




Mandragora

Looter RPG

Technical Design Document

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01 Overview



Targeting: Casual & Story Players

Rating: Everyone (E)

Platform: Mobile, PC

Targeting: Casual & Story Players



Core Gameplay

- Explore: Move around the outpost levels
- Fight: Defeat the corrupted fire soldiers using your weapon and skills
- Loot: Collect resources and weapons from your enemies
- Progress: Free the imprisoned spirit guardians and gain new skills.



02 Genre & Target Audience



Genre: Looter, RPG, Story-driven

Target: Age 6+ (Everyone rating)

Player Motivation: Hero's growth journey, "Chosen One" experience

Character: Slime, last descendant of Water Spirit Queen



03 Unique Selling Points



- Freedom of skill combination
- Repeatable content with balanced difficulty
- Enemy Level Freezing: Stage enemies lock at cleared level
- Adaptive Scaling: Next stage adapts to player strength
- Prevents overgrind while maintaining challenge



04 Core Systems - Player



- **Movement:** Touch joystick for mobile navigation
- **Camera:** Isometric
- **Companion System:** Up to 3 cores follow and assist in battle
- **Evolution:** Slimes level up and unlock new forms (skill tree)
- **Inventory:** Collect equipments (visible) & armor (not visible)



05 Combat System



Auto-Attack Formula: $\text{BaseDamage} \times (1 + \text{Strength} \times 0.1)$

- Water Splash (Area of Effect)
- Bubble Shield (Defense)
- Tidal Wave (Line attack)
- Healing Spring (HP restore)

Skill Combination: Equip 2-4 skills, create synergies



06 Enemy System



AI: Simple FSM (Idle → Chase → Attack → Surrender)

4 Enemy Types:

- Fire slime (Fast, low HP)
- Earth slime (Slow, high HP)
- Wind Slime (Ranged, low HP)
- Thunder slime (Crowd control, high HP)

Mini-Boss: Fire Spirit Lieutenant



Loot & Progression



- **Drops:** XP orbs, Resources, Gear
- **Rarity:** Common (70%), Uncommon (20%), Rare (10%)
- **Leveling:** XP fills bar → Stats increase
- **Stats:** Vitality (HPx2, DEFx1), Strength (ATK), Agility (Speed), Intelligence (Mana)
- **Skill Unlocks:** Levels 1, 3, 5, 7



08 Level Design



Stage 1: Tutorial island (dummy enemies, Water zone)

Stage 2: Fire Slime Outposts (2-4 enemies)

Stage 3: Fire Spirit Stronghold (5-7 enemies + boss)

Enemy Scaling: Previous stages repeatable, new stage = Player Level + 2



09 Technical Architecture Key Scripts:



PlayerController.cs
AutoAttack.cs
AbilitySystem.cs
EnemyAI.cs
LootManager.cs
ProgressionManager.cs
LevelScaling.cs



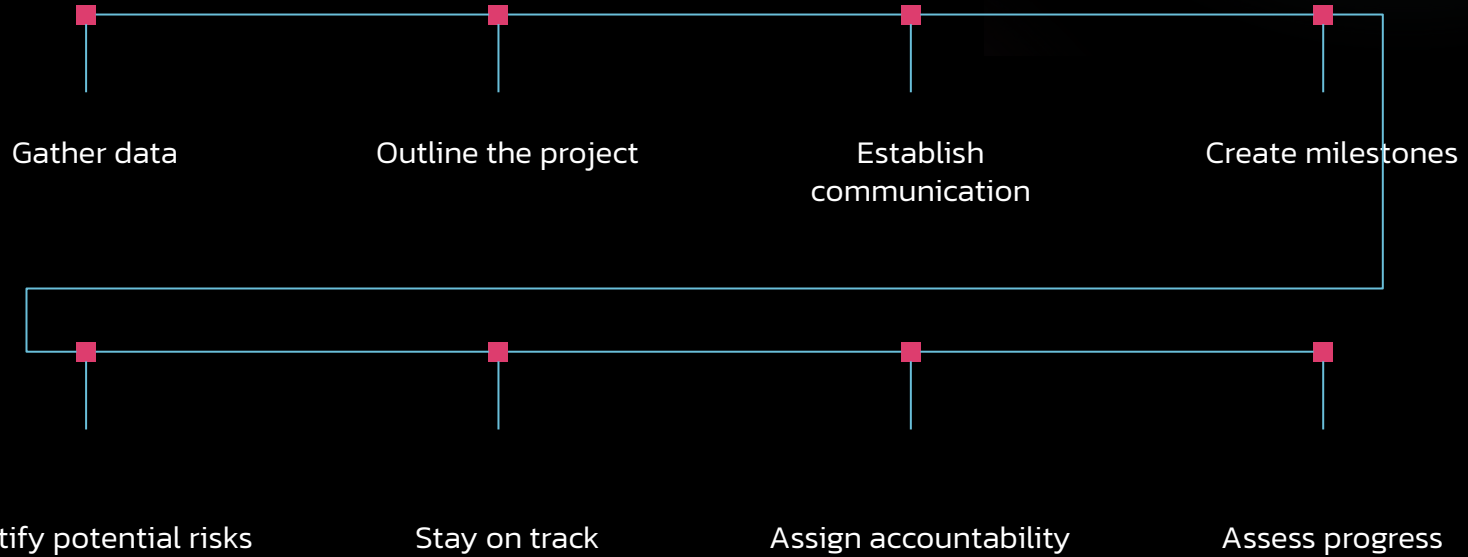
10 Mobile Optimization



- **Target:** 30 FPS on mid-range Android
- **Poly Count:** <5000 tris per scene
- **Optimization:** Object pooling, texture atlasing
- **Controls:** Virtual joystick + 4 ability buttons



11 Development Timeline



12 Technical Risks



Mobile performance → Mitigation: Early builds, profiling

AI pathfinding bugs → Mitigation: Simple NavMesh

Unfair scaling → Mitigation: Weekly playtesting

Scope creep → Mitigation: Feature lock after Week 2



13 Testing Plan



Daily: Unity editor playtesting

Week 2: First iOS build

Week 3: Android build (if needed)

Test: Controls, performance, UI scaling, gameplay feel



14 Team Dependencies



3D Artist: 3 enemy models, 1 boss, player slime

Animator: Idle, Move, Attack, Damage, Death animations

UI Designer: HP/XP bars, 4 ability buttons, menus

Level Designer: 3 stage layouts blocked out by Week 1



15 Success Metrics



All 3 stages playable end-to-end
Mini-boss defeat-able with skill
Progression feels rewarding
Mobile controls responsive
30+ FPS on target devices
No game-breaking bugs



16 Timeline



Gather data

Outline the project

Establish
communication

Create milestones

Identify potential risks

Stay on track

Assign accountability

Assess progress

Testimonials



"Working with the agency has been a great experience. They are always quick to respond, professional, and thorough in their work"

—Lewis Patterson

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"The team goes above and beyond for every project. Their attention to detail is top-notch and has resulted in some of our best projects yet"

—John Nelson



"It's been a pleasure working with them. They have an incredible eye for design and their insights have pushed our project to the next level"

—John James

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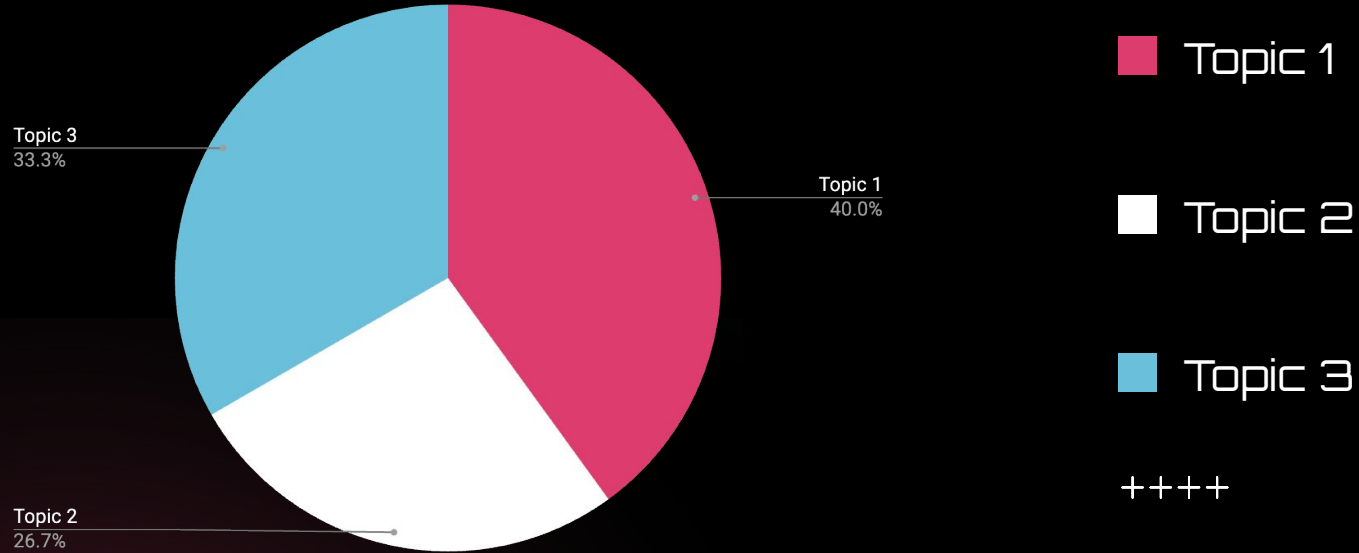
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Thanks

Do you have any questions?

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What are our priorities right now?



Follow the link in the graph to modify its data and then paste the new one here. [For more info, click here](#)

How did our projects do?

	Project 1	Project 2	Beta	Alpha	Gold
Goal 1	Write your metrics	Write your metrics	Write your metrics	Write your metrics	Write your metrics
Goal 2	Write your metrics	Write your metrics	Write your metrics	Write your metrics	Write your metrics
Goal 3	Write your metrics	Write your metrics	Write your metrics	Write your metrics	Write your metrics
Goal 4	Write your metrics	Write your metrics	Write your metrics	Write your metrics	Write your metrics
Goal 5	Write your metrics	Write your metrics	Write your metrics	Write your metrics	Write your metrics
Goal 6	Write your metrics	Write your metrics	Write your metrics	Write your metrics	Write your metrics