27|01|2021 **Name**

Design Document

1 App Info	Tentative Title: You are SUPPORT					
	Education & Training Utilities & Reference					
	Social & Networking Media & Entertainment					
	Productivity & Collaboration * Gaming					
	Art & Creativity Other:					
	This App will be available on: Mobile					
2	In this app, users will:					
Pitch	Heal/ buff team members Manage your squad Gather loot, use or sell it Gain levels Fight against monsters					
	The target audience/personas for this app include:					

Concept Sketch & Inspiration

History:

- Male/ female 16- 50

The last thing you remember is your mother dying on your hands. You couldn't help her, you could only watch. That day you make a promise, you will do everything possible to save humans life and help others to erratic corruption from this world...

...Monks were like family to you, but you never forget the promise you made that day. You have to save people's lives. That's why you enroll in the guild. Intensive medical and spiritual training you received in the monastery, finally will be in use...

...Guild master was thrilled to see you back alive as she promised before she will aid you in your quest and let you hire people from the guild, buy loot from the monster and sell necessarily gear. Of course for adequate gold.

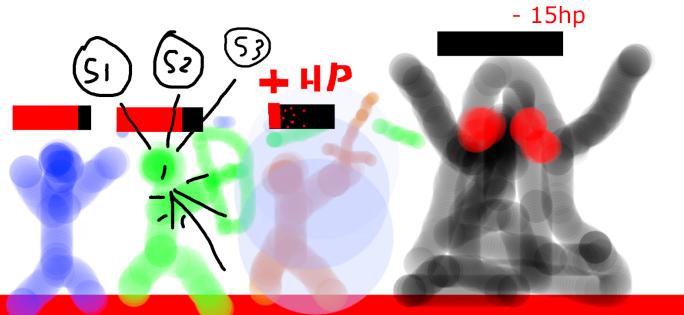
It will be a clicker with an auto-fighting system.

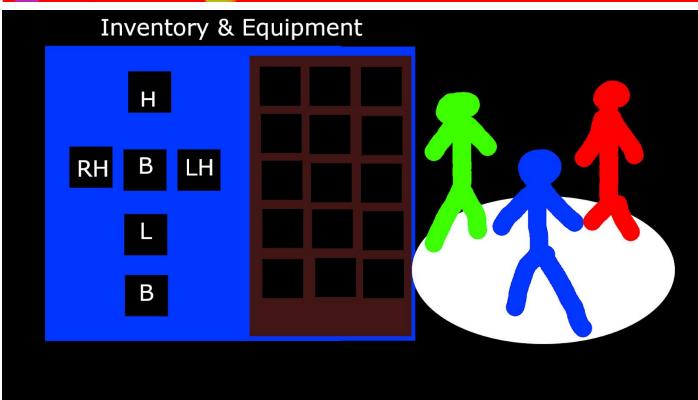
At the beginning of the game with warrior and support character (you are a supporter). Your goal to manage your squad (hiring, firing, looting/ buying/ selling equipment, and skill books), manage yourself as well. You helping your squad by (clicking character then choose skill) healing/ buffing them. The rest of the fight will be conduct automatically.

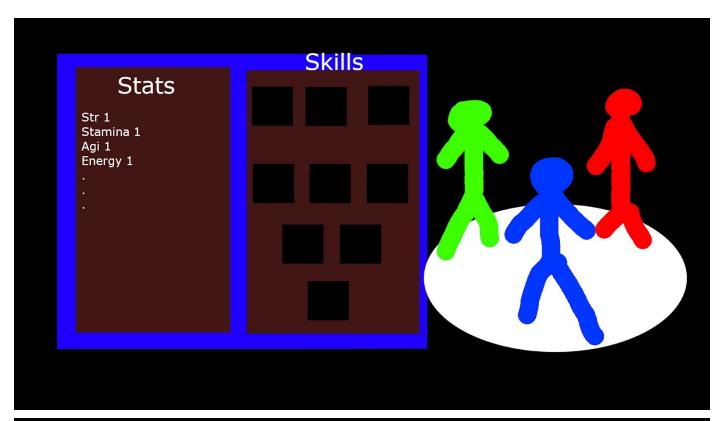
Our team will move through scenery/ rooms with different mobs. After x battles, we'll give players the opportunity to fight the boss or opt to grind a little bit more. We can implement the offline grinding system, our main character will heal/ buff periodically (possible monetization options to bust income or rate of heals/buff so the player can grind higher level, legendary eq for in-game currency, etc.).

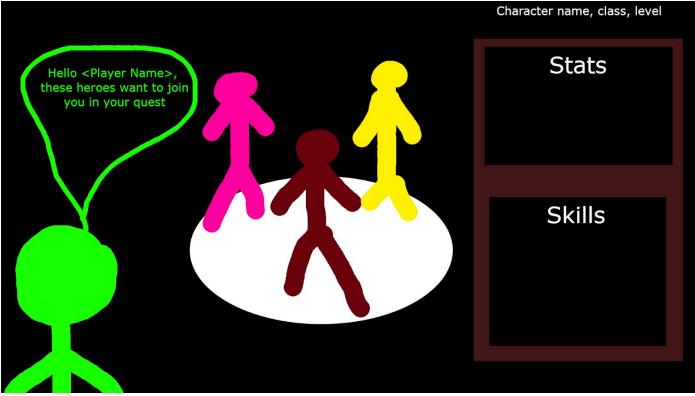
During the journey, monsters will drop equipment, skill books, crafting materials, gold, etc. Bosses will drop unique, epic items whenever you beat them the first time, some % of dropping them later on.

- 15hp









4 Features

When the user:		The result is:	
Click on character	,	Possible skills will pop-up, and the player can swap finger to use different skill	
Click on monster	,	Same as on character, but debuffs	

Go to guild		Can hire new character	
Go to academy		Can use skill books if the character has the required level	
Go to dungeon	,	Can choose level up to last beat one	

5 Accessibility

In order to make this app accessible to as many users as possible:

- It will be F2P (but maybe we'll introduce so monetization, we'll see)Use the right shaders and post-processing to achieve 60fps on mid-range devices

6 Timeline

	Milestone	Date
1	 Approve draft of the project (agree of most of the details, screen orientation, artstyle, focus on most important features and resigned/ delegate additional one, designate work). Start working on the prototype. 	31.01
2	- Finish prototype	07.02
3	- Import/ create assets (art style, effects, sounds)	14.02
4	- Testing, debugging, polishing	21.02
5	- Introduce additional features, testing, debugging	28.02
6	- Polishing & publication	03. 03

Backlog features

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