AI Legacy Wars (AILW) - Complete Design Document

Overview

AI Legacy Wars (AILW) is a 2D tactical military RPG that integrates advanced AI systems to create dynamic, personalized gameplay experiences. Players begin as military recruits and progress through a career-driven journey, mastering combat, strategy, and social systems in a persistent world of conflict.

Core Game Identity

AILW differentiates itself through integrated AI agents that generate missions, adapt to player behavior, and enable community-created content. Players enter as new recruits beginning in boot camp, where they train by completing missions and learning various military jobs and specializations.

The core gameplay loop centers on training your character to become an elite soldier by raising stats, completing missions, and joining or leading platoons. Play solo or as part of a coordinated team.

The world is combat-oriented but includes deep social and strategic layers. Players engage in PvP battles, form teams up to platoon size, and embark on missions to discover weapons, ammunition, and treasure. Combat against other players and teams yields points that unlock better equipment and increase Fear/Renown ratings while managing in-game finances.

Mission or combat failures result in hospital stays or jail time as penalties, but medic players can intervene to accelerate recovery.

As players advance, they unlock specializations, access new jobs with salaries, purchase equipment and real estate, and improve their standing through donations and strategic decisions.

In summary: AI Legacy Wars delivers a military career simulator where you train, fight, and navigate a world of constant conflict, with progression tied to both tactical combat and social gameplay.

1) High-Concept

AI Legacy Wars (AILW) is a 2D, squad-level tactical RPG/roguelite with persistent career progression:

Start as a recruit → Boot Camp (tutorial + stat training + job tryouts)

Progress to elite operator → Missions (PvE), skirmishes (PvP), and platoon operations (team play)

Live world systems → Hospital/jail penalties, medic rescues, jobs & salaries, real estate, donations, and social status (Fear/Renown)

AI-driven content → Mission generator, adaptive enemies, performance debriefs, player-authored missions (with AI safety validation), and voice/intent parsing

2) Player Journey & Core Loop

Phase 1: Boot Camp

Learn core mechanics: stealth/cover, breaching, medic triage, recon drones

Complete mini-trials to establish initial stat affinities (marksmanship, medical, hacking, engineering)

Choose starting job specialization path

Phase 2: Daily Play Loop

Train → Raise core stats through focused training activities

Run Missions (PvE) → Gather gear, credits, intel; unlock new specialties and equipment

PvP Skirmishes (optional) → 1v1 or 3v3 squad battles, MMR/ELO-based matchmaking

Platoon Actions → Cooperative missions, logistics management, shared HQ upgrades

Progression → Unlock jobs, earn regular salary, invest in real estate, donate for social standing

Phase 3: Failure States & Recovery

Hospital (injury): Time penalty based on damage severity; medic players can reduce recovery time with medical supplies

Jail (capture/arrest): Timer-based detention; can be shortened through rescue operations, bail payment, or legal specialist intervention

3) Stats, Jobs, and Specialties

Core Stats (Trainable)

STR (Strength): Carry capacity, melee damage, knockback resistance

AGI (Agility): Movement speed, dodge chance, reaction time

INT (Intelligence): Gadget effectiveness, hack speed, tech interaction

TAC (Tactical): Situational awareness, enemy detection range, tactical vision

MED (Medical): Stabilization speed, healing effectiveness, triage efficiency

ENG (Engineering): Breach speed, hardware manipulation, demolitions

LDR (Leadership): AI squad cohesion, command effectiveness, team buffs

MORALE: Stress resistance, performance under pressure, fear immunity

Jobs (Economic & Gameplay Roles)

Medic: Healing, stabilization, hospital time reduction

Engineer: Breaching, demolitions, equipment repair

Recon: Intelligence gathering, drone operation, stealth bonuses

Breacher: Entry specialist, close-quarters combat, door/barrier manipulation

Hacker: Electronic warfare, security bypass, intel extraction

Logistician: Resource management, supply efficiency, economic bonuses

Marksman: Long-range combat, precision shooting, overwatch

Heavy: Suppression fire, armor, crowd control

Officer: Leadership, command abilities, strategic coordination

Specialties (Combat Loadout Kits)

Unlockable perks tied to specific loadouts and equipment:

Combat Lifesaver (advanced field medicine)

Drone Recon (UAV operation and remote surveillance)

Silent Breacher (stealth entry and non-lethal takedowns)

Demo Expert (advanced explosives and trap deployment)

Cyber Warfare (electronic attack and defense systems)

Fire Support (artillery coordination and heavy weapons)

4) Missions, PvP, and Platoon Operations

Missions (PvE, AI-Generated)

Objective Types:

Hostage rescue

High-value target extraction

Cache recovery and looting

Strategic demolition

Reconnaissance and intelligence gathering

Convoy escort/ambush

Environmental Biomes:

Urban city blocks and districts

Industrial docks and warehouses

Desert compounds and outposts

Dense forest terrain

Research laboratories and facilities

Underground bunker complexes

Dynamic Events:

Enemy reinforcement waves

Civilian presence and collateral concerns

Infrastructure failures (power outages, communications down)

Intel leaks affecting mission parameters

Environmental hazards

Time-sensitive objectives

Mission Rewards:

Weapons and attachments

Tactical gadgets and equipment

Crafting materials

Credits and premium currency

Intel tokens for better contract access

Experience toward stat and specialty progression

PvP Systems

Formats: 1v1 duels, 3v3 squad battles

Map Design: Mirrored tactical arenas ensuring balanced starts

Progression: Ranked ladder with seasonal resets

Matchmaking: MMR/ELO-based skill rating

Rewards: Exclusive cosmetics, bounty credits, Fear/Renown points

Platoon Operations

Headquarters: Upgradeable platoon base with functional rooms

Shared Resources: Pooled credits for group equipment and upgrades

Meta-Progression: Platoon-level unlocks and bonuses

Leadership Structure: Officer roles with command abilities

Cooperative Missions: Large-scale operations requiring coordination

Territory Control: Optional competitive platoon vs. platoon objectives

5) Penalties, Rescues, and Fairness

Hospital System

Injury-based time penalties scaling with damage severity

Medic players can visit and reduce recovery time using medical supplies

Specialty medical equipment available for purchase

Hospital stay affects daily salary and mission availability

Jail System

Detention timers based on mission failure type or capture

Reduction methods:

Rescue operations by platoon members

Bail payment (credit-based)

Legal specialist job intervention

Time served with good behavior bonuses

Fair Play Principles

No pay-to-win mechanics

Cosmetics-only monetization

Balanced progression curves preventing power gaps

Skill-based matchmaking ensuring competitive fairness

Anti-cheat systems protecting game integrity

6) Economy, Finance, and Property

Currency System

Credits (Soft Currency): Earned through missions, jobs, and gameplay

Tokens (Premium Currency): Purchased or earned through achievements; used only for cosmetics

Economic Activities

Job Salaries: Regular income based on job type and rank

Real Estate Investment: Purchase properties that generate passive income

Equipment Marketplace: Player-to-player trading system

Donation System: Contribute to faction/community for standing increases

Resource Management: Ammo, medical supplies, and gadgets require purchase/crafting

Social Currencies

Renown: Earned through positive community actions, mission success, rescues

Fear: Gained through PvP victories, aggressive playstyle, intimidation

Prestige Rewards: Exclusive cosmetics, titles, and visual recognition for high Renown/Fear

7) AI Systems

Mission Generator AI

Procedurally creates mission objectives, enemy placements, and environmental layouts

Learns from player performance to tune difficulty and challenge

Generates narrative context and mission briefings

Adapts to player specialties and preferred playstyles

Encounter Director

Real-time difficulty adjustment during missions

Spawns reinforcements based on player performance

Creates dramatic moments and tension peaks

Balances challenge without frustrating players

Debrief Analyst

Post-mission performance analysis and feedback

Identifies player strengths and improvement areas

Suggests training priorities and specialty paths

Tracks long-term progression trends

Creator-Ops System

Player-authored mission creation tools

AI validation for balance and fairness

Community rating and curation system

Featured creator content with rewards

Safety filters preventing exploitative designs

Voice/Intent Parsing

Natural language commands for squad AI

Context-aware tactical communication

Mission briefing voice synthesis

Accessibility features for diverse players

8) Systems Tuning & Balance

Mission Timing

Short Missions: 5-10 minutes (quick raids, recon)

Standard Missions: 15-25 minutes (most common gameplay loop)

Extended Operations: 30-45 minutes (platoon-scale objectives)

Job Payouts

Entry-level jobs: 100-200 credits per day

Mid-tier specialists: 400-800 credits per day

Elite roles: 1,200-2,000 credits per day

Officer positions: 2,500+ credits per day with bonuses

Recovery Durations

Minor Hospital Stay: 30 minutes (reducible to 10 minutes with medic)

Major Hospital Stay: 2-4 hours (reducible to 45 minutes with medic)

Jail Minimum: 1 hour (reducible via rescue/bail)

Jail Maximum: 8 hours (serious offenses)

Daily Stat Training

Each stat trainable once per day

Training session: 5-10 minutes of focused activity

Diminishing returns at higher stat levels

Bonus training opportunities through missions and events

Equipment Progression

Starter gear: Available immediately

Basic equipment: 500-2,000 credits

Advanced gear: 5,000-15,000 credits

Elite equipment: 25,000-100,000 credits

Legendary items: Achievement/mission-specific unlocks

9) Data Models & Schema

Player Profile Schema

{

"player\_id": "string",

"username": "string",

"rank": "integer",

"stats": {

"str": "integer",

"agi": "integer",

"int": "integer",

"tac": "integer",

"med": "integer",

"eng": "integer",

"ldr": "integer",

"morale": "integer"

},

"jobs": ["array of job strings"],

"active\_job": "string",

"specialties": ["array of specialty strings"],

"credits": "integer",

"tokens": "integer",

"renown": "integer",

"fear": "integer",

"inventory": {

"weapons": ["array"],

"gadgets": ["array"],

"consumables": ["array"]

},

"real\_estate": ["array of property objects"],

"platoon\_id": "string or null",

"status": {

"location": "string",

"hospital\_until": "timestamp or null",

"jail\_until": "timestamp or null"

},

"progression": {

"missions\_completed": "integer",

"pvp\_wins": "integer",

"pvp\_losses": "integer",

"total\_playtime": "integer"

}

}

Mission Schema

{

"mission\_id": "string",

"type": "string",

"difficulty": "integer",

"biome": "string",

"objectives": ["array of objective objects"],

"enemy\_composition": ["array"],

"rewards": {

"credits": "integer",

"experience": "integer",

"loot\_pool": ["array"]

},

"time\_limit": "integer (seconds) or null",

"player\_limit": "integer",

"recommended\_specialties": ["array"],

"dynamic\_events": ["array"],

"created\_by": "string (AI or player\_id)",

"rating": "float",

"completions": "integer"

}

Platoon Schema

{

"platoon\_id": "string",

"name": "string",

"tag": "string",

"leader\_id": "string",

"officers": ["array of player\_ids"],

"members": ["array of player\_ids"],

"headquarters\_level": "integer",

"shared\_resources": {

"credits": "integer",

"supplies": "object"

},

"territory": ["array of controlled zones"],

"reputation": {

"renown": "integer",

"fear": "integer"

},

"statistics": {

"missions\_completed": "integer",

"pvp\_victories": "integer",

"total\_donations": "integer"

}

}

10) Fair Monetization

Revenue Streams (Ethical)

Cosmetics: Character skins, weapon skins, emotes, victory poses

Season Pass: Rotating cosmetic rewards, challenges, and narrative content

Creator Tools Premium: Advanced mission creation features

Vanity Items: Titles, name tags, profile customization

Battle Pass: Seasonal progression with cosmetic unlocks

Explicitly NO Monetization For

❌ Stat boosts or power advantages

❌ Time-skip mechanics for hospital/jail

❌ Exclusive weapons or combat-effective gear

❌ Experience boosters or progression acceleration

❌ Loot boxes or randomized purchases with gameplay impact

Player Trust Principles

Complete transparency in what purchases provide

All gameplay-affecting content earnable through play

Regular free content updates

Community input on cosmetic designs

Fair pricing relative to development costs

11) MVP Scope (12-Week Development Roadmap)

Weeks 1-2: Foundation

Core 2D movement and combat mechanics

Basic stat system implementation

Simple training mini-games

Player profile database setup

Weeks 3-4: Combat Systems

Cover and stealth mechanics

Weapon variety and ballistics

Enemy AI behaviors (basic)

Hit detection and damage calculation

Weeks 5-6: Economy & Progression

Credit earning and spending

Job system implementation

Basic equipment shop

Stat training interface

Weeks 7-8: AI Layer (Phase 1)

Mission generator prototype

Simple procedural map layouts

Objective variety (3-5 types)

Loot distribution system

Weeks 9-10: Social Systems

Platoon formation and management

Hospital/jail mechanics

Medic interaction system

Real estate basic implementation

Weeks 11: PvP Foundation

1v1 combat arena

Matchmaking system (basic MMR)

Win/loss tracking

Rewards structure

Week 12: Beta Testing & Polish

Bug fixing and stability

Balance tuning based on playtests

UI/UX refinement

Tutorial completion

Preparation for limited beta launch

12) Viral & Community Loops

Social Engagement Mechanics

Rescue Calls:

Emergency notifications when platoon members are hospitalized or jailed

Medic response system with leaderboards

Rescue mission generation for jailed players

Community reputation for helpful players

Medevac Highlights:

Dramatic rescue moment replays

Shareable clips of clutch medic saves

"Saves of the Week" community features

Medic MVP recognition system

Creator Missions:

Featured community-created content

Weekly mission design contests

Creator revenue sharing (cosmetic sales from their missions)

Hall of Fame for top-rated missions

Rivalry Boards:

Platoon vs. platoon rankings

Personal nemesis tracking (most frequent PvP opponent)

Challenge system for direct competition

Seasonal tournament brackets

Donor Prestige:

Visual recognition for community contributors

Exclusive donor-tier cosmetics

Name displays on community boards

Special donor-only social spaces

Streamer-Friendly Features

Integrated overlay support for stream displays

Viewer interaction events

Spectator mode for tactical analysis

Highlight reel auto-generation

Custom lobby codes for community games

13) Next Steps & Implementation Priorities

Immediate Actions (Pre-Development)

Playable Prototype Demo

Single mission with core mechanics

Basic stat system functional

Simple UI for testing

Target: 10-15 minute gameplay loop

Database Schema Setup

Player profile tables

Mission data structures

Platoon management system

Economic transaction logging

AI Toolset Development

Mission generator algorithm v1

Encounter director framework

Player behavior analytics foundation

Safety validation system for creator content

Balance Sheet Creation

Stat progression curves

Economic simulation (credit flow)

Mission difficulty scaling

Time investment vs. reward ratios

Phase 1 Production (Months 1-3)

Complete MVP roadmap

Conduct closed alpha testing (50-100 players)

Iterate based on feedback

Establish community Discord and feedback channels

Phase 2 Expansion (Months 4-6)

Additional biomes and mission types

Advanced AI features (Debrief Analyst, Creator-Ops)

Platoon warfare systems

Ranked PvP season 1 launch

Phase 3 Maturation (Months 7-12)

Full social feature suite

Advanced monetization (ethical cosmetics)

Esports-ready competitive mode

Major content updates and events

Long-Term Vision (Year 2+)

Mobile platform expansion

Cross-platform play

International server support

Continuous AI improvements and community-driven evolution

Conclusion

AI Legacy Wars (AILW) combines classic military career progression with modern AI-driven content generation and deep tactical gameplay. By respecting player time, maintaining fair monetization, and leveraging AI to create personalized experiences, AILW aims to build a sustainable, engaging community around strategic military simulation.

The game's foundation of stats, jobs, social systems, and persistent world consequences creates meaningful choices, while AI ensures each player's journey feels unique and responsive to their playstyle.

Core Pillars:

Career-driven progression with meaningful choices

AI-enhanced dynamic content generation

Fair, skill-based competition

Community-focused social systems

Ethical monetization respecting players

This design document serves as the foundation for development, testing, and iteration as AILW evolves from concept to playable reality.

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