**Mecha X Monster GDD**

**Overview**

**Game Title**: Mecha X Monster  
**Genre**: Idle/Clicker with Turn-Based Combat and Rogue-Lite Elements  
**Theme**: "Everything at a Cost" (Charity Game Jam)  
**Target Audience**: Children in hospitals (ages 8–16)  
**Platform**: Web-based, built with Vanilla JavaScript Game Framework and Enhanced Combat System  
**Core Concept**: Players manage an asteroid mining operation, collecting currencies and rare mecha parts to build mechas, which unlock turn-based battles against monsters. Strategic trade-offs (upgrades vs. saving, risking mechas, currency exchanges) drive the theme. The game starts with one mine and scales to five, culminating in a final boss fight after all mines have been defeated.  
**Design Goals**:

* Simple, accessible controls (clicks, buttons) for short play sessions (5–10 minutes).
* Uplifting, colorful visuals and narrative to empower kids.
* Scalable scope for a 2-week game jam, starting with one mine and expanding as time allows.
* Leverage existing framework (GameState, Drawer, Dialogue, Popup, Screens, Audio Manager + UI, Animations Manager, Achievements, Slots, Combat, Inventory).

**Core Mechanics**

**1. Mining Mechanics**

* **Auto-Mining**: Players click a mining machine to start it. A progress bar fills automatically (e.g., every 5 seconds). Each fill generates currency (e.g., Shells, coins, bars, gems, or bonds – depending on the mine) and has a chance to drop a mecha part (specific to the mecha for each mine).
  + **Mine 1** – Green Mecha – Yellow Slime – Shells
  + **Mine 2** – Yellow mecha – teal slime - coins
  + **Mine 3** - red Mecha – blue slime – bars
  + **Mine 4** – Blue mecha – orange slime - bonds
  + **Mine 5** – Pink mecha – black slime - gems
* **Click-to-Collect**: Players click the machine to collect accumulated currency. No clicking is required to mine, ensuring accessibility.
* **Mecha Part Drops**: Each bar fill gives a geode. Click on the mining machine to collect the current value and open all geodes collected. Starts with 5% chance for a mecha part and 95% chance for 1-20x extra currency.
* **Inventory**: Mecha parts are stored at the mine they are received from.
* **Production Boost**: A mechas built at a mine double the mine’s currency output (e.g., it was 10 currency per fill, now it’s 20). You visually see the first mecha you build – and then you see a X2 -> X3, to the lower left of it as you build more mechas of the same type. The bonus stacks for each additional mecha you have.

**2. Upgrade Mechanics**

* **Upgrades Drawer**: An "Upgrades" button opens a drawer with options to improve the mining machine:
  + **You can spin a slots mini**-game to get an upgrade for your mine.
    - **Reduce Fill Time**: Decrease progress bar fill time (e.g., -10%).
    - **Increase Output**: Add more currency per fill (e.g., +1 currency).
    - **Output Multiplier**: Increase output based on stored currency (e.g., +0.1x per 100 currency).
    - **Mecha Part Drop Rate**: Increase drop chance (e.g., +1%).
    - **Nothing**: You get nothing – that sucks.
* **Cost Trade-Off**: Each upgrade you get increases the cost to spin the wheel. Once you get mecha part drop rate to 100% you can’t get those upgrades anymore.

**3. Mecha Building**

* **Parts Requirement**: Each mecha (e.g., green bot) requires 6 unique parts (e.g., Left Arm, Right Arm, Left Leg, Right Leg, Head, Torso).
* **Build Button**: When all parts are collected, a “Build Mecha” button appears over the mecha’s spot on the mine screen. Clicking consumes the parts and builds the mecha.

**4. Combat Mechanics**

* **Monster Fight Access**: A “Monster Fight” button is visible as long as you control a mecha at the mine. Clicking starts a battle with that mecha.
* **Fight Structure**: Each fight consists of five battles:
  + **Easy Battle**: Simple enemy with 1 moves and really low stats.
  + **Easy Battle**: Simple enemy with 2 moves and low stats.
  + **Medium Battle**: Normal enemy with 3 moves and normal stats.
  + **Hard Battle**: Smart enemy with 4 moves and normal stats.
  + **Mini-Boss**: Smart enemy with 4 moves and high stats.
* **Turn-Based Combat**: Uses Combat System with animated health/energy bars, floating damage numbers, and sprite animations.
  + **Mechas and monster have 4 out of a pool of 6 moves**. Monsters – you can come up with.
    - **Green** – Light, Heal, Defend, Rest
    - **Yellow – Heavy, Boost, Heal, Rest**
    - **Red – Light, Heavy, Defend, Heal**
    - **Blue** – Heavy, Heal, Defend, Rest
    - **Pink** – Defend, Boost, Light, Heavy
* **Training Between Battles**: Players play a bubble clicker mini-game (15 seconds) to earn training currency. Players can also exchange money they’ve earned during the run into training curreny- and they can exchange training currency into money (the type depending on the mine location). The currency exchange rates aren’t good – to influence you to only exchange if you need to – and not as a normal act.
  + **Slot Machine**: Spend training currency for random stat boosts (e.g., +5 Health, 50 Training Credits, nothing, etc). You must match 3 of the same symbols in a 1 line, 3 reel slot machine. The paytable dictates what prize you get if you match 3.
  + **Direct Purchase**: Buy specific stat boosts (e.g., +10 Health, costs 100 Training Credits, more expensive).
  + **Increasing Cost: Both slot machine and direct purchases go up in price during training, but the costs are reset the next time you start training.**
* **Combat Outcomes**:
  + **Win**: Keep the mecha, gain bonus monster currency (e.g., 20 base currency + 50 bonus currency ).
  + **Loss**: Mecha is destroyed, keep your monster currency (e.g., 20 base currency).
* **Rogue-Lite Element**: Enemy move patterns are randomized per fight for replayability.

**5. Currency Exchange**

* **Trading Post**: Players interact with the tutorial NPC (AstroGuide) at a trading post to exchange currencies – exchange rates aren’t good and this is to encourage players to earn a currency directly instead of trading for it. The trading post is there for any runaway currencies and to allow players to get the next upgrade or spin if they realllly want to and don’t mind burning extra currencies.
* **Unlocking Mines**: New mine sites (e.g., Ice Mine) require monster currency to unlock (20 monster shells). Each site has a unique Mecha, monster, mecha currency and monster currency.
* **Visuals**: The trading post is a cozy sci-fi shop with a table showing exchange rates and currency icons.

**6. Progression**

* **Mine Sites**: 5 total, each with a unique currency, mecha, and monster.
* **Final Boss**: After defeating all 5 different mini-bosses at least once, a final boss fight unlocks.
* **Achievements**: Reward milestones (e.g., “First Mecha Built”, “Monster Slayer”, “All Mines Unlocked”).

**Game Flow**

The game follows a 12-step flow, designed for short, engaging sessions:

1. **Start Screen**:
   * Displays a vibrant asteroid backdrop with a large “Start Mining” button and the game logo pulsing.
   * Tagline: “Can You Stop the Evil Slime?”
2. **Empty Asteroid Click to build mine ‘free’**:
   * AstroGuide introduces the goal: mine resources, build mechas, and fight monsters to restore the colony.
   * Comic-style dialogue bubble with encouraging text (e.g., “Let’s start small and dream big!”).
   * A 2D map shows one location on the asteroid with a glowing “Build Rock Mine (Free)” button over a spot.
   * Player clicks the mine and is taken to the mining screen.
3. **Mining Screen**:
   * Features a mining machine (e.g., backhoe). AstroGuide tells the player to click the machine to start it.
   * Once started, a progress bar appears that fills every 10 seconds. Once it’s full 1 mecha shell is added to the mining machine.
   * Click the machine to collect it’s current value (e.g., 1 shell).
   * Click a plus icon beside the mining machine to open an upgrade slot machine mini-game.
   * There are 3 additional mining machines that can be bought, each requiring more mecha shells and monster shells. (25 mecha shells 0 monster shells, 50 mecha shells 1 monster shell, 500 mecha shells and 10 monster shells)
4. **Inventory Management**:
   * Parts are stored in a grid-based inventory with icons.
   * You can exchange items for currencies at the trading post.
   * Selling parts provides currency but delays mecha building – the exchange rates aren’t great and it’s often better to just build mechas. Only useful if you have a lot of extra of a few specific parts.
5. **Combat with Training**:
   * Fight consists of 5 battles using the Enhanced Combat System.
   * Between battles, a 15-second bubble clicker mini-game earns Training Credits. The bubbles have different icons and move around the screen, the icons are worth different amounts. There are a max of 6 bubbles on screen at a time, and new ones are spawned as soon as one is popped.
   * Spend Training Credits on:
     + Slot Machine: Random stat boosts (e.g., +5 Health, 50 Credits + x\*10).
     + Direct Purchase: Specific boosts (e.g., +10 Health, 100 Credits x\*25).
   * Winning all battles keeps the mecha and grants bonus monster currency. Losing destroys the mecha but retains currency.
6. **Monster Currency**:
   * Defeating monsters grants monster currency (e.g., Monster Shells).
   * Spend to unlock new locations or exchange or other currencies.
7. **Currency Exchange (Trading Post)**:
   * Players talk to AstroGuide at a trading post (cozy sci-fi shop).
   * Shows all currencies you have unlocked.
   * Click a currency to view all items you can trade and what their value is in that currency.