

# WITCH DICE

## Project Analysis Report

January 28, 2025

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## Executive Analysis

### 1. Core Concept Evaluation

#### Unique Selling Proposition (USP)

- Strong differentiation through unique blend of dice mechanics, dark fantasy, and survival elements
- Fresh take on roguelite genre by combining Yahtzee mechanics with tactical combat
- Compelling narrative framework that adds weight to mechanical decisions
- Stands out in market through thematic integration of mechanics (dice as both power and risk)

#### Target Audience Analysis

Primary demographic:

- Core gamers who enjoy tactical/strategy games
- Roguelite enthusiasts looking for novel mechanics
- Players who enjoy narrative-driven experiences
- Dark fantasy/gothic horror fans

Strong potential to attract both tactical and narrative-focused players.

#### Market Viability

- Current market shows strong appetite for roguelites (Slay the Spire, Darkest Dungeon)
- Witch themes have proven commercial appeal (Bayonetta, Little Witch Academia)
- Growing interest in deck-builders/dice games suggests market readiness
- Unique enough to stand out while familiar enough to be marketable

### 2. Gameplay Elements

#### Core Loop Analysis

Strengths:

- Well-integrated mechanics supporting core fantasy
- Multiple progression systems providing depth
- Strong risk-reward dynamics
- Clear strategic choices

Concerns:

- Complexity of dice system might need careful tutorialization
- Balance between RNG and skill expression needs refinement

## **Progression Systems**

Strong foundation:

- Dual progression (per-run and meta)
- Multiple upgrade paths
- Clear power growth through spells and abilities
- Meaningful resource management

## **Player Experience**

- Emotional engagement through survival narrative
- Tension from Inquisition threat system
- Strategic depth from multiple valid approaches
- Replayability through procedural elements

# **3. Commercial Potential**

## **Monetization Strategy**

Options:

- Premium price point justified by depth
- Potential for DLC (new witches, regions, spells)
- Could support expansion content
- Organic streaming/community potential

## **Marketing Opportunities**

Strong hooks:

- Distinctive visual style
- Unique gameplay mechanics
- Rich thematic elements
- Streamable gameplay moments

## **Competition Analysis**

Advantages:

- Unique mechanical blend
- Strong thematic integration
- Deep strategic layers
- Rich narrative framework

# **4. Production Considerations**

## **Risk Assessment**

Technical Risks:

- Balancing RNG elements
- UI clarity for complex systems
- Performance with particle effects

Market Risks:

- Complexity might limit casual appeal
- Crowded roguelite market
- Need for strong early player retention

Scalability

Opportunities:

- Clear paths for content expansion
- Strong foundation for community features
- Potential for platform ports
- Rich universe for narrative expansion

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# Evaluation Matrix

1. Core Concept Strength: 5/5

- High innovation level
- Strong market fit
- Clear target audience

2. Gameplay Design: 4/5

- Strong core loop
- Robust progression
- Some complexity concerns

3. Commercial Potential: 4/5

- Good revenue potential
- Strong marketing hooks
- Competitive differentiation

4. Production Viability: 4/5

- Manageable risk level
- Good scalability
- Clear future potential

Total Score: 17/20

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# Prototype Requirements

## Critical Elements to Validate

1. Core Combat Mechanics

- Basic dice-rolling and spell combination system
- Visual clarity of dice results and possible combinations
- Basic enemy AI and combat flow
- Confirmation that the Yahtzee-style mechanics feel satisfying

- Testing if RNG feels fair and strategic

## **2. Risk-Reward Systems**

- Implementation of the Inquisition presence mechanic
- Consequences of using powerful magic (black dice)
- Basic risk/reward decisions in resource management
- Testing if players find meaningful strategic choices

## **3. Basic Progression Loop**

- Simple implementation of:
  - Resource gathering
  - Basic crafting system
  - Simple upgrade path for one witch
  - Limited set of spells to combine
- Verify if the core loop feels engaging and rewarding

## **4. Minimal Tactical Layer**

- Basic movement and positioning system
- Simple map with 2-3 branching paths
- Resource placement and collection
- Testing if tactical decisions feel meaningful

## **5. Technical Foundations**

- Performance with multiple particle effects/dice
- UI responsiveness and clarity
- Basic save system functionality
- Art pipeline proof of concept

## **6. Critical User Experience Elements**

- Clarity of available actions
- Readability of combat state
- Basic tutorial implementation
- Testing if new players can grasp core mechanics

## **7. Minimum Viable Content**

- 2-3 different witch characters
- 3-4 enemy types
- 5-6 basic spells
- Small map section with 2-3 locations
- One complete "mini-run"

# **Success Criteria**

## **Key Metrics to Track**

- Average playtime per session
- Success rate vs failure rate
- Most/least used spells or combinations
- Common points of confusion

- Frequency of "satisfying moments"

## Critical Questions to Answer

1. Is the core dice-casting combat fun?
2. Does the risk-reward system create interesting decisions?
3. Is the complexity manageable for new players?
4. Do the systems work together coherently?
5. Is the performance acceptable with all effects active?
6. Does the basic progression feel rewarding?

## Validation Benchmarks

- Players can understand basic mechanics within 5-10 minutes
  - Players attempt multiple strategies/spell combinations
  - Players express interest in seeing more content
  - Players understand consequences of their decisions
  - Technical performance remains stable
  - Players can articulate the core gameplay loop
  - Players show interest in replaying for different outcomes
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# Final Assessment

## Strengths

- Unique gameplay mechanics with strong market appeal
- Rich thematic integration
- Multiple viable monetization paths
- Strong potential for community engagement

## Concerns

- Need for careful balance of RNG elements
- Complexity management
- Tutorial requirements

## Recommendations

- Focus on early game onboarding
- Consider accessibility options
- Plan for post-launch content
- Invest in community tools

## Investment Rating: **STRONG PASS**

## Additional Notes

Project shows exceptional promise, combining proven market elements with innovative mechanics and strong thematic integration. Key to success will be managing complexity while maintaining depth and ensuring strong early player experience to drive retention.

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