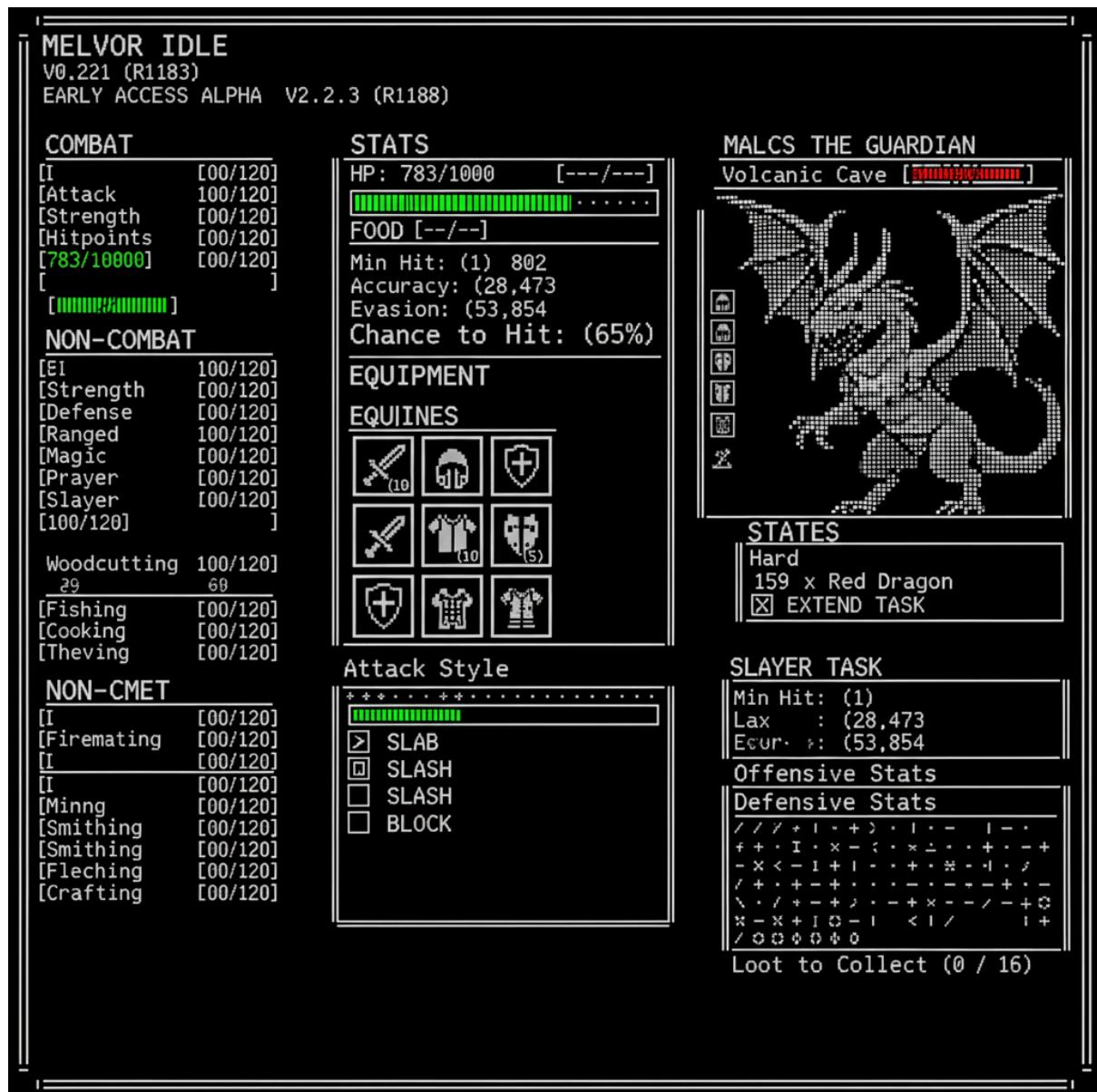


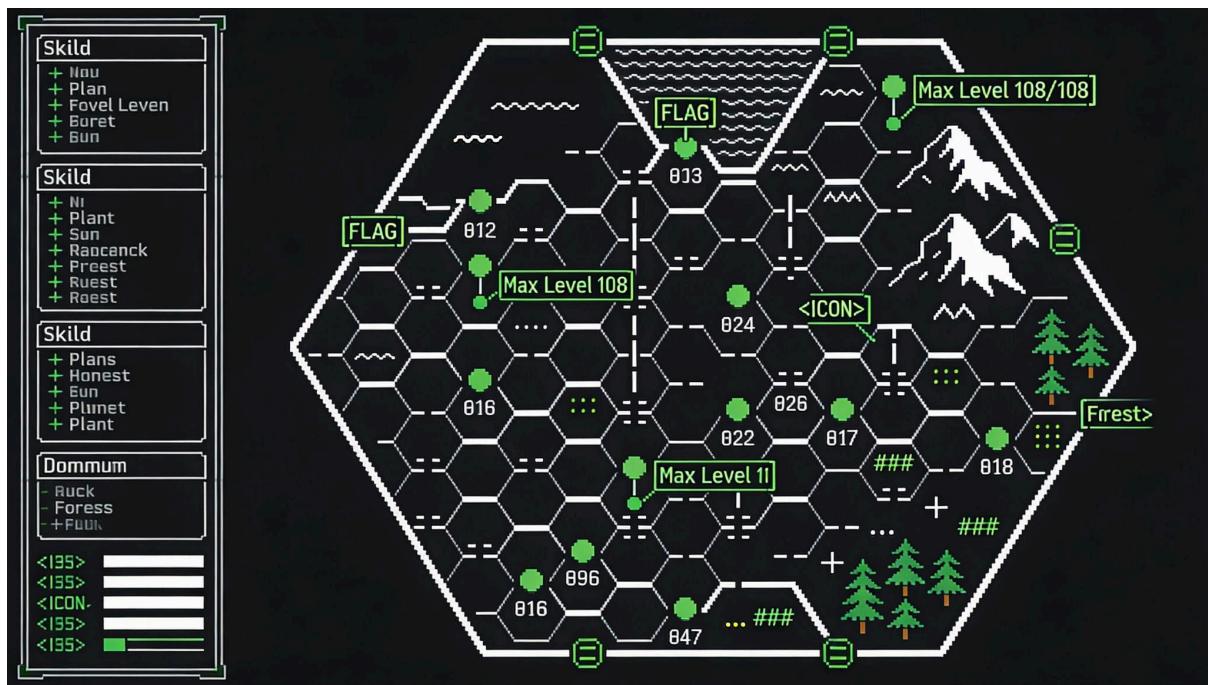
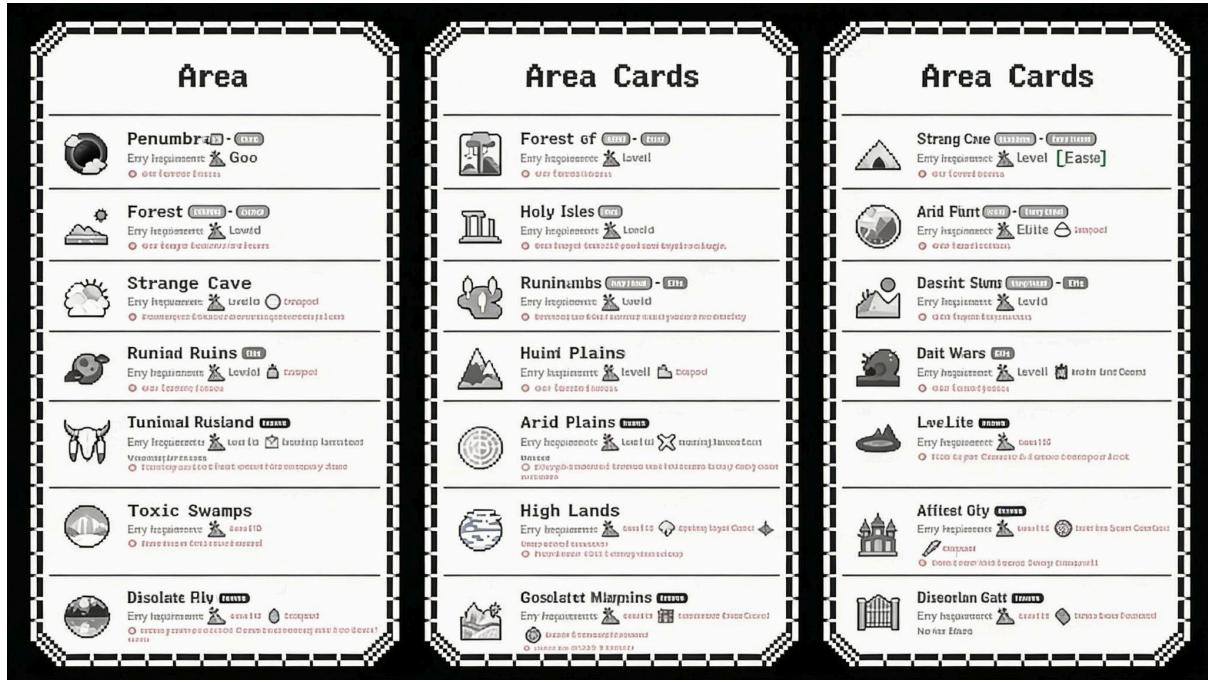
I am a software engineer with a background in tech. I am planning an idle/incremental game and need assistance.

The general idea of the game is as follows: It is menu based and the player can start various actions in various different subcategories which all take various amounts of time.

For the setting and certain game mechanics I am drawing heavy inspiration from World of Warcraft and other, similar MMORPGs, just that I want to put the gameplay loop of those in a simple, offline idle/incremental game. A VERY good comparison would be the game Melvor Idle, which is just a offline idle/incremental clicker version of Runescape.

See the following pictures for a draft of the UI.





The deeper concept for my menu based, offline idle/incremental clicker game:

The player will create a character according to their liking, choosing between different classes which will be described later. During the game progression, the player character gets stronger by leveling up as they finish quests, gathering new equipment, gaining new abilities and gaining talents with all of these features taking a lot of inspiration from MMORPGs such as World of Warcraft or Everquest 2. At some point the player character will reach the

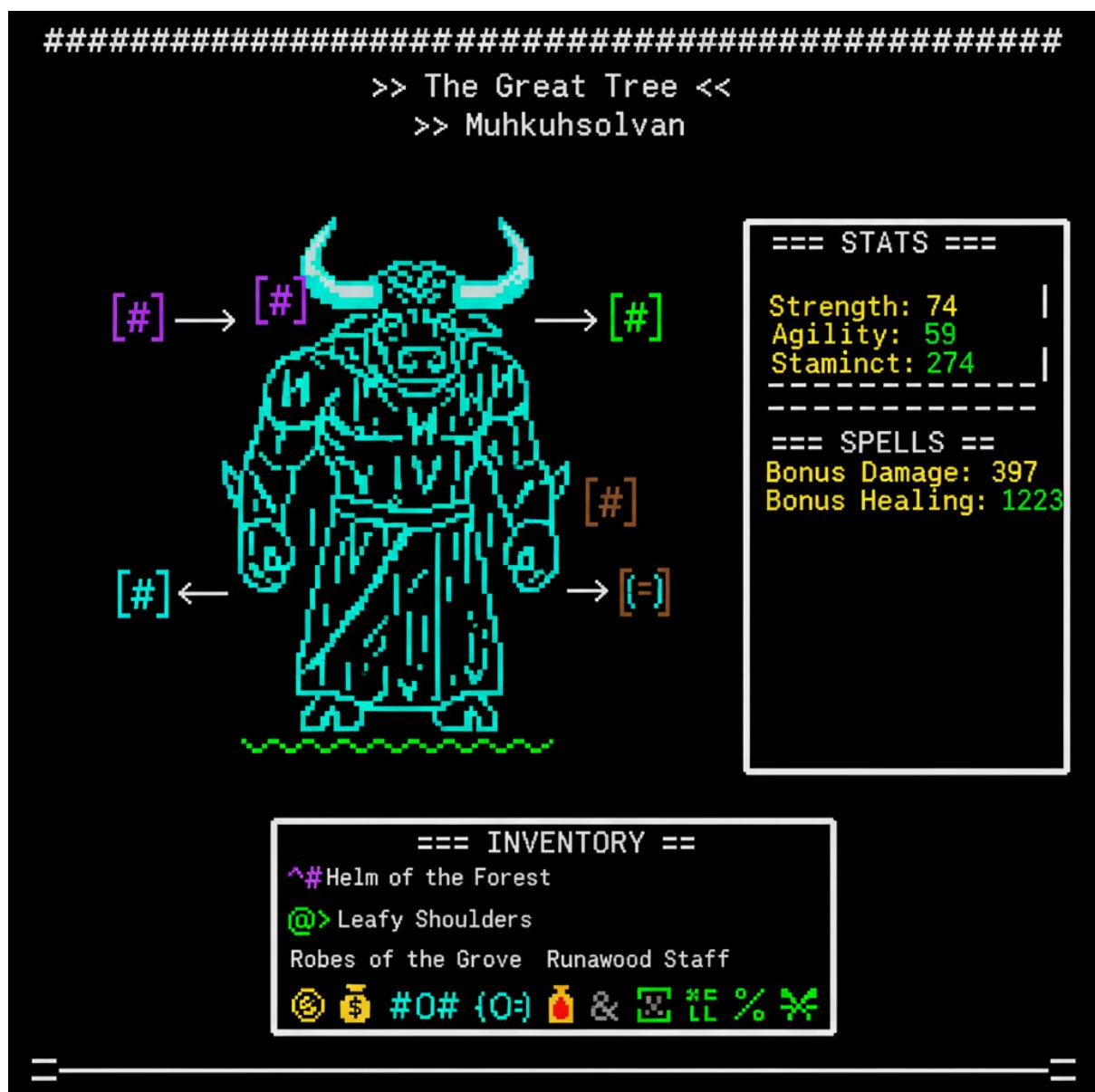
maximum level 60 and will be able to do dungeons and raids like in a proper MMORPG to get a chance at collecting rare equipment.

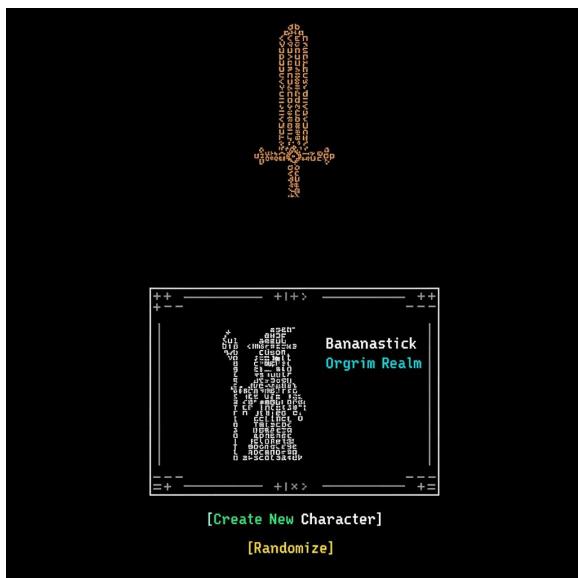
* Game design concept:

The player character and enemy NPCs will all have different attributes which change their character in a certain way (again think World of Warcraft).

The combat system will just be a simple simulation of oldschool MMORPG combat rolls and will include all the usual stats with their usual function like Health, Mana, Rage, Energy, Critical Strike Chance, Critical Strike Rating, Range Attack Power, Melee Attack Power and Spell Power

Pictures of how I imagine the character screen design:





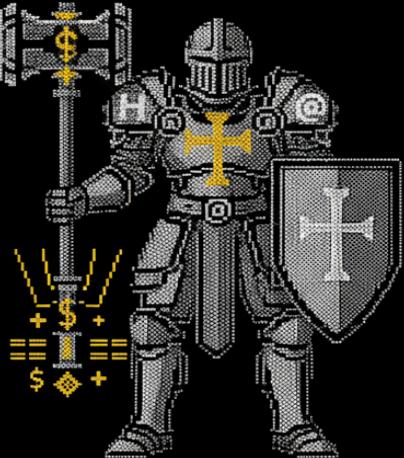
>> EQUIPMENT PANEL <<

Lieutenant Commander Getomafia, Level 60 Paladin

// STATS //

HP: 1850/1550
MP: 980/1980
MP: 980/9990
ATK 1134
AEF 750
AGI: 180
INT 180
VIT 200

Spell Power: 108
Attack Power: 1134
Critical Strike: 5.8%



// GEAR //

[Helmet]
[Helm of the Crusader]
[Plate of Holy Light]

[Shield]
[Golden Hammer of Zenit]
WEapon Ring of Purenlheart

[Ring1] Band of Fortiuion
[Ring2] Ring of Ascension
[Amulet of Deception
[Neck
[Trinket1 Ages

[Character] [Reputation] [Skills] [Honor]

Attribute list:

- Strength (adds melee attack power, for some classes more and for others less)
- Agility (adds melee and ranged attack power, for some classes more and for others less, additionally some classes gain melee/ranged critical strike chance)
- Intellect (increases maximum Mana, increases critical strike chance for spells and increases spell power; for some classes more and for others less)
- Stamina (increases maximum Health, for some classes more and for others less)

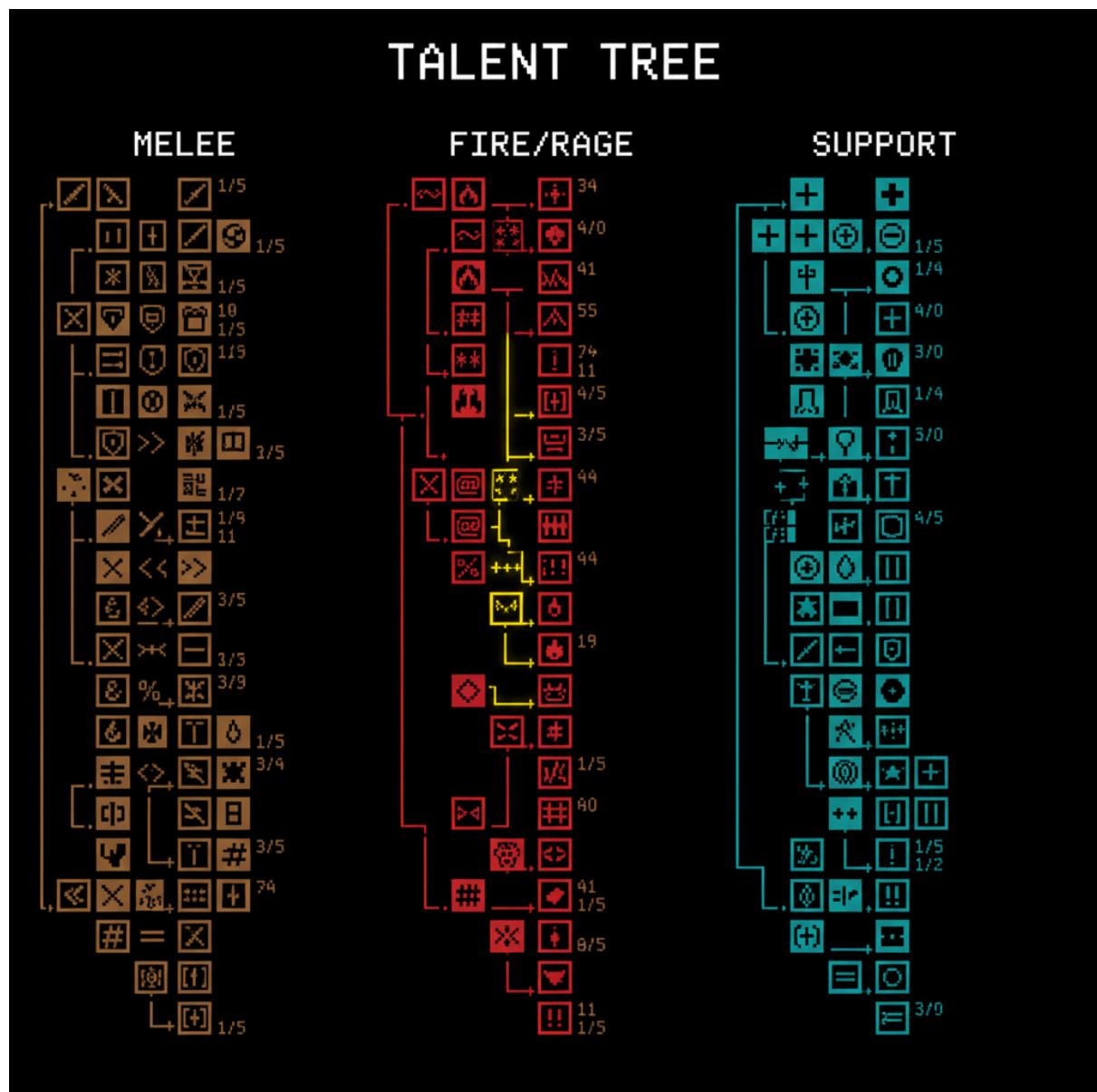
There will be 7 different classes, the list:

- Warrior (heavily armored frontline fighters who specialize in melee damage, using rage generated in combat to fuel powerful attacks and defensive abilities, scale very well with Strength and Stamina)
- Paladin (holy knights who wear heavy armor and can tank, heal, or deal damage using holy magic and blessings. can scale well with both Strength or Intellect)
- Hunter (ranged physical damage dealers who fight primarily with bows or guns, scale very well with Agility and have some Intellect scaling as well)
- Rogue (leather-wearing melee damage dealers who rely on stealth, poisons, and combo-point finishers to burst down targets, scale very well with Agility)
- Priest (cloth-wearing casters best known as the premier healers, with powerful single-target and area heals plus strong buffs. Specific talent specialization lets them deal sustained damage with spells while still bringing valuable utility to groups, scales well with intellect and stamina)
- Mage (fragile cloth spellcasters who focus on high burst ranged damage using frost, fire, or arcane spells. Also bring major utility with food, scale EXTREMELY well with Intellect)
- Druid (spiritual casters who provide versatile support through healing or elemental damage. They can also melee with weapon enchants, cast ranged spells, or heal. They can scale with Strength, Intellect or Agility)

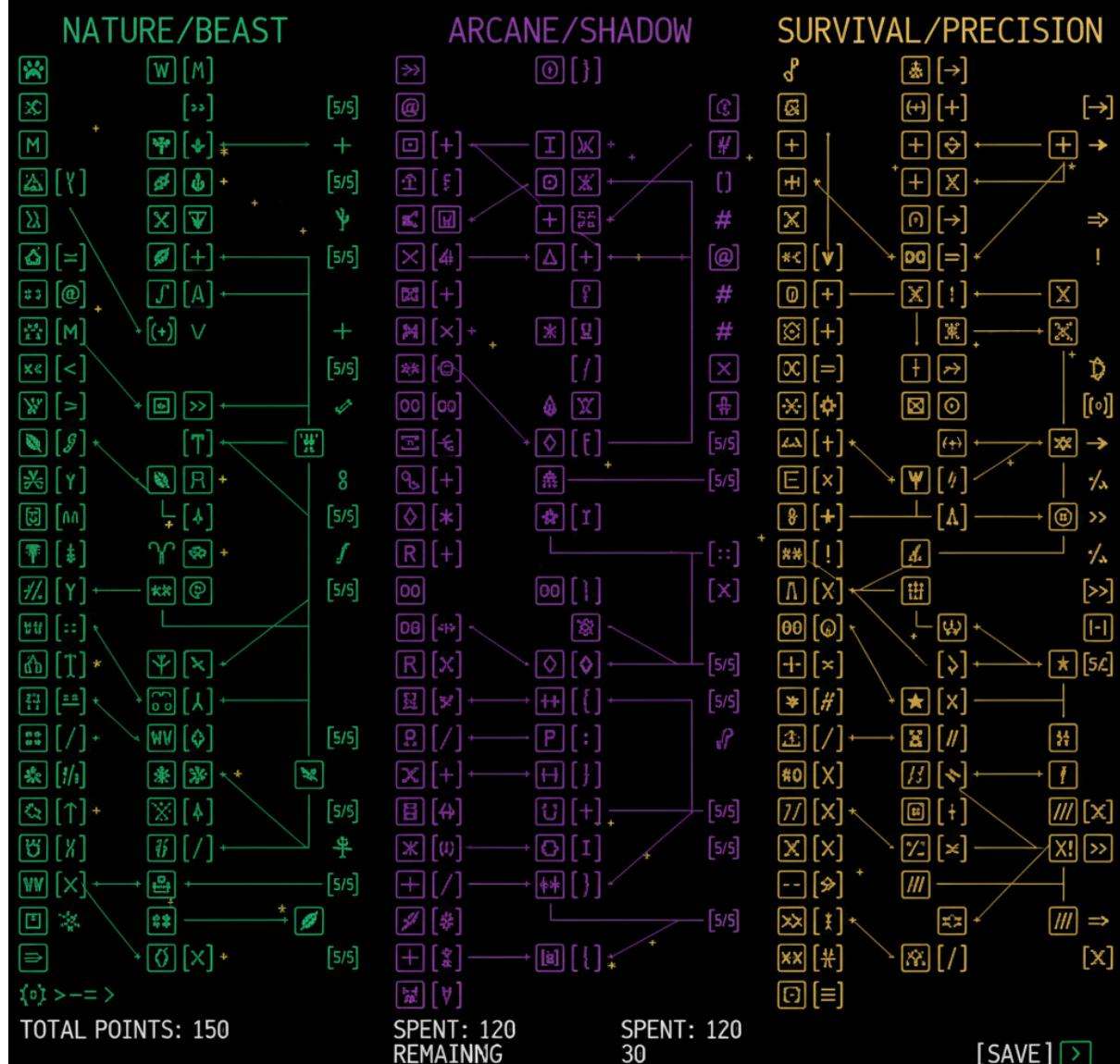
Every class will have 3 talent tree and each focuses on different strengths of the class (such as melee damage, healing, spell damage or supporting WHERE APPLICABLE). The player will then be able to gain talent points with each level up and can spend them to progress through the trees.

See following pictures as examples of how it could look:

TALENT TREE



DRUID/HUNTER TALENT TREE



The core game idea is: replicate the fun parts of MMORPGs in a offline, incremental and fun grindy way where the player does not have to be at the desk for the game to progress meaningfully.

The game loop is: similar to MMORPGs, the player is trying to get better and better equipment from dungeons/raids to be able to grind those quicker (with less wait time) and be able to progress into more challenging dungeons and raids with rare and exotic drops offering an additional layer of progression.