

# Design Document

27|01|2021  
Name

## 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 Pitch

In this app, users will:

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:

- Male/ female 16- 50

## 3 Concept Sketch & Inspiration

History:

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.

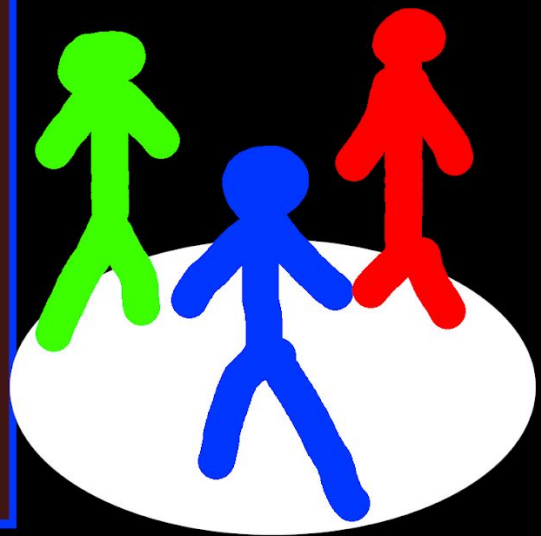
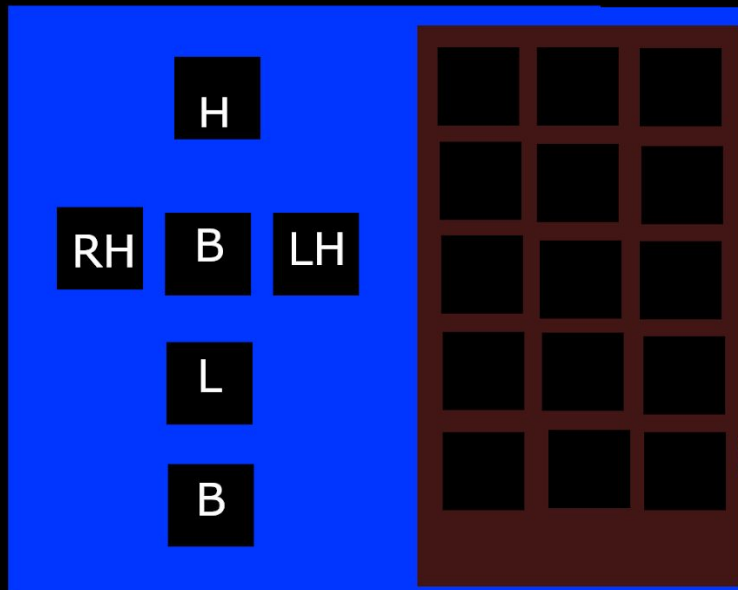
Bosses will drop unique, epic items whenever you beat them the first time, some % of dropping them later on.

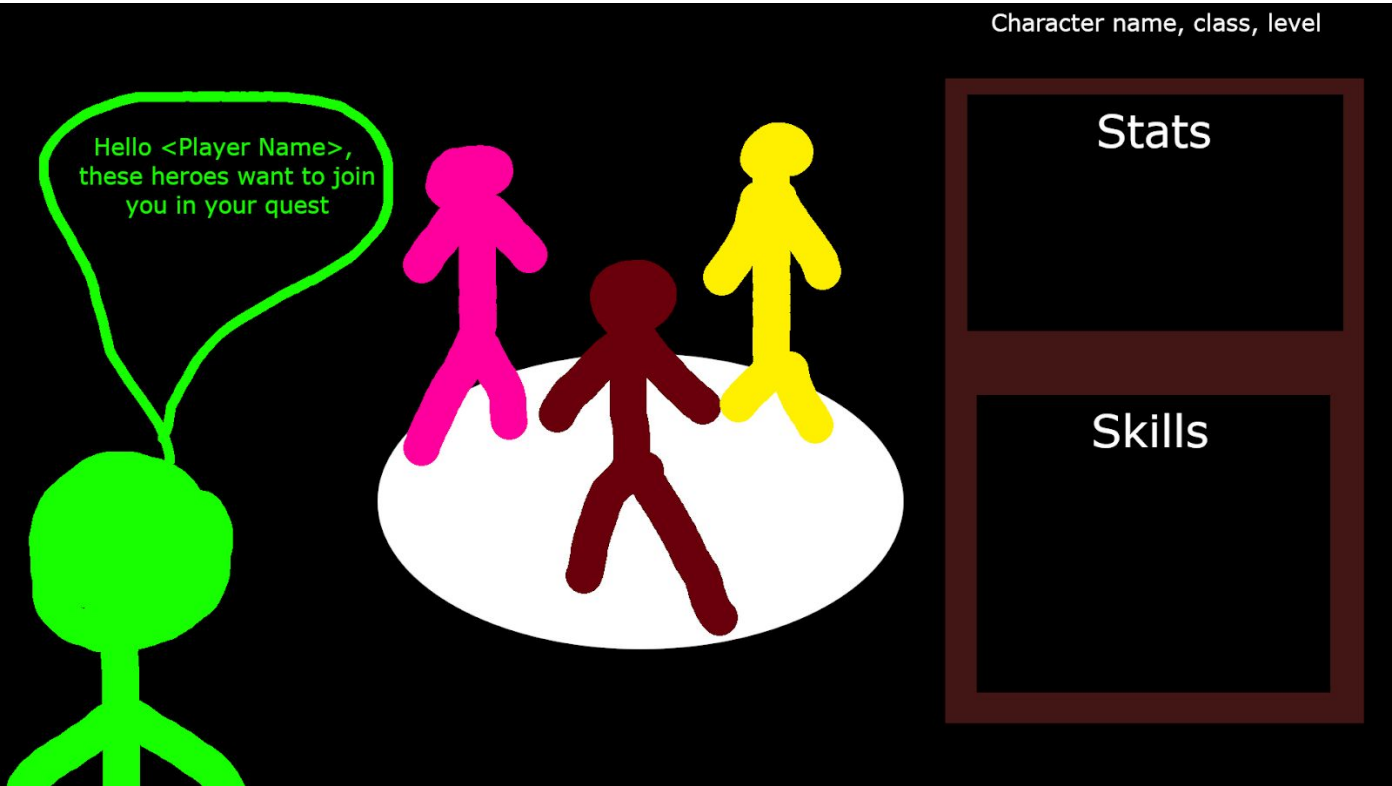
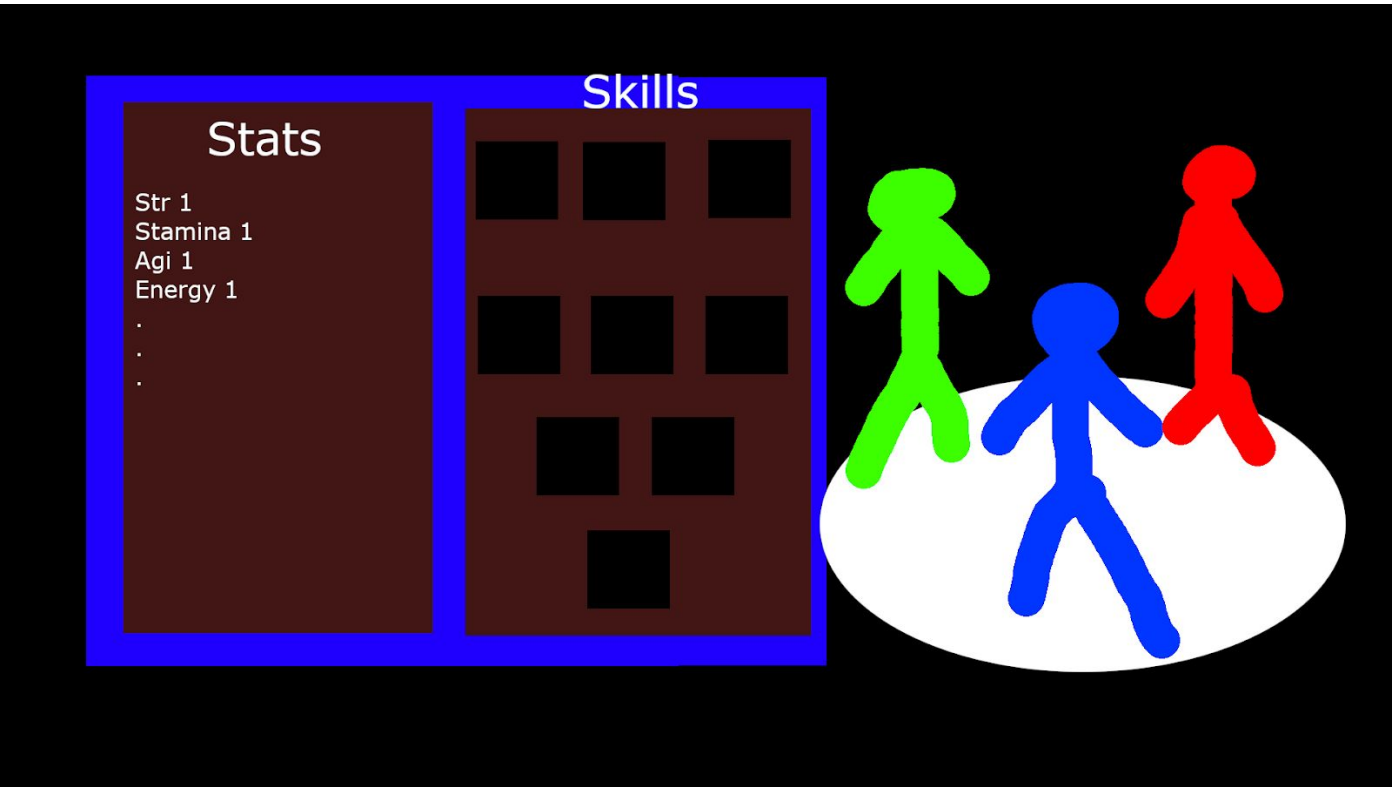
- 15hp

- 15hp



## Inventory & Equipment





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

