Game Design Document: "Master of Mayhem"

***Concept:***

Masters of Mayhem is a stylized realism strategy game set in a dark and realistic world. The player assumes the role of an aspiring supervillain eager to establish their nefarious empire and unleash doomsday upon the world. Your goal is to recruit a team of loyal minions and build the ultimate lair, however, there is a persistent threat in the form of the Commando Corps, who constantly interrupt the player's progress. The game features various factions that can either aid or attack the player based on their relationship with them. The player must strategically manage their resources, build alliances, eliminate threats, and continuously build their doomsday program to succeed in their quest for domination and to become the feared Master of Mayhem.

***Game Overview:***

* **Title**: Masters of Mayhem
* **Genre**: Simulation/Real- Time strategy
* **Platform**: PC
* **Perspective**: Top-down view

***Gameplay Mechanics:***

1.1 **Villain Progression**:

The player starts with limited resources and must gradually build up their power and influence. With small army of minions, they need to research, gather resources, and construct various facilities to advance their doomsday program.

As the player progresses, they unlock new technologies, upgrades, and abilities to enhance their capabilities.

1.2 **Commando Corps Interruptions**:

The Commando Corps will frequently launch attacks to disrupt the player's progress.

These attacks can be in the form of direct assaults, sabotage, or infiltration attempts.

The player must strategically defend against these attacks using their available resources and forces.

1.3 **Faction Relations**:

The player's actions and decisions affect their relationship with other factions.

Some factions may provide assistance, resources, or valuable information if the player maintains a good relationship with them and answers to their call for help or invite for trade.

Other factions may become hostile and launch attacks depending on the player's actions.

Player is also allowed to request trade or steal from mentioned fractions.

1.4 **Defeating the Commando Corps:**

When player builds his empire he can launch counter-attacks against the Commando Corps to weaken their forces.

Successful counter-attack puts Commando Corps characters on hold and grants the player a timed break.

During this break, the player can focus on rebuilding their doomsday program and strengthening their defenses.

1.5 **Game Progression**:

The game starts with a set timeline, and the player must race against the clock to complete their doomsday program.

Fractions are leveling with time at a constant balanced/challenging level.

If the player fails to build their doomsday program during the Commando Corps' absence, the game becomes endless and progressively harder.

The player can lose the game if their avatar dies.

**Art Style and Visuals:**

Master of Mayhem features a stylized dark realism art style.

The environment and character designs are dark and gritty, reflecting the game's tone.

The game utilizes detailed environments, realistic animations, and atmospheric lighting to enhance immersion. This kind of art style can be seen in Batman Arkham/Xcom 2.

**Audio:**

The game's audio design emphasizes the intense atmosphere.

Ambient sounds, music, and impactful sound effects accompany gameplay events and actions. Anticipation is intensified with dramatic music prior to the attack.

Voice acting is used to bring characters to life and provide engaging dialogue.

**Target Audience:**

Master of Mayhem targets players who enjoy strategic gameplay and tactical decision-making.

The game appeals to those who appreciate dark and realistic themes in a stylized setting.

The target audience includes fans of strategy games like XCOM, Evil genius and such, as well as players looking for a challenging and immersive experience.

**Storyline for "Master of Mayhem":**

***Singleplayer Campaign: "Rise of the villain"***

Prologue:

In the desolate mountain called Malevolence Citadel, located on your remote island, You take on the role of a promising yet overlooked villain. Seeking to ascend to most feared villain, you begin your journey by assembling a small band of loyal minions and establishing a secret hideout in the heart of the mountain. However, your rise to power will not go unnoticed.

***Chapter 1: Shadows of Opportunity***

***Objective***: Expand your influence and establish a foothold on your Malevolence Isle.

As a new villain, you must navigate the treacherous Malevolence Isle exploring insides of Malevolence Citadel, taking advantage of relative privacy to recruit more minions, gather resources, and establish a network of criminal activities. Along the way, you encounter a rival organisation led by the charismatic and ruthless crime lord, Victor "Viper" Voltaire. Engage in covert operations, sabotage Viper's operations, and show him that you are a force to be reckoned with.

***Chapter 2: The Unholy Alliance***

***Objective***: Forge alliances with other factions to strengthen your position.

Recognizing the need for powerful allies, you set out to establish relationships with various factions on the island. One such faction is the enigmatic cult of The Silent Hand, led by the mysterious High Priestess Seraphina. Prove your worth to Seraphina and gain her support trough trades, unlocking access to dark rituals and forbidden knowledge. However, not all factions are as easily swayed. The militaristic Brotherhood of Iron, led by General Augustus Steel, demands a test of your capabilities before considering an alliance. Engage in a series of strategic battles helping them against their enemies to earn their respect and secure their aid.

***Chapter 3: The Commando Conspiracy***

***Objective:*** Uncover the secrets behind the Commando Corps and weaken their hold on Island.

As you delve deeper onto the island, you stumble upon a conspiracy surrounding the Commando Corps. Their true are not really clear to you, and you are determined to uncover their hidden agenda. Infiltrate their high-security facilities, gather intel, and mess with their plans. Your actions attract the attention of a fraction that has same opinion on Commando Corps. On top of fraction is Evelyn Brooks, who becomes an unexpected ally in your quest to dismantle the Commando Corps' stranglehold on the island.

***Chapter 4: Bloodlines and Betrayal***

***Objective***: Develop specialized traps and countermeasures to neutralize a family of super soldiers.

There is a notorious family of genetically enhanced super soldiers known as the Starkovs. This family stands in your way for true domination. To overcome this obstacle, you must research and develop specialized traps, weapons, and countermeasures built to exploit their weaknesses. Discover the dark secrets behind their creation and battle them to dismantle the Starkov family's power base.

***Chapter 5: The Final Confrontation***

***Objective***: Complete your doomsday program and face the ultimate challenge.

The time has come to bring your grand plan to fruition. As you near completion of your doomsday program, the Commando Corps launches their most devastating assault yet, determined to crush your rise to power. Rally your loyal minions, fortify your defenses, and repel wave after wave of Commando Corps attacks. Finally, in a climactic showdown, face off against the insidious leader of the Commando Corps, General Daniel Shroud. Prove once and for all that you are the true Master of Mayhem.

Epilogue:

With the island under your strong grip, you have become the feared and revered ruler. As your empire expands, neighboring fractions expands making your battles harder as times goes on.

**Conclusion:**

Master of Mayhem is a strategic and immersive experience crafted for players who are seeking for the challenging strategic gameplay and tactical decision-making. Are you ready to embrace the darkness, forge alliances, eliminate threats, and become the feared Master of Mayhem in a world on the brink of destruction? The choice is yours.

**Needed**: Name of the island, name of the mountain on island, name for factions.

**Map design**

**Map theme:**

The main focus is an island that should have a tropical vibe with a dark atmosphere. Picture palm trees, sandy beaches, and lush green grass with a moody touch. Forests and lakes should also be part of the island. Take a look at the images on:

[ArtStation HYPERLINK "https://www.artstation.com/artwork/Z5lrgZ" - TROPICAL ISLANDS - Unreal Engine 4](https://www.artstation.com/artwork/Z5lrgZ)

Mountain should be tiles style so when building tile assets can be replaced with another. For example dirt can be replaced with rooms.

Mountain also has **layers** and you can build on top of layers, similar to building system in sims 4.

**Map purpose:**

The island is where the evil organization led by the main villain has set up their base, using a towering mountain as their headquarters.

**Layout:**

The island should have a docking station where minions can retrieve goods. The docking station, helipad, and the mountain base are essential buildings that must be included.

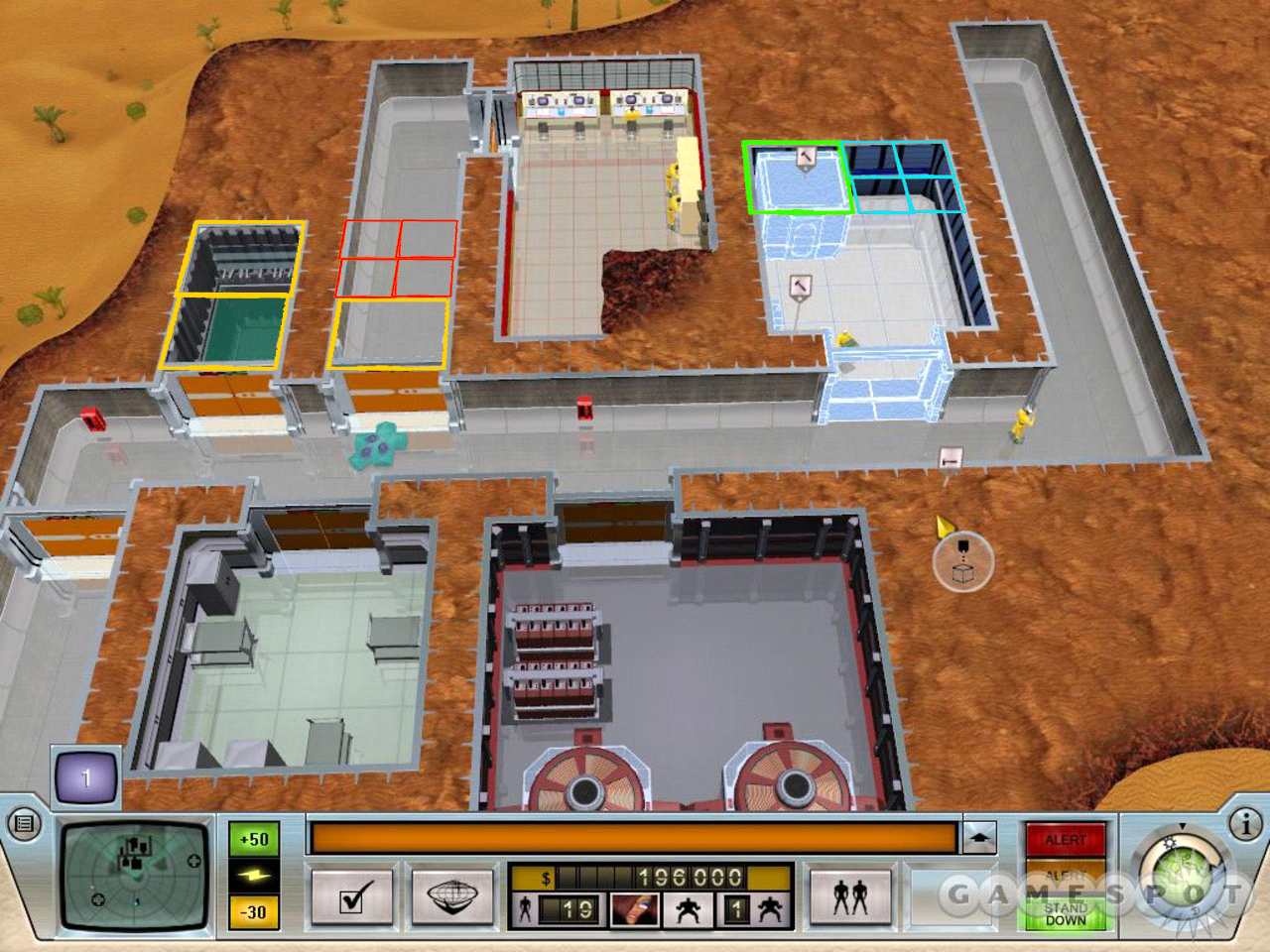
The map cannot have very rough surface so that minions can move around easily, and so we can bake a navigation mesh for their navigation on the island.

**Assets:**

* The main assets we need are tile sets for the mountain. We should have dirt tiles that can be destroyed and replaced with room tiles as necessary. Additionally, we require structures like the base, research facilities, training rooms, control rooms, barracks, interrogation rooms, and armories.
* We also need furniture and decorations to customize the base, including desks, chairs, sofas, tables, bookshelves, wall art, statues, plants, and other objects to create a visually appealing environment.
* To ensure the base's security, we should incorporate traps and security systems such as laser grids, pressure pads, security cameras, guard posts, and sentry turrets. And don't forget functional doors throughout the map.

**Tile system:**

In contrast to Evil Genius, which allows tiles to be placed only one tile apart, this game utilizes smaller tiles. For reference, the tiles from the previous Evil Genius game serve as a model. Below, you'll find a visual representation of how the tiles should appear in Master of Mayhem. The proportions of rooms and objects in relation to the ground will remain consistent, but the ground itself will accommodate double the tile size. The yellow squares represent the old tiles, while the red square indicates the new building tiles. Likewise, the green squares represent the old objects, and the blue squares represent the new objects.



**Gameplay mechanics details**

***Characters:***

**Main character:**

The main character assumes multiple crucial roles within the game, including recruiting and managing minions, designing the lair, controlling attacks, and handling relations with factions.

Game Over Conditions:

If the main character is killed or the player runs out of resources, the game ends. Running out of resources causes progress to stall, granting enemies an advantage that could lead to the destruction of the lair.

Population and Minion Recruitment:

As the player progresses, the game's population number increases, determining the maximum number of minions that can be recruited. Each minion incurs recruitment costs, in population and money resource, and requires a build time before being available for use. When a minion dies, a population slot becomes again available, allowing the player to recruit a replacement.

Lair Design and Construction:

Lair design is a significant aspect of the main character's mechanics. The player has the ability to layout rooms and objects within the lair. After designing the layout, minions can be assigned to construct the rooms. Minions will allocate funds and resources to acquire equipment like jackhammers and explosives to facilitate construction. Objects within rooms are movable, and minions can be tasked with rearranging them.

Interaction with Factions:

The main character possesses the capability to send units to aid factions in need or engage in trading activities. Additionally, minions can be dispatched to steal from other locations or investigate areas in search of valuable objects or missions with substantial rewards. It is possible to steal from any faction on the map, although stealing from other villains may yield more resources it can also provoke their anger. Mad factions will actively launch attacks on the player's lair, further challenging their survival and progress.

**Henchmen:**

Henchmen serves as the main villain's loyal right-hand, offering protection and assistance during challenging missions. Sending henchmen on a mission significantly enhances the mission's chances of success, but it also puts the main character at risk while henchmen is away.

The main character has the option to assign specific tasks to henchmen, such as guarding a designated position or carrying out targeted assassinations. henchmen excel at executing these tasks, completing them much faster than regular minions.

In addition to his formidable skills, henchmen possess the ability to train minion, enabling them to level up and become manager. This provides a valuable opportunity for the main character to strengthen their minion workforce and enhance their capabilities.

**Minions:**

Minions are the essential units responsible for carrying out tasks assigned by the leader. They diligently execute building orders, eliminate targets, and utilize the equipment provided to them.

Minions have various levels that can be customized for specialized purposes. For instance, highly intelligent minions excel at searching the map for missions with greater success and efficiency compared to default minions. Although they may be weaker in combat, they possess valuable interrogation skills that provide useful information and unlock additional missions and locations containing rare resources and objects.

Alternatively, minions can be trained to become formidable fighters, forming a formidable army adept at stealing and combat, even though their intelligence may be limited.

Additionally, minions can be developed into managers, boosting research efforts and maintaining order among lower-ranked minions, making it easier for the player to identify intruders within the lair.

Minions possess two key properties: health and stamina. The concept of health is self-explanatory, while stamina will be explained in next sections of the documentation.

**Infiltration:**

In the game, enemy agents from rival factions have the ability to infiltrate the lair, posing as minions. The player is unable to distinguish them from their own minions at first glance and can only identify them by observing their actions and closely monitoring their behavior.

Once infiltrated, these deceptive agents will attempt to disable crucial elements of the lair, such as doors, cameras, and power plants, which are essential for its proper functioning. Disabled objects require repair time, leaving the lair vulnerable to enemy agent attacks. During this time, the infiltrators may engage in a full-scale assault, aiming to destroy objects and assassinate the main character.

Fully destroyed objects cannot be repaired and must be replaced. This adds an additional challenge for the player, as they must invest resources and time into rebuilding what has been lost.

While infiltrated agents are not equipped with gear for combat and are generally weaker than default enemy agents, they still pose a threat by providing valuable intelligence to the enemy. They can create weak points within the lair, by neutralizing security and other objects. It is crucial for the player to detect and neutralize these infiltrators on time.

***Object Categories***

**Rooms:**

Control room- The Control Room is the nerve center of your lair. It is equipped with advanced technology and surveillance systems to monitor your base, minions, and security cameras.

Control room allows you to use alarms, automatic doors, traps and other surveillance systems in you liar.

Barracks- The Barracks provide living quarters for your minions. They offer beds, amenities, and recreational spaces to ensure your minions have a place to rest and recuperate.

Barracks provides a comfortable environment for your minions, replenishing their stamina required for doing tasks.

Power plant- The Power Plant is responsible for generating electricity to power your lair. It contains generators, electrical infrastructure, and maintenance facilities.

Supplies power to all the electrical objects and systems in your base, ensuring their smooth operation.

Elevators- Elevators serve as passages connecting different floors of the lair. However, it is important to note that elevators require a stable supply of electricity to operate efficiently.

Training room- The Training Room is where your minions improve their skills and abilities. It contains equipment and facilities for combat training, shooting and other specialized training programs.

This room is used to level minions for combat.

Mess hall- The Mess Hall is a dining area where your minions gather to eat and socialize. It offers food and refreshments for your minions to relax and interact.

Used to increase stamina but unlike barracks minions in this room will spend less time and they would be more quickly ready for work paying for food in meantime.

Infirmary- The Infirmary is a medical facility where injured minions receive treatment and care. It is equipped with medical equipment and run by minions.

Used to regain health and return to their duties more quickly, minions can replenish heath overtime but they take a risk of dying if they get attacked.

Laboratory- The Laboratory is a specialized workspace for your scientists. It contains research desks, scientific equipment, and resources needed to conduct experiments and develop new technologies.

It enables scientific research, unlocks new upgrades, and contributes to the advancement of your organization by leveling minions to scientist.

Armory- The Armory is a secure storage area for weapons, gadgets, and equipment. It ensures your minions and henchmen are well-equipped for defense and combat.

It provides access to firearms, explosives, and other tools of destruction, providing your forces with temporary boost in combat.

Interrogation room- The Interrogation room is a secure and fortified chamber within your evil lair. It is equipped with various interrogation tools and equipment designed to extract information from captured individuals.

The extraction of valuable information grants the player access to more theft operations by revealing the locations of valuable resources within the game.

Corridors- Corridors are the pathways that connect various rooms, facilities, and areas within your evil lair. With corridors player is able to create unique shape of base and rooms that he can fill with decoration and security items.

Vault- The Vault room is a chamber within your evil lair. It is designed to store your accumulated wealth, treasures, and valuable resources from theft, sabotage, or enemy agents. This room should be placed deep within your base secured with doors and traps.

**Room objects:**

*Control panels*- These panels, located in the control room, are responsible for managing the surveillance system, controlling doors, cameras, and traps within the base.

*Data analyzers*- Found in the control room, these analyzers are used to search the map for missions and items, providing valuable information.

*Beds*- Located in the barracks, beds serve as resting places for minions to replenish their stamina in exchange for time.

*Lockers*- Found in the barracks, lockers are used by minions to change their appearances as they level up. Minions can transform into soldiers, scientists, or managers based on their professions.

*Generator*- The power plant houses the generator, which generates electricity for the units that require it in the lair. Additional generators can be constructed to increase the power output.

*Batteries*- Stored in the power plant, batteries store power in case the generator stops working, ensuring a backup power supply for a short time period.

*Training dolls*- In the training room, training dolls are used for minions to level up their fighting skills by engaging in combat against simulated opponents within a given time frame.

*Shooting targets*- Also found in the training room, shooting targets help minions level up their fighting skills by practicing their marksmanship. This training is shorter than using training dolls but requires spending of money on ammunition.

*Tables with chairs*- Located in the mess hall, these provide seating for minions to eat and rest, allowing them to replenish their stamina.

*Food dispenser*- In the mess hall, the food dispenser provides minions with food to restore their stamina in exchange for money.

*Farmacy store*- Found in the infirmary, this store is run by a minion and allows them to replenish up to 30% of their health in exchange for money.

*Medical beds*- In the infirmary, medical beds provide faster recovery for minions, restoring their health from 1% to 100% more quickly than natural healing. Minions resting on these beds are closely monitored at the cost of money.

*Sample Storage Units*- Located in the laboratory, these units preserve and organize research samples or biological specimens, aiding in the promotion of minions to the scientist profession over time.

*Analytical table with research equipment*- Found in the laboratory, this table is equipped with advanced tools for conducting experiments and analyzing data, unlocking various upgrades, minions are using intel resource while working on this station.

*Weapon Racks*- Stored in the armory, weapon racks hold a variety of weapons and equipment for minions to use in defense and combat. They provide a boost in the success of defending and theft operations. However, weapon racks can only be used once before a cooldown timer begins.

*Cells*- In the interrogation room, cells are used to imprison captured intruders, keeping them under control. If left for too long, prisoners may die from starvation.

*Interrogation desk*- Located in the interrogation room, the desk is equipped with tools and a chair for the purpose of torturing captives and extracting information about stealable items.

*Gold pile*- In the vault, the gold pile visually represents the amount of money owned by the mastermind.

*Money exchanger*- Also found in the vault, the money exchanger allows minions to deposit gold and receive a briefcase filled with money. This money can be used to purchase various items.

Proposal:

*ATM*- A late-game item placed on the vault wall, the ATM allows minions to withdraw money without entering the vault. With the added security of high-security doors, it provides excellent protection against thefts.

**MISC objects:**

*Security Cameras*- Positioned in various rooms, security cameras serve the purpose of monitoring different areas of your lair, allowing you to keep an eye out for intruders and detect any suspicious activities.

*Door-* Doors are present in different rooms throughout the lair and operate automatically, opening and closing on their own. They can be configured to open for all, only for workers (including infiltrated units), or exclusively for the master and henchman. Additionally, there is an adjustable delay setting that determines the time it takes for a door to open. If infiltrated units disable a door, the minions are responsible for repairing it. It is important to note that doors depend on a power source to function.

*Traps*- Installed in different rooms, traps consist of a variety of booby traps designed to deter and immobilize intruders. Panels and lasers are utilized to activate these traps, adding an extra layer of defense to your lair.

*Composter*- Placeable in any room, composters are used to decompose bodies discreetly. However, it's important to note that the composters emit odors, which may attract agents if the smell permeates throughout the rooms.

**Furniture and decoration:**

Items used for decorative purposes to enhance the aesthetics of your lair include sofas, statues and sculptures, wall art, rugs and carpets, planters and greenery, as well as TVs and other gadgets. Statues, sculptures, wall art, and cars can be acquired through acts of theft.

**Resources:**

*Money*: Money is the lifeblood of your evil operations. It allows you to construct new rooms, hire minions, research new technologies, and fund various activities. Money can be obtained through illegal activities like stealing, raiding or completing missions

*Notoriety*: Notoriety represents your evil reputation and the attention you draw from authorities and secret organizations. By successfully completing acts of infamy, you increase your notoriety. However, higher notoriety also attracts more powerful enemies and increases the likelihood of your lair being attacked by agents.

*Intel*: Intel is essential for gathering information about the world, your enemies, and potential targets. It helps you plan your schemes effectively and uncover hidden opportunities. Intel can be gathered by interrogating agents, completing missions, or researching locations on map.

*Loot*: Loot consists of valuable items, artifacts, and treasures that you can acquire during missions or by raiding other locations. Loot can be sold for money, trade with factions or used to enhance your lair's aesthetic appeal.

These resources must be managed strategically to ensure the success of your evil empire. Balancing their acquisition, usage, and preservation is crucial for your progress and survival in Master of Mayhem.

**Objects and Story-Related Items:**

*Theft Objects*- These are tools and equipment specifically utilized for executing theft missions and acquiring valuable items such as luxury cars, paintings, and briefcases filled with money.

Plot Objects- These items serve to advance the storyline and unlock new missions or objectives, propelling the narrative forward.

*Doomsday Devices*- These powerful devices play a crucial role in the villain's plan for global domination. They can only be obtained through successfully defeating commando corps.

*The Unholy Alliance Artifacts*- In this scenario, the objective is to steal cursed artifacts that can be traded with The Silent Hand. These cursed artifacts are employed to weaken enemy forces by triggering catastrophic events that disrupt their operations.

*The Commando Conspiracy Laptop*- The goal here is to steal a laptop containing valuable intel about the commando corps. However, there's a catch—the data is encrypted and must be decrypted using a special algorithm obtained through trades with other factions.

***World Interactions***

Within the UI panel, there is a world map button that displays all the locations in the game. These locations need to be researched in order to unveil the strongholds of rival factions.

In addition to the strongholds, the map also reveals side missions and objects that can lead to side missions. These objects can be stolen and then traded with factions to uncover the positions of these missions. The map also marks valuable items that can be stolen.

The player can assign minions to tasks such as stealing, researching, or attacking the discovered positions. Attacking a position can yield great number of resources, but the attacking troops are vulnerable to the enemy's defense and may die in the process. Stealing items brings less valuable loot and increases notoriety over time, leading to more frequent attacks on the lair, stealing is safer for minions. During infiltrated research, minions may die if they are exposed by enemy units. Infiltrated minions with higher intellect levels have a better chance of survival.

Proposal: when the player assigns minions to steal, attack, or undertake missions, they can track the minions in real time, switching to another scene to observe their progress. Additionally, when sending the henchman or engaging in negotiations with other factions, dialogue prompts could be included, and the outcome of the negotiation would depend on the chosen dialogue options.

***Game Levels***

The game begins with a level where the player is tasked with establishing their evil lair. This involves constructing a facility within a mountain base and setting up essential objects. This level serves as a tutorial, teaching the player the basics of building and defending their lair.

In the next level, the player gains knowledge about faction relations, stealing, and combat. With limited funds, the player is forced to explore the map, form alliances, and learn the art of stealing under the guidance of the Silent Hand faction. This level also introduces the player to the items necessary for missions as he needs to steal cursed artifacts.

Moving on to the third level, the player jumps into the infiltration system. Following the storyline, the player is assigned a mission to successfully infiltrate the commando corps, providing a hands-on experience with covert operations.

In the fourth level, the player confronts the Brotherhood faction. Here, the player learns how to conduct research and develop new technologies that can aid in taking down the Brotherhood and furthering their evil plans.

***Design procedure:***

**Define the Core Mechanics:**

* *Villain Progression*: Start with limited resources and gradually build up power and influence. Research, gather resources, and construct facilities to advance the doomsday program.
* Commando Corps Interruptions: Defend against frequent attacks from the Commando Corps using available resources and forces.
* Faction Relations: Player actions affect relationships with other factions. Maintain good relations to receive assistance, resources, and valuable information, bad relations results in attacks from other factions.
* Defeating the Commando Corps: Launch counter-attacks to weaken the Commando Corps and grant the player a break to focus on rebuilding and strengthening defenses.
* Game Progression: Set a timeline for the game and race against the clock to complete the doomsday program.

**Determine the Art Style and Visuals:**

Choose a stylized dark realism art style with detailed environments, realistic animations, and atmospheric lighting. Look for inspiration from games like Batman Arkham and XCOM 2.

**Plan the Single player Campaign:**

Develop a storyline that follows the rise of the villain through various chapters and objectives. Create engaging missions and challenges that align with the narrative.

The campaign will fulfill the purpose of tutorial. Design compelling characters and factions that interact with the player.

**Design the Map:**

Create a tropical island with a dark atmosphere. Include features like palm trees, sandy beaches, lush green grass, forests, lakes, and a towering mountain as the villain's headquarters. Incorporate a docking station, helipad, and essential buildings like the base, research facilities, training rooms, control rooms, barracks, interrogation rooms, and armories. Use a tile-based system for the mountain to allow flexibility in building and customization.

**Design Gameplay Mechanics in Detail:**

* Characters: Main character, Henchmen (right-hand), and minions with different abilities and roles.
* Population and Minion Recruitment: Manage the population and recruit minions with recruitment costs and build times.
* Lair Design and Construction: Allow players to design and construct rooms, assign minions to build, and rearrange objects.
* Interaction with Factions: Enable players to aid factions, trade, steal, and request assistance. Consequences based on faction relationships.
* Infiltration: Include enemy agents infiltrating the lair, disguising as minions. Detect and neutralize infiltrators to avoid damage.
* Object Categories: Define various rooms, room objects, furniture, traps, security systems, and corridors.
* Resources: Money, notoriety, intel, and loot. Manage resources strategically for progress and survival.

**World Interactions**: Provide a world map for researching locations, stealing, attacking, and undertaking missions. Real-time tracking and dialogue prompts for negotiations are optional.

**Create Objectives, Levels, and Progression:**

Design levels to introduce gameplay mechanics. Develop levels that progressively increase in difficulty and complexity, incorporating new mechanics and challenges. Plan objectives and missions aligned with the storyline.

**Balance and Testing:**

Iterate on gameplay mechanics, adjust difficulty levels, and balance resources. Conduct playtesting to gather feedback and refine the game's design.

**Audio Design:**

Create an intense atmosphere with ambient sounds, impactful sound effects, and dramatic music. Include voice acting for characters and engaging dialogue.

**User Interface:**

Design an intuitive and user-friendly interface that allows players to navigate menus, manage resources, interact with objects, and access information easily.

**Additional Features:**

Consider adding features like achievements, leaderboards, customizable lair aesthetics, and post-release updates to enhance player engagement and longevity.

Remember to continually playtest, and gather feedback throughout the game's development process to refine and improve the overall experience.

Parts in blue subject to change and testing

Parts in red to be replaced