Avatone Vitality – Prototype Game Design Document

1. Core Concept

Avatone Vitality is a **strategy-based autobattler** where players fight using their Avatone avatars. Battles are automatic, with abilities tied to **fitness stats**. The prototype is a **linear 5-enemy gauntlet** designed to test the core loop.

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2. Player Fantasy

- The player **is their avatar** — the avatar acts as their vessel.

- Real-life **fitness stats directly scale moves**, making progress feel personal and embodied.

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3. Prototype Scope

- 1 Avatar per player (duel style).

- Linear gauntlet of 5 AI enemies.

- Shop → Battle → Results loop, repeated until defeat or victory.

- No capsules, rarity, or long-term progression yet.

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4. Gameplay Loop

1. **Shop Phase**

   - 3 gold per round (fixed, carries over if unspent).

   - Shop shows 5 random moves from the pool (duplicates allowed, infinite copies).

- ○ Player can buy moves (1–3 gold each), assign to 4 slots, sell back for full refund.

- ○ Reroll option (1 gold) generates a fresh 5.

2. **Battle Phase**

   - ○ Avatars face each other in the center of the screen.

   - ○ Moves fire **automatically on cooldown** (real-time seconds).

   - ○ Shields stack as a separate bar on top of HP.

   - ○ Heal restores flat value on cooldown.

   - ○ Fights last ~20–30 seconds.

   - ○ Victory → Continue button → Shop.

   - ○ Defeat → End screen.

3. **Results Phase**

   - ○ After each fight: show quick stats (damage dealt, damage taken, shields/heals used).

   - ○ After gauntlet ends: cumulative stats for full run.

   - ○ End screen has **Play Again** option.

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5. Player Stats (Prototype)

Balanced placeholder values (adjustable via config):

- **HP:** 50

- **Arms / Legs / Abs / Torso / Cardio:** Balanced (e.g., all 5)

- Moves scale directly from these stats.

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6. Moves (Pool of 6)

All available from Round 1, with flat base values + stat scaling.

1. **Punch** – 5 + (Arms × 1), cooldown 2.0s

2. **Heavy Kick** – 8 + (Legs × 1.5), cooldown 3.5s

3. **Core Guard** – 6 + (Abs × 1) shield, cooldown 3.0s

4. **Iron Block** – 10 + (Torso × 1.2) shield, cooldown 5.0s

5. **Second Wind** – Heal 5 + (Cardio × 1), cooldown 4.0s

6. **Power Surge** – 7 + (0.5 × Arms + 0.5 × Legs) damage, cooldown 2.8s

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7. AI Enemies (Gauntlet of 5)

Preset themed loadouts, with linear stat scaling each round.

- **Enemy 1 – The Brawler** (Punch, Heavy Kick)

- **Enemy 2 – The Wall** (Core Guard, Iron Block)

- **Enemy 3 – The Survivor** (Second Wind, Core Guard)

- **Enemy 4 – The Hybrid** (Punch, Power Surge, Core Guard)

- **Enemy 5 – The Juggernaut** (Heavy Kick, Iron Block, Second Wind, Power Surge)

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8. UI & UX

- **Portrait mode, touch-optimized.**

- Shop: 4 empty slots shown, click-to-assign moves.

- Shop shows detailed tooltips (cooldown, scaling).

- Re-roll = small button, 1 gold cost.

- Battle: avatars face each other center-screen.

  - Player HP/shield bar at bottom, enemy at top.

  - Both show move icons + cooldown timers.

- End of run: cumulative stats + Play Again button.

- Main menu: single **Start Run** button.

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9. Systems & Architecture

- **One Unity scene** with panel switching (Shop → Battle → Results).

- Combat logic in a **separate module** (clean architecture).

- All values (moves, AI scaling) stored in a **single config/JSON file** for fast tweaking.

- Unit tests for combat math (damage, shield, heal, cooldown).

- Debug logging in console during battles.

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10. Technical Notes

- Mobile-first, portrait orientation.

- Neutral placeholder visuals (flat color background, no Avatone branding yet).

- No audio in prototype.

- Battles run continuously, with optional **2x speed toggle**.

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11. Victory Conditions

- Player wins by defeating all 5 enemies in the gauntlet.

- Run ends on first defeat → End screen with cumulative stats.