**Adventure Guild**

*A UI-BASED GUILD MANAGER*

Adventure Guild puts you in the role of managing an Adventurer’s guild. Start with one lonely adventurer and a decrepit guild hall. Send them out on adventures to gain loot and resources to rebuild the hall. Hire more adventurers to increase income while improving the guild’s reputation. Adventurers have specialties, so align their assignments with their strengths to maximize the reward.

The Adventurer attracts Peasants to the Hall, who can be upgraded to either Artisans who will craft weapons, armour, and other useful items; or to more Adventurers who can be sent out to complete Quests.

**Platform:** Mobile (Android, iOS)  
**Genre:** Management  
**Features:**

* UI-based (no character control)
* Time-based missions. Send them and forget them. See a real-time journal as they progress through their adventures off-screen.
* Main adventurer (the “player character” can’t die. The other heroes, though…)
* Population includes Peasants, Artisans and Adventurers. Peasants upgrade to either Artisans or Adventurers (player’s choice).

**Game Design**

**Adventurers:**

* Many different People
  + Avatar image
  + Caste
    - Adventurer
    - Artisan
    - Peasant
  + Health
  + Experience
  + Level
* One single Hero
  + Is an Adventurer
  + Is customized at the beginning of the game

**Quests:**

* Randomly generated
* Multiple difficulty levels affecting different aspects of the Quest
  + Time to complete
  + Rewards
  + Level requirement
  + Chance of failure (higher level Adventurers have a better chance)
* Different