Martial Odyssey - Game Design Summary

# 1. Character Progression & Cultivation System

- The game will use a cultivation-based progression system without traditional levels.  
- Players advance by breaking through cultivation realms (e.g., Novice, Disciple, Adept) using a percentage-based breakthrough system.  
 - Starting breakthrough chance: 50%, modified by items and body cultivation.  
 - Failure in breakthrough results in temporary setbacks, but players can attempt again after recovery.

# 2. Automatic Battles & Exploration

- Battles will be automatic, influenced by cultivation rank, equipped items, and passive strategies set by the player.  
- Players can explore the world, encountering random events like enemies, treasures, or caves.  
- Exploration leads to rewards such as items, cultivation books, or money.

# 3. Breakthrough Mechanics (Percentage-based)

- When the player reaches the peak of a minor realm, they can attempt a breakthrough with a default chance of success (e.g., 50%).  
- Modifiers:  
 - A strong foundation (e.g., cultivated body) adds a percentage to the chance of success.  
 - Consumables like pills can increase the chance but have lasting side effects, while talismans grant temporary bonuses without penalties.

# 4. Reputation & Faction System (Simplified)

- Sects and factions exist primarily as shops or enemies.  
 - Increasing reputation with factions unlocks new items in their shops.  
 - Encounters with sect members could result in the player gaining access to special resources or skills.

# 5. Random Encounters & Rewards

- During exploration, players will experience random encounters with varying outcomes:  
 - Combat: Face enemies and earn loot.  
 - Events: Discover hidden caves, treasures, or interact with wandering NPCs.  
 - Saving important characters can unlock special benefits or early access to sect shops.

# 6. Defeat & Recovery Mechanics

- Defeat doesn’t result in death but causes permanent setbacks:  
 - Health: Permanently reduce health points by a certain amount.  
 - Cultivation Penalty: Big loss in cultivation progress (e.g., reset the minor realm progress to 0).  
 - Recovery through cultivation or special items.

# 7. Rare Artifacts & Cultivation Trials

- Rare relics or artifacts can be found during exploration, providing unique boosts or abilities.  
- Occasional trials are needed to break through higher cultivation realms, providing narrative challenges or special rewards.

# 8. Simplified Training Schools

- Players can visit training schools to permanently boost their stats or learn unique skills.  
- These schools provide small, meaningful rewards and skills but don’t require ongoing management.  
- These schools require money to attend, and they are only useful during early game.

# 9. Multiple Cultivation Paths

- The player throughout the game can choose to learn different faction’s skills. Some skills work together, but others conflict.  
 - For example, demonic skills make it impossible to learn most orthodox skills.  
 - Learning orthodox skills lowers your reputation with unorthodox sects, and vice versa.  
- There could exist very rare skill books that allow you to learn multiple styles of skills at once.

# 10. Dynamic Events (without world-altering conflicts)

- The world remains dynamic, with occasional rare events like treasures or NPC appearances, but without complex faction power struggles.  
- Some events will trigger temporarily available rewards, such as special items or limited-time opportunities for breakthroughs.

# 11. Joining Factions

- When you start the game, you are not a part of any faction. You will have the first level of cultivation but no skills.  
- You can start by scraping enough money to go to a dojo to learn your first skills. Over time, you can gain enough reputation to join a sect.  
 - After joining, the sect provides a certain number of items/money, but you are limited by their rules and cannot leave.  
- Playing the game without a faction is possible but harder and more liberating.

UI Elements

# 1. Health Bar:

* A **vertical progress bar** that visually represents the player's health.
* Positioned in a visible area, typically on the left or right side of the screen.
* Fills from bottom to top, and depletes as the player takes damage.

# 2. Qi/Energy Bar:

* Another **progress bar**, similar to the health bar, that represents the player’s Qi or energy.
* This can be vertical or horizontal, depending on your layout preference.
* It should visually show the depletion and recovery of Qi during gameplay.

# 3. Cultivation Progress Bar:

* A **horizontal progress bar** that tracks the player's cultivation progress toward the next breakthrough.
* Positioned at the top or bottom of the screen, showing gradual growth as the player cultivates.
* This bar fills based on time or player actions and resets upon breakthroughs.

# 4. Explore Button:

* A prominent button that allows the player to **explore** and trigger random events (e.g., enemies, treasures).
* Should be clearly visible and accessible at all times to keep the player actively engaged.

# 5. Breakthrough Button:

* A button that becomes active when the player reaches the peak of a cultivation realm and is ready to attempt a breakthrough.
* Clicking this button initiates the breakthrough process, with success or failure based on the player’s cultivation and modifiers.

# 6. Reputation/Status Display:

* A section in the UI that shows the player’s **reputation** with various factions or sects.
* This could be a **text-based display** or simple icons that change based on faction standing (e.g., friendly, neutral, hostile).

# 7. Player Stats Display:

* A **HUD section** that shows the player's current stats, including **health, Qi, cultivation level**, and **reputation**.
* This can be text-based or use bars to represent the player’s current values.

# 8. Inventory or Item List (Optional):

* A list or small window showing the player's **items**, such as pills, talismans, or treasures.
* This could be a small, collapsible menu or an always-visible list.

# 9. Training Button/Dojo Access (Optional):

* A button that allows the player to access **training schools or dojos** where they can boost their stats temporarily or permanently (early-game progression).
* This button can be placed near the explore button or in a separate "Training" section of the menu.

# 10. Event Text Popup:

* A text box or modal that displays **random encounters** and **events** triggered by exploration.
* This should appear in the center or bottom of the screen when an event happens and can include **choices** (e.g., fight, run, negotiate).

# 11. Defeat & Recovery Indicator (Optional):

* A small text or icon-based indicator that shows when the player is in a **recovery state** after defeat (if this mechanic is included).
* This could fade away once the player recovers.