

Antonius' Adventure

Version 0.002

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Written in: L^AT_EX

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Preface

This document is a living document which is constantly changing.

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(Yes, this is a contradiction.)*

Contents

1	Introduction	1
2	ADVENTURERS	2
2.1	ATTRIBUTES	2
2.1.1	STRENGTH	2
2.1.2	STAMINA	2
2.1.3	AGILITY	2
2.1.4	INTELLIGENCE	2
2.1.5	WISDOM	2
2.2	EQUIPMENT	2
2.2.1	WEAPON	2
2.2.2	ARMOR	3
2.2.3	STEED	3
2.2.4	SPECIAL	4
3	RESOURCES	5
3.1	FOOD	5
3.2	LUMBER	5
3.3	COAL	5
3.4	COPPER	5
3.5	SILVER	5
3.6	GOLD	5
3.7	PLATINUM	5
3.8	IRON	5
3.9	LEATHER	5
3.10	CLOTH	5
4	ITEMS	6
5	GARRISON	7
5.1	Base/Starting GARRISON	7
5.2	BUILDINGS	7
5.2.1	MISSION HALL	7
5.2.2	LUMBER MILL	7
5.2.3	STOREHOUSE	7
5.2.4	MINE	7
5.2.5	FARM	8
5.2.6	GARDEN	8
5.2.7	ARCANE TOWER	8
5.2.8	BLACKSMITH	8
5.2.9	TRAINING GROUNDS	8
5.2.10	TAVERN	8
5.2.11	TEMPLE	8
5.2.12	HUNTING LODGE	8
5.2.13	WORKSHOP	8
5.2.14	STABLES	8
5.2.15	DOCKS	8

6	MISSIONS	9
6.1	BATTLE MISSIONS	9
6.2	RESCUE MISSIONS	9
6.3	ESCORT MISSIONS	9
6.4	HUNTING MISSIONS	9
6.5	EXPLORATION MISSIONS	9
6.6	MINING MISSIONS	9
6.7	SURVIVAL MISSIONS	9
6.8	STEALTH MISSIONS	9
6.9	DELIVERY MISSIONS	9
6.10	SABOTAGE MISSIONS	9
6.11	TRACKING MISSIONS	9
6.12	RESEARCH MISSIONS	9
6.13	STRATEGY MISSIONS	9
6.14	TECHNICAL MISSIONS	9
6.15	DIPLOMATIC MISSIONS	9
6.16	SPIRITUAL MISSIONS	9
6.17	SUPPORT MISSIONS	9
7	resources	10
	References	10

Introduction

This document outlines the core concept and mechanics for an idle adventure game. The game focuses on building and managing a garrison where players recruit adventurers and send them on missions. These missions, which vary in duration (e.g., short, medium, and long), provide rewards such as currency, items, and the possibility of recruiting new adventurers.

Players can construct and upgrade various buildings within the garrison, each offering specific functionalities. Example building types include:

- Crafting buildings for producing weapons, armor, or consumable items.
- Resource production buildings, such as farms or forges, which generate materials used in crafting or for mission preparation.
- Support buildings that improve adventurer performance, provide training, or increase mission success rates.

Adventurers can be equipped with items, trained, or provided with consumables from the garrison buildings to increase their effectiveness in missions. As the player progresses, more adventurers, buildings, and missions become available, creating a gameplay loop of resource management, building upgrades, and mission execution.

This general framework serves as the basis for further development and design decisions regarding specific features, balancing, and progression mechanics.

ADVENTURERS

2.1 ATTRIBUTES

Every **ADVENTURER** has **ATTRIBUTES**. The **ATTRIBUTES** determine the stats of the specific **ADVENTURER** and provide improvements and different capabilities when doing **MISSIONS**.

2.1.1 STRENGTH

STRENGTH represents the strength of an adventurer. This value will affect the success rate of all **MISSIONS** but has a greater affect on **BATTLE MISSIONS**, **RESCUE MISSIONS**, **ESCORT MISSIONS**, and **HUNTING MISSIONS**.

2.1.2 STAMINA

STAMINA represents the Stamina and Vitality of an adventurer. This value will affect the success rate of all **MISSIONS** but has a greater affect on longer **MISSIONS**, **EXPLORATION MISSIONS**, **MINING MISSIONS** and **SURVIVAL MISSIONS**.

2.1.3 AGILITY

AGILITY represents the Agility and Speed of an adventurer. This value will affect the success rate of all **MISSIONS** but has a greater affect on shorter **MISSIONS**, **DELIVERY MISSIONS**, **STEALTH MISSIONS**, and **SABOTAGE MISSIONS**.

2.1.4 INTELLIGENCE

INTELLIGENCE represents the Intelligence and Knowledge of an adventurer. This value will affect the success rate of all **MISSIONS** but has a greater affect on **TRACKING MISSIONS**, **RESEARCH MISSIONS**, **STRATEGIC MISSIONS**, and improves the chance of getting better rewards from any **MISSION**.

2.1.5 WISDOM

WISDOM represents the Wisdom and Intuition of an adventurer. This value will affect the success rate of all **MISSIONS** but has a greater affect on **DIPLOMATIC MISSIONS**, **SPIRITUAL MISSIONS**, **SUPPORT MISSIONS**, and improves the chance of getting more rewards for completing any **MISSION**.

2.2 EQUIPMENT

Each **ADVENTURER** has a set of **EQUIPMENT** which can improve the **ADVENTURER**'s stats or give them other abilities. These **EQUIPMENT** can help for better success of **MISSIONS** or for better rewards from **MISSIONS**.

2.2.1 WEAPON

A **WEAPON** is an item given to an **ADVENTURER**. The **WEAPON** can be one of many types and can provide different benefits depending on the type.

WEAPON Type	Primary Attribute(s)	Effect
Sword	STRENGTH	
Bow	AGILITY	
Axe	STRENGTH	
Pickaxe	STAMINA	
Dagger	AGILITY	
Staff	INTELLIGENCE	
Hammer	STAMINA	
Warhammer	STRENGTH	
Crossbow	AGILITY	
Spear	STRENGTH	

Table 2.1: Weapon Types and Their Benefits

2.2.2 ARMOR

A **ARMOR** is an item given to an **ADVENTURER**. The **ARMOR** can be one of many types and can provide different benefits depending on the type. **ARMOR** can also be used to allow **MISSIONS** in certain **CLIMATES** to be completed.

ARMOR Type	Effect
Plate Armor	
Leather Armor	
Chainmail	
Cloak of Shadows	
Robes	
Explorer's Gear	
Survivalist Armor	
Tunic	
Hunter's Garb	
Wool Coat	

Table 2.2: Armor Types and Their Benefits

2.2.3 STEED

STEED Type	Effect
Horse	
Donkey	
Sled Dogs	
Great Wolf	
Mammoth	
War Pig	

Table 2.3: Steed Types and Their Benefits

2.2.4 SPECIAL

RESOURCES

3.1 FOOD

3.2 LUMBER

3.3 COAL

3.4 COPPER

3.5 SILVER

3.6 GOLD

3.7 PLATINUM

3.8 IRON

3.9 LEATHER

3.10 CLOTH

ITEMS

GARRISON

The **GARRISON** serves as the central hub where players manage their **ADVENTURERS** and **BUILDINGS**. It contains core facilities used to prepare **ADVENTURERS** for **MISSIONS**, produce necessary **RESOURCES**, and craft **ITEMS**. As the game progresses, players can construct additional **BUILDINGS** that offer various functions such as **CRAFTING**, resource generation, and adventurer training. Upgrading these **BUILDINGS** improves efficiency and unlocks new capabilities, contributing to the overall growth and success of the **ADVENTURERS** on their **MISSIONS**.

5.1 Base/Starting GARRISON

At the start of the game, the player begins with only a basic **MISSION HALL**, a basic **STOREHOUSE**, and one custom **ADVENTURER**. The basic **MISSION HALL** gives the player the ability to perform simple starting **MISSIONS**.

5.2 BUILDINGS

The primary units of the **GARRISON** are **BUILDINGS**. The players can construct and upgrade **BUILDINGS** to unlock features and progress through the game. The **BUILDINGS** are all upgradeable by expending **RESOURCES** and doing so will improve the buildings functions and access new features. The **BUILDINGS** will also slowly evolve in design as they are upgraded.

5.2.1 MISSION HALL

The **MISSION HALL** is the main building of the **GARRISON**. The **MISSION HALL** allows the player to send their **ADVENTURERS** on various **MISSIONS** to collect **RESOURCES**. The player starts with this building and can upgrade it further using **RESOURCES** as they progress.

5.2.2 LUMBER MILL

The **LUMBER MILL** is the first building the player will build as part of their **GARRISON**. The **LUMBER MILL** will be built during the tutorial stages of the game. This building is used to clear out the areas around the **GARRISON** to allow for expansion as well as a steady supply of **LUMBER** for the player. The players can hire more **LUMBERJACKS** from the **TAVERN** to work the **LUMBER MILL**.

5.2.3 STOREHOUSE

The **STOREHOUSE** is a simple building that provides storage for the players **RESOURCES**. This building can be upgraded continually to hold more items.

5.2.4 MINE

The **MINE** is a **BUILDING** which will allow the players to collect metals passively. The players can hire more **MINERS** from the **TAVERN** to work the **MINE**.

5.2.5 FARM

The **MINE** is a **BUILDING** which will allow the players to collect food passively. The players can hire more **FARMERS** from the **TAVERN** to work the **FARM**.

5.2.6 GARDEN

The **MINE** is a **BUILDING** which will allow the players to collect food and herbs passively. The players can hire more **GARDENERS** from the **TAVERN** to work the **GARDEN**.

5.2.7 ARCANE TOWER

The **ARCANE TOWER** provide a place for the **ADVENTURERS** to train the mind and spirit at. This allows an increase in **INTELLIGENCE** and **WISDOM** for the **ADVENTURERS**.

5.2.8 BLACKSMITH

The **BLACKSMITH** provides a place for the player to forge **WEAPONS** for their **ADVENTURERS**.

5.2.9 TRAINING GROUNDS

The **TRAINING GROUNDS** provide a place for the **ADVENTURERS** to train the body at. This allows an increase in **STRENGTH**, **STAMINA**, or **AGILITY** for the **ADVENTURERS**.

5.2.10 TAVERN

The **TAVERN** is a building which allows travelers to visit the players **GARRISON**. Some of these travelers include **LUMBERJACKS**, **MINERS**, **GARDENERS**, and **FARMERS** which can be hired by the player to work for them. The **TAVERN** will also have **ADVENTURERS** that visit which can be hired by the players.

5.2.11 TEMPLE

5.2.12 HUNTING LODGE

5.2.13 WORKSHOP

5.2.14 STABLES

5.2.15 DOCKS

MISSIONS

- 6.1 BATTLE MISSIONS
- 6.2 RESCUE MISSIONS
- 6.3 ESCORT MISSIONS
- 6.4 HUNTING MISSIONS
- 6.5 EXPLORATION MISSIONS
- 6.6 MINING MISSIONS
- 6.7 SURVIVAL MISSIONS
- 6.8 STEALTH MISSIONS
- 6.9 DELIVERY MISSIONS
- 6.10 SABOTAGE MISSIONS
- 6.11 TRACKING MISSIONS
- 6.12 RESEARCH MISSIONS
- 6.13 STRATEGY MISSIONS
- 6.14 TECHNICAL MISSIONS
- 6.15 DIPLOMATIC MISSIONS
- 6.16 SPIRITUAL MISSIONS
- 6.17 SUPPORT MISSIONS

References

[1] TEST

Index

ADVENTURER, 2, 3, 7
ADVENTURERS, 2, 7, 8
AGILITY, 2, 3, 8
ARCANE TOWER, 8
ARMOR, 3
ATTRIBUTES, 2
Axe, 3

BATTLE MISSIONS, 2, 9
BLACKSMITH, 8
Bow, 3
BUILDING, 7, 8
BUILDINGS, 7

Chainmail, 3
CLIMATES, 3
Cloak of Shadows, 3
CLOTH, 5
COAL, 5
COPPER, 5
CRAFTING, 7
Crossbow, 3

Dagger, 3
DELIVERY MISSIONS, 2, 9
DIPLOMATIC MISSIONS, 2, 9
DOCKS, 8
Donkey, 3

EQUIPMENT, 2
ESCORT MISSIONS, 2, 9
EXPLORATION MISSIONS, 2, 9
Explorer's Gear, 3

FARM, 8
FARMERS, 8
FOOD, 5

GARDEN, 8
GARDENERS, 8
GARRISON, 7, 8
GOLD, 5
Great Wolf, 3

Hammer, 3
Horse, 3
Hunter's Garb, 3
HUNTING LODGE, 8
HUNTING MISSIONS, 2, 9

INTELLIGENCE, 2, 3, 8
IRON, 5
ITEMS, 6, 7

LEATHER, 5
Leather Armor, 3
LUMBER, 5, 7
LUMBER MILL, 7
LUMBERJACKS, 7, 8

Mammoth, 3
MINE, 7, 8
MINERS, 7, 8
MINING MISSIONS, 2, 9
MISSION, 2
MISSION HALL, 7
MISSIONS, 2, 3, 7, 9

Pickaxe, 3
Plate Armor, 3
PLATINUM, 5

RESCUE MISSIONS, 2, 9
RESEARCH MISSIONS, 2, 9
RESOURCES, 5, 7

Robes, 3

SABOTAGE MISSIONS, 2, 9
SILVER, 5
Sled Dogs, 3
Spear, 3
SPECIAL, 4
SPIRITUAL MISSIONS, 2, 9
STABLES, 8
Staff, 3
STAMINA, 2, 3, 8
STEALTH MISSIONS, 2, 9
STEED, 3
STOREHOUSE, 7
STRATEGIC MISSIONS, 2
STRATEGY MISSIONS, 9
STRENGTH, 2, 3, 8
SUPPORT MISSIONS, 2, 9
SURVIVAL MISSIONS, 2, 9
Survivalist Armor, 3
Sword, 3

TAVERN, 7, 8
TECHNICAL MISSIONS, 9
TEMPLE, 8
TRACKING MISSIONS, 2, 9
TRAINING GROUNDS, 8
Tunic, 3

War Pig, 3
Warhammer, 3
WEAPON, 2, 3
WEAPONS, 8
WISDOM, 2, 8
Wool Coat, 3
WORKSHOP, 8