**Smiling Slime Inc.**

**Helping our end users design, produce, and implement new digital recreation systems and solutions since 2010.**

**Smiling Slime Inc.**  
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Date: November 13, 2024

**Dr. MacNEIL**  
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Dear Dr. MacNEIL,

I hope this letter finds you well. On behalf of the team at Smiling Slime Inc., I would like to express our heartfelt gratitude for the opportunity to collaborate with you on building a fully optimized team for *Dragon Quest III*. We are genuinely excited to help you create a custom party that will enhance your gameplay experience and provide you with the strategic advantage you’ve been seeking.

As you may be aware, the much-anticipated *Dragon Quest III HD-2D Remake* was released on November 14th, 2024. With this exciting update to the classic game now available, we are even more thrilled to provide you with a solution that will help you take full advantage of the game’s enhanced graphics and gameplay mechanics. The timing couldn’t be better, as we are poised to offer you a team-building strategy that complements the updated game and will enhance your journey through the world of Alefgard.

In the coming days, we will be presenting a comprehensive project report for your review, which will outline our proposed solution for creating an optimized *Dragon Quest III* team. This report will also include details on how we plan to tackle your unique needs, ensuring that your party is well-suited for success throughout the game’s various stages.

We look forward to discussing this report with you and moving forward with the next steps of our collaboration. Please feel free to reach out at your convenience via email or phone if you have any questions or would like to schedule a meeting. We are excited to assist you in building a team that will make your *Dragon Quest III* experience both enjoyable and successful.

Thank you again for your trust in Smiling Slime Inc. We look forward to the journey ahead!

Sincerely,

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**Table of Contents**:

* Page 1. Smiling Slime Inc. Title
* Page 2. Cover Letter
* Page 3. Table of Contents
* Page 4. Introduction and Objective Analysis
* Page 5 – 6. Restatement of Requirements
* Page 7 - 10. Presentation of Alternatives
* Page 11 - 12. Team Comparisons and Requirements Alignment
* Page 13. Our Recommendation
* Page 14 - 16. Next Steps and Project Summary

**INTRODUCTION.**

The process of building an optimal party for *Dragon Quest III* can be complex and overwhelming for players, particularly those who seek a balanced and effective team that enhances their overall gameplay experience. Given the depth of the game and the variety of character classes available, selecting the right combination of characters that align with both tactical goals and personal preferences is a significant challenge.

Smiling Slime Inc. recognizes the need for a streamlined and methodical approach to party creation, one that ensures no duplication of character classes while also meeting specific requirements for team composition. The company’s goal is to assist players in assembling a well-rounded team that includes a mix of melee-focused and magic-using characters, all while adhering to the game's design constraints and optimizing player satisfaction.

This project aims to simplify the party-building process by providing a structured, consistent method that players can follow to create a team that maximizes both enjoyment and success throughout their adventure in *Dragon Quest III*.

**Objective Analysis.**

The process of choosing a team when starting a new game has been consistently found to be a stopping point in gameplay for many new and experienced users. A series of player canvases and external interviews have identified pain points also known as “hard stops” that prevent a player from enjoyably and knowledgably picking team members for a new session of Dragon Quest III.

At smiling slime Inc the goal that we share with our end users is to remove those pain points and make the entire process of playing the game enjoyable, this includes making choices when there is a large amount of information left unknown to the player at the time of choosing. After over a decade and a half of experience with Dragon Quest three we have identified the major and minor data points that lead to effective party compositional no matter the operational goal of it’s construction.

Whether you’re constructing a team for maximum efficiency, fun, or challenging yourself with antithetical character builds we will be able to help you along the way.

**Requirements**

**1. All party members must be custom made and not prebuilt by the game**

* **Solution: We will create a custom team of three characters at Luisa's Tavern (a location in the game), where the characters are specifically crafted based on your preferences and gameplay style. Each character will be uniquely designed, ensuring a personalized experience from the very beginning of your adventure.**
* **Why This Works for You: By custom-building your team in Luisa’s Tavern, the characters will be tailored to meet your specific needs, allowing you to focus on the strategic roles and playstyle that suit you best. This will provide a smooth and engaging gameplay experience, where each team member is designed to complement the others.**
* **Measurable: The team will consist of three characters, each with a distinct class and a customized set of abilities, ensuring no duplication in roles. This will be done by selecting and adjusting their stats, equipment, and personalities in accordance with your preferences.**

**2. Unique Classes**

* **Solution: Each character in the team will belong to a different class, such as Warrior, Mage, or Priest, ensuring that the party is well-rounded.**
* **Why This Works for You: This eliminates redundancy in your team, ensuring each character brings something unique to the table, whether it’s physical combat or magic. It provides a more diverse and flexible strategy during gameplay.**
* **Measurable: Each of the three team members will have a distinct class.**

**3. Melee-Focused Character**

* **Solution: One character will be dedicated to physical combat, such as a Warrior, Fighter, or Thief, to ensure the team can handle physical threats efficiently.**
* **Why This Works for You: This guarantees you have a strong front-line fighter who can deal with enemies in close combat, providing balance and protection for your magical characters.**
* **Measurable: One character will be a Warrior, Fighter, or Thief, specializing in physical combat.**

**4. Magic-Using Character**

* **Solution: At least one character will have the ability to cast powerful magic (e.g., Mage or Priest), ensuring you can heal, support, and attack from a distance.**
* **Why This Works for You: Magic is crucial for both offense and healing, and having at least one magic user will give you the necessary tools to handle various challenges in the game.**
* **Measurable: One character will be a Mage or Priest, fully capable of casting spells.**

**5. Minimum Team Size Requirement**

* **Solution: Each team will consist of at least three party members, ensuring a diverse and well-rounded group of characters for gameplay.**
* **Why This Works for You: This guarantees that your team will have the necessary variety of skills, abilities, and roles, offering strategic depth and flexibility for a more enjoyable and dynamic experience. You won’t need to worry about imbalanced or underpowered teams.**
* **Measurable: The team will include at least three members, each with a unique class, ensuring a minimum of three distinct characters for gameplay.**

**Presentation of alternatives**

**Team #1: Warrior, Priest, Mage**

**1. Ragnar**

* **Class: Warrior**
* **Gender: Male**
* **Level: 1**
* **Starting Equipment: Leather Armor, Club**
* **Personality: Daredevil**
* **Focus: Resilience (for HP growth) and Agility (for speed)**

**2. Cassandra**

* **Class: Priest**
* **Gender: Female**
* **Level: 1**
* **Starting Equipment: Clothes, Cypress Stick**
* **Personality: Contrarian**
* **Focus: Agility (speed), Resilience (HP), and Luck (status effect resistance)**

**3. Samantha**

* **Class: Mage**
* **Gender: Female**
* **Level: 1**
* **Starting Equipment: Clothes, Cypress Stick**
* **Personality: Genius**
* **Focus: Agility and Wisdom (to enhance spellcasting and damage output)**

**Pros:**

* **Balanced Team: The combination of Ragnar’s physical combat, Cassandra’s healing, and Samantha’s spellcasting offers a well-rounded team capable of handling a variety of challenges.**
* **Late Game Strength: Ragnar's resilience and Samantha’s strong magic will allow the team to scale effectively into the late game.**
* **Strong Survivability: Cassandra ensures the team can endure longer battles with her healing and status effect resistance.**

**Cons:**

* **Limited Offensive Magic: While Samantha offers spellcasting, the team lacks a dedicated high-damage magic user early on, which may slow down progress against tough enemies.**
* **Dependence on Physical Combat: Ragnar and Cassandra are heavily focused on physical combat and support, which might be less effective against enemies with high physical defense or magic resistance.**

**Team #2: Fighter, Priest, Merchant**

**1. Aiden**

* **Class: Fighter**
* **Gender: Male**
* **Level: 1**
* **Starting Equipment: Wayfarer's Clothes, Club**
* **Personality: Show-Off**
* **Focus: Strength and Agility**

**2. Ella**

* **Class: Priest**
* **Gender: Female**
* **Level: 1**
* **Starting Equipment: Wayfarer's Clothes, Staff**
* **Personality: Ironman**
* **Focus: Resilience and Support**

**3. Liam**

* **Class: Merchant**
* **Gender: Male**
* **Level: 1**
* **Starting Equipment: Wayfarer's Clothes, Club**
* **Personality: Amazon**
* **Focus: Strength**

**Pros:**

* **Easy Early Game: Aiden’s strong melee and Ella’s healing provide solid early-game performance, making it easier to handle early enemies.**
* **Durability: Ella's focus on resilience and healing supports the team through longer battles and ensures they can endure.**
* **Flexibility: The Merchant's ability to provide items and resources adds tactical flexibility, allowing for a broader range of strategies.**

**Cons:**

* **Lack of Offensive Magic: This team lacks a dedicated magic damage dealer (e.g., Mage), which could make it challenging to deal with magic-based threats in later stages.**
* **Late-Game Weakness: The Merchant is typically swapped out for a stronger character in the late game, disrupting team synergy and requiring re-adjustments.**

**Team #3: Thief, Mage, Jester**

**1. Karl**

* **Class: Thief**
* **Gender: Male**
* **Level: 1**
* **Starting Equipment: Cypress Stick, Clothes**
* **Personality: Quick**
* **Focus: Agility and Speed**

**2. Ethan**

* **Class: Mage**
* **Gender: Male**
* **Level: 1**
* **Starting Equipment: Cypress Stick, Clothes**
* **Personality: Lucky Devil**
* **Focus: Resilience and Luck**

**3. Maya**

* **Class: Jester**
* **Gender: Female**
* **Level: 1**
* **Starting Equipment: Clothes**
* **Personality: Paragon**
* **Focus: Maximize Melee Damage (Transitioning to Sage)**

**Pros:**

* **Unique and Fun Gameplay: The unconventional mix of Thief, Mage, and Jester offers a fresh and challenging experience for players seeking something different.**
* **Agility-Focused: Karl and Maya’s emphasis on speed makes for quick, dynamic gameplay and fast combat, allowing for high maneuverability.**
* **Powerful Magic: Ethan’s spellcasting and Maya’s potential to transition into a Sage provide strong magical support as the game progresses.**

**Cons:**

* **No Dedicated Melee Fighter: The team lacks a dedicated melee specialist, which may leave them vulnerable against enemies requiring strong physical defense.**
* **Delayed Magic Potential: Maya’s transition to Sage takes time, meaning the team lacks a consistent magic user in the early stages.**
* **Higher Difficulty: The unconventional roles and transitions make this team harder to manage, particularly for newer players, due to the need for careful strategy.**

**Team Comparisons and Requirements Alignment**

|  |  |  |  |
| --- | --- | --- | --- |
| **Requirement** | **Team 1** | **Team 2** | **Team 3** |
| Custom Made Characters (Not Prebuilt by Game) | ✔ | ✔ | ✔ |
| Unique Classes | ✔ | ✔ | ✔ |
| Melee-Focused Character | ✔ | ✘ | ✘ |
| Magic-Using Character | ✔ | ✘ | ✔ |
| Minimum Team Size (At Least Three Members) | ✔ | ✔ | ✔ |

**1. Custom Made Characters (Not Prebuilt by Game)**

* **Team 1: ✔  
  All characters are custom-made at Luisa's Tavern, as per the requirements.**
* **Team 2: ✔  
  The characters are custom-built at Luisa's Tavern, meeting the customization requirement.**
* **Team 3: ✔  
  Similar to Team 1 and 2, characters are custom-created in Luisa's Tavern.**

**2. Unique Classes**

* **Team 1: ✔  
  The team consists of three unique classes (Warrior, Priest, Mage), fulfilling the diversity requirement.**
* **Team 2: ✔  
  The team has distinct classes (Fighter, Priest, Merchant), ensuring no duplication of roles.**
* **Team 3: ✔  
  With a Thief, Mage, and Jester, Team 3 also meets the requirement of unique classes.**

**3. Melee-Focused Character**

* **Team 1: ✔  
  Ragnar, the Warrior, serves as the dedicated melee character in this team.**
* **Team 2: ✔  
  Aiden, the Fighter, is the team’s primary melee-focused character, fulfilling the requirement.**
* **Team 3: ✘  
  While Karl (Thief) provides agility, the team lacks a traditional melee specialist, making it fall short in this requirement.**

**4. Magic-Using Character**

* **Team 1: ✔  
  Samantha, the Mage, fulfills the magic-using requirement, ensuring the team can deal with magical challenges.**
* **Team 2: ✘  
  The team does not include a dedicated Mage or other strong magic user, making it weak in this area.**
* **Team 3: ✔  
  Ethan, the Mage, meets the requirement for a magic user, and Maya can transition into a Sage later on, providing further magical strength.**

**5. Minimum Team Size (At Least Three Members)**

* **Team 1: ✔  
  The team includes three members, each fulfilling a unique role, and meets the minimum team size requirement.**
* **Team 2: ✔  
  With three distinct characters, Team 2 easily meets the requirement for a minimum of three members.**
* **Team 3: ✔  
  Like the other teams, Team 3 has three members, fulfilling the required minimum size.**

**Our recommendation:**

Regarding our recommendation to you for this particular project. Being that the game is something you’ve not shown a deep history of, and we want to align with the game developers idea for how the true to the mold experience should be, we’d strongly recommend team option #1. As stated in the above section it meets all of our requirements that we’ve expanded upon in this report and presents an optimal cohesion between party members.

**Why Team Option #1 is the Best Choice**

**We recommend Team Option #1 (Warrior, Priest, Mage) which can be found on page 7 of this document. This team is recommended because it provides a balanced, well-rounded party that works well both early and late in the game. This team aligns with the developers' vision for the game and ensures an enjoyable and strategic experience. Here’s why it stands out:**

1. **Balanced Team: The team includes a strong mix of physical and magical abilities, making it versatile and adaptable.**
   * **Ragnar (Warrior) excels in melee combat and resilience.**
   * **Kass (Priest) is a reliable healer with good defense.**
   * **Brin (Mage) brings powerful spellcasting abilities to the table.**
2. **Optimal Stat Growth: The team’s character choices are made to enhance stat growth for a strong late-game performance, with each character specialized in different areas like agility, resilience, and wisdom.**
3. **No Duplication: Each member brings something unique to the table, fulfilling the requirement for different classes without overlap.**
4. **True to the Game’s Vision: This configuration mirrors the recommended team setup given by in-game NPCs and is widely regarded as a reliable choice by experienced players.**

In addition to meeting the specified project requirements, this party composition aligns closely with the default recommendations presented by in-game NPCs at the party planning Tavern. These recommended classes have been carefully pre-programmed into *Dragon Quest III* to offer a well-balanced and accessible starting point for players. While not a "perfect" roster, this setup provides a robust combination of characters designed to assist players throughout their journey, maintaining both an engaging challenge and adherence to the developers' intended gameplay experience. It also allows us to experience the recommended team while still fulfilling the requirement to custom make every character!

**Next Steps**

If you choose to proceed with this recommendation, we encourage you to contact our team via the provided company email or phone number to discuss the implementation and finalize the process. Alternatively, if you prefer one of the other proposed configurations, we invite you to share your preferred choice and reasoning. This feedback will enable us to further tailor our recommendations to your specific needs and continuously improve our optimization strategies.

**Project Summary: Smiling Slime Inc. - Optimized Party Composition for *Dragon Quest III***

**Project Overview**

Smiling Slime Inc. is tasked with providing a customized and optimized party-building solution for *Dragon Quest III*, tailored to meet the needs of our client, Dr. MacNEIL. The project centers around leveraging over two decades of gameplay expertise and deep knowledge of the game’s mechanics to create an enjoyable, challenging, and immersive experience for players. This initiative aligns with the recent release of the *Dragon Quest III HD-2D Remake* (November 14, 2024), ensuring that the proposed solutions take full advantage of the updated version’s enhanced features.

**Project Objectives**

The primary goal of this project is to develop and recommend optimized team compositions that meet the following requirements:

* **Custom Made Characters (Not Prebuilt by Game)**: Teams must be composed of characters that are created at Luisa's Tavern, ensuring each character is custom-built and tailored to the player's preferences.
* **Unique Classes**: Each team must consist of three distinct characters, with no duplication of class roles (e.g., Warrior, Mage, Priest).
* **Melee-Focused Character**: The team must include at least one character specializing in physical combat, such as a Warrior, Fighter, or Thief.
* **Magic-Using Character**: At least one character must be able to cast spells, fulfilling the magic-class requirement (Mage or Priest).
* **Minimum Team Size**: The team must include at least three characters, ensuring a diverse and well-rounded team for strategic gameplay.

**Proposed Solution**

The following team was recommended to the customer

1. **Team #1: Warrior, Priest, Mage**
   * **Summary**: A balanced and versatile team optimized for both early and late-game success.
   * **Strengths**: Strong synergy between physical combat and magic, making it suitable for most player preferences.
   * **Recommendation**: This configuration aligns with the developers' intended gameplay experience and is also the default recommendation provided by in-game NPCs.

**Additional Analysis**

* Each team was designed from the ground up to meet project requirements as close as possible while providing a wide variety of choice for the customer, ensuring diversity in classes and alignment with the *Dragon Quest III* gameplay experience.
* Personalities were carefully chosen to enhance character performance in key areas such as agility, resilience, and strength, aligning with the desired playstyle for each team member.
* Recommendations take into account the historical popularity of default team setups and over 20 years of experience among Smiling Slime Inc. staff.

**Conclusion**

This project aims to deliver an optimized and personalized party-building solution that enhances the *Dragon Quest III* experience for players of all skill levels. By aligning with the mechanics and vision of the game’s developers, Smiling Slime Inc. ensures that its recommendations are both enjoyable and effective. With the recent release of the *Dragon Quest III HD-2D Remake*, the timing is perfect to implement a solution that blends nostalgia with modern gameplay innovations.