2. Theron (DPS)
     - Force: 60
     - Reflexe: 35
     - Esprit: 25

  3. Elara (Healer)
     - Force: 8
     - Reflexe: 30
     - Esprit: 70
```

📖 Rescue #1: Aldric the Warrior (Day 3)

Step 1: Discovery

```
Player moves to position (7,8)

SCREEN:
┌─────────────────────────────┐
│ You found your old friend Aldric!    │
│                              │
│ Freed from their shackles, the Warrior │
│ tells you of their hard times in the   │
│ dungeon, only surviving on their Force. │
│                              │
│ Aldric is willing to share their       │
│ knowledge...                 │
│                              │
│ Press Space to continue...        │
└─────────────────────────────┘
```
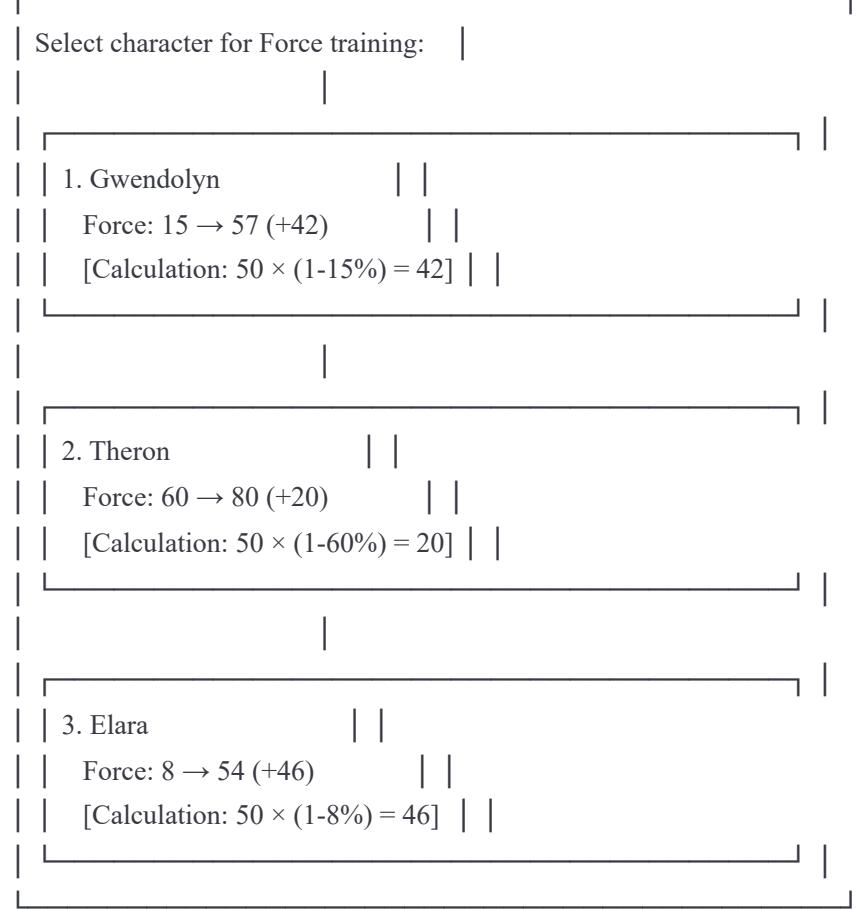
Step 2: Character Selection

```
Player presses Space

SCREEN:

| Select character for Force training:   |
|                        |
| | 1. Gwendolyn              | |
| |    Force: 15 → 57 (+42)         | |
| |    [Calculation: 50 × (1-15%) = 42] | |
|                        |
| | 2. Theron               | |
| |    Force: 60 → 80 (+20)         | |
| |    [Calculation: 50 × (1-60%) = 20] | |
|                        |
| | 3. Elara                | |
| |    Force: 8 → 54 (+46)          | |
| |    [Calculation: 50 × (1-8%) = 46]  | |
```

Step 3: Decision Making

```
Player thinks:
"Gwendolyn is my tank, she needs Force...
 But Elara would get +46 vs. Gwendolyn's +42
 Theron already has high Force (only +20)

 Decision: Choose Gwendolyn (tank needs it more)"

Player presses: 1 (or clicks button)
```
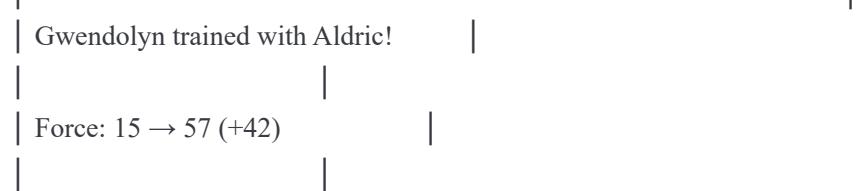
Step 4: Upgrade Result

```
SCREEN:

| Gwendolyn trained with Aldric!      |
|                        |
| Force: 15 → 57 (+42)            |
|                        |
```

```
| Aldric thanks you and leaves for the  |
| exit.                                 |
|                                       |
| (1/10 rescued)                        |
|                                       |
| Press Space to continue...            |
└───────────────────────────────────────┘
```

Updated Stats:

Gwendolyn: Force 15 → 57 ✓

📖 Rescue #2: Beatrice the Mage (Day 7)

Step 1: Discovery

```
Player at (12,4)

SCREEN:

┌───────────────────────────────────────┐
| You found your old friend Beatrice!   |
|                                        |
| Freed from their shackles, the Mage    |
| tells you of their hard times in the   |
| dungeon, only surviving on their Esprit.|
|                                        |
| Beatrice is willing to share their     |
| knowledge...                           |
└───────────────────────────────────────┘
```

Step 2: Character Selection

```
SCREEN:

┌──────────────────────────────────────────┐
| Select character for Esprit training:   |
|                                          |
| ┌────────────────────────────────┐      |
| | 1. Gwendolyn                   | |     |
| |    Esprit: 10 → 55 (+45)       | |     |
| |    [50 × (1-10%) = 45]         | |     |
| └────────────────────────────────┘      |
|                                          |
| ┌────────────────────────────────┐      |
| | 2. Theron                      | |     |
| |    Esprit: 25 → 62 (+37)       | |     |
| |    [50 × (1-25%) = 37]         | |     |
```

```
|   |_____|   |
|   |                        |                    |
|   |   _____ |   |
|   |  | 3. Elara                       |  |
|   |  |    Esprit: 70 → 85 (+15)       |  |
|   |  |    [50 × (1-70%) = 15]         |  |
|   |  |_____|  |
|   |_____|
|_____|
```

Step 3: Decision Making

```
Player thinks:
"Elara is my healer with high Esprit already (70)
 She'd only get +15 due to diminishing returns
 Gwendolyn would get +45 but doesn't use magic
 Theron would get +37 and could use magic skills

 Decision: Choose Theron (balanced DPS)"

Player presses: 2
```

Step 4: Result

```
Theron trained with Beatrice!

Esprit: 25 → 62 (+37)

(2/10 rescued)

Updated Stats:
Theron: Esprit 25 → 62 ✓
```

📖 Rescue #3: Cedric the Thief (Day 12)

Character Selection

```
Select character for Reflexe training:


 _____
| 1. Gwendolyn              |
|    Reflexe: 40 → 70 (+30)        |
|_____|


 _____
```

```
| 2. Theron               |
|    Reflexe: 35 → 67 (+32)      |
└──────────────────────────────────┘


┌──────────────────────────────────┐
| 3. Elara                |
|    Reflexe: 30 → 65 (+35)      |
└──────────────────────────────────┘
```

Decision

```
Player thinks:
"All characters are similar Reflexe (30-40)
 Gains are similar (+30 to +35)
 Theron as DPS benefits most from dodge


 Decision: Choose Theron"


Result: Theron: Reflexe 35 → 67 (+32)
```

📊 Progressive Stat Changes

After 3 Rescues

```
BEFORE:             AFTER:
┌──────────────────┐  ┌──────────────────┐
| 1. Gwendolyn   |  | 1. Gwendolyn    |
|   Force:   15  |  |   Force:   57 ✓ |
|   Reflexe: 40  |  |   Reflexe: 40   |
|   Esprit:  10  |  |   Esprit:  10   |
└──────────────────┘  └──────────────────┘


┌──────────────────┐  ┌──────────────────┐
| 2. Theron      |  | 2. Theron       |
|   Force:   60  |  |   Force:   60   |
|   Reflexe: 35  |  |   Reflexe: 67 ✓ |
|   Esprit:  25  |  |   Esprit:  62 ✓ |
└──────────────────┘  └──────────────────┘


┌──────────────────┐  ┌──────────────────┐
| 3. Elara      |  | 3. Elara       |
|   Force:   8   |  |   Force:   8    |
|   Reflexe: 30  |  |   Reflexe: 30   |
|   Esprit:  70  |  |   Esprit:  70   |
└──────────────────┘  └──────────────────┘
```

Total Stat Gains: +111 across party

Theron specialized (2 upgrades)

Gwendolyn buffed tank

Elara untouched (saving for later?)

🎯 Strategic Analysis

Good Decisions ✅

Rescue #1: Aldric (Force)

- Chose Gwendolyn (+42) over Elara (+46)

- Reason: Tank role needs Force more

- Trade-off: Lost 4 points for role synergy

- Result: GOOD CHOICE

Rescue #2: Beatrice (Esprit)

- Chose Theron (+37) over Gwendolyn (+45)

- Reason: DPS uses Esprit, tank doesn't

- Trade-off: Lost 8 points for utility

- Result: EXCELLENT CHOICE

Rescue #3: Cedric (Reflexe)

- Chose Theron (+32) [similar for all]

- Reason: DPS benefits from dodge

- Trade-off: Minimal difference

- Result: GOOD CHOICE

Alternative Strategies 🤔

MIN-MAX Strategy (maximize numbers):

- Always choose lowest stat character

- Ignore role synergy

- Pure math optimization

Result: Highest total stats, but weird builds

ROLE-FOCUSED Strategy:

- Match stats to roles strictly

- Tank gets Force, Healer gets Esprit, etc.

- Ignore efficiency

Result: Clean roles, but inefficient

BALANCED Strategy (what we did):

- Consider both efficiency and role

- Reasonable trade-offs

- Flexible party composition

Result: Solid well-rounded party

📈 Diminishing Returns Impact

Example: Force Training (Base 50)

Early Game Character (Force 10):

$50 \times (1 - 10\%) = +45$ gain

Efficiency: 90%

Impact: Massive boost

Mid Game Character (Force 40):

$50 \times (1 - 40\%) = +30$ gain

Efficiency: 60%

Impact: Solid boost

Late Game Character (Force 70):

$50 \times (1 - 70\%) = +15$ gain

Efficiency: 30%

Impact: Minor boost

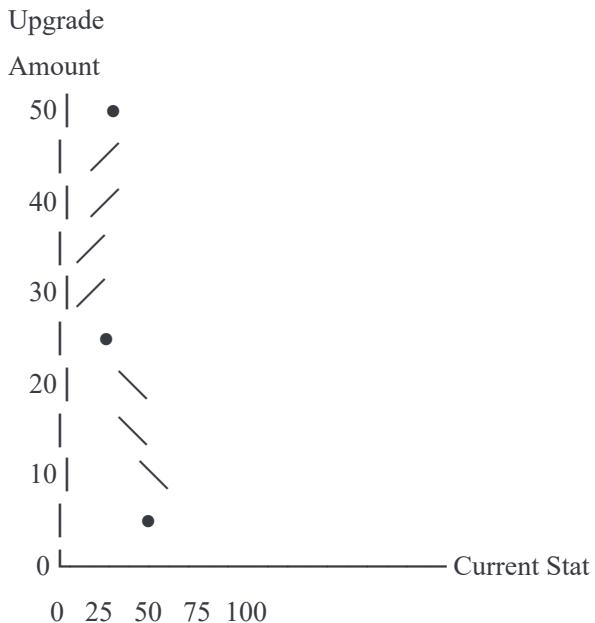End Game Character (Force 95):

$50 \times (1 - 95\%) = +2$ gain

Efficiency: 4%

Impact: Nearly useless

Visual Graph

```
Upgrade
Amount
  50 |     ●
     |    ╱
  40 |   ╱
     |  ╱
  30 | ╱
     |     ●
  20 |      ╲
     |       ╲
  10 |        ╲
     |         ●
   0 └──────────────── Current Stat
     0  25  50  75 100
```

Linear diminishing returns curve

🎮 Late Game Scenario (Day 18)

Party Stats After Many Rescues

Gwendolyn:
- Force: 95 (expert)
- Reflexe: 65
- Esprit: 40

Theron:
- Force: 85
- Reflexe: 80 (expert)
- Esprit: 75

Elara:
- Force: 25
- Reflexe: 60
- Esprit: 85 (expert)

Rescue: Another Warrior (Force)

Select character for Force training:

1. Gwendolyn: 95 → 97 (+2) ← Nearly maxed
2. Theron: 85 → 92 (+7) ← Diminished
3. Elara: 25 → 62 (+37) ← Still good!

Best Choice: Elara
Reason: Only one with low Force left

Key Lesson

Late game prisoners are most valuable for:
- Characters with low stats in that skill
- Filling gaps in party composition
- Making generalists instead of specialists

🏆 Optimal Progression Path

Days 1-5 (First 3 Prisoners)

Strategy: Build core strengths

- Tank gets Force

- DPS gets balanced stats

- Healer gets Esprit

Result: Functional party

Days 6-12 (Next 4 Prisoners)

Strategy: Fill weaknesses

- Cover gaps in party

- Secondary stats for main roles

- Start specializing DPS

Result: Well-rounded party

Days 13-20 (Final 3 Prisoners)

Strategy: Min-max opportunities

- Use on lowest stats

- Make generalists

- Final power spike

Result: Optimized endgame party

Choose Wisely 🧙 - Each prisoner's knowledge is a precious resource that shapes your party's future!