

ECHOES OF THE SANKOFA — GAME DESIGN CHECKLIST v2

Updated to reflect autobattler combat, round-based AI simulation, and planned tactical expansion.

1. Core Framework

- Strategic autobattler roguelite inspired by Ghanaian mythology.
- Core loop: Summon → Battle → Earn → Upgrade → Repeat.
- Round-based AI simulation; 10–30 min sessions.
- Legacy progression ensures continuity beyond hero death.

2. Combat System

- Autonomous round-based battles; heroes act via AI, not player input.
- Traits, morale, and environment influence actions.
- Player influence through composition and pre-battle planning.
- Future unlock: tactical plans and multi-squad coordination.

3. Hero Systems

- 6 traits: Courage, Virtue, Wisdom, Temperament, Faith, Ambition.
- Classes determine AI behavior and growth; learned or innate.
- Legacy fragments boost future summons.
- Hero dialogue affects morale and outcomes.

4. Realms

- Procedural realms with objectives: Purify, Protect, Slay, Recover, Escort.
- 6-hero limit per battle; failure causes wounds or death.
- Scaling rewards in Ase, Ekwan, and Relics.
- Fear zones and morale checks influence battle flow.

5. Sanctum Systems

- Buildings: Ase Flame, Forge, Shrine, Hall, Library, Market, Caretaker.
- Hero duties: Meditation, Crafting, Expeditions, Healing.
- Maxed Sanctum achievable in ~80–120 hours.
- Supports idle generation, morale recovery, and crafting research.

6. Economy

- Ase: Core energy; active + idle generation with decay after 3 days.
- Ekwan: Realm-based essence for rank-ups and research.
- Relics: Used for crafting, upgrades, and rituals.
- Marketplace: Dynamic exchange, anti-exploit safeguards.

7. Crafting & Research (Next Phase)

- Forge relic fragments into items, charms, and artifacts.
- Research unlocks rituals, traits, and crafting paths.
- Support heroes enhance crafting or research results.
- Three specialization trees: Faith, War, Knowledge.

8. Legacy & Story Systems

- Legacy fragments persist across generations.
- Hall of Lineage records fallen heroes' influence.
- Ghanaian proverbs and mythic archetypes shape narrative.
- Idle return rituals reframe player re-engagement.

9. Failure & Recovery

- Mourning state: -40% Ase regen, summon lockout (4h).
- Caretaker rituals speed recovery.
- Return bonus and Rekindling rituals encourage consistent play.
- Defeated heroes may appear as guiding spirits.

10. Player Agency Progression

- Tier 1: Basic composition and assignments.
- Tier 2: Multi-squad management.
- Tier 3: Tactical behavior presets.
- Tier 4: Environmental and morale manipulation.

11. MVP (Text-Based Sim)

- Generate heroes and simulate autobattles with round logs.
- Simple realm generator and resource system.
- Track Ase, Ekwan, relic gains, and upgrades.
- Persistent legacy and ritual effects.

12. Development Roadmap

- Crafting & Research economy design → next step.
- Simulation environment for pacing validation → TODO.
- Text MVP → prototype economy, battles, and legacy loops.
- Balance pass → adjust pacing before UI build.
- Visual MVP → expand to Unity/Godot, iOS-ready build.

Next Steps Summary

1. Begin Crafting & Research economy outline (Relic flow, research trees, hero support roles). 2. Build and test pacing simulation (validate Ase, Ekwan, and Realm scaling). 3. Start text-based MVP using autobattle log format. 4. Document balancing results and progression curves. 5. Prepare tactical planning system for later phase unlocks.