Super Hero Management Sim (SHMS)

Game Design Document

**Class:** GameManager

* Int week

**Missions:**

* The progress in the game, the player must use their heroes to complete missions.
* A mission has a level that partly determines how difficult it is to complete.
  + A level 1 mission has a 0.95 success rate.
  + Higher level missions modify the level 1 mission success rate by 0.8 for every level past 1. (EX: A level 3 mission is 0.95 \* 0.8 \* 0.8 = 0.608
* Heroes can be assigned to missions. To complete a mission, at least 1 hero may be assigned, up to the max amount of heroes allowed in the mission.
  + A hero at the same level as a mission will multiply the success rate of the mission by 1.25
  + Higher level heroes will modify this value by 1.1