

# Dungeon Lords Manager

## Game Design Document

### Core Concept

A roguelike dungeon exploration management game where players recruit, train, and guide parties of adventurers with the ultimate goal of conquering the Demon Lord's Dungeon within a limited number of turns. Failed parties contribute to meta-progression through a mentor system inspired by Umamusume Pretty Derby.

### Game Loop Overview

1. **Recruit** new adventurers or select from previous generation
  2. **Plan** weekly activities (training, quests, dungeon runs, shopping)
  3. **Execute** chosen activities and resolve outcomes
  4. **Progress** through increasingly difficult content
  5. **Attempt** Demon Lord's Dungeon before turn limit
  6. **Reset** with meta-progression if failed
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## Core Systems

### Party Management

- **Party Size:** 4 adventurers per active party
- **Character Selection:** Choose from unlocked character roster at start of each run
- **Character Archetypes:** Each character has base aptitudes that define their natural strengths
- **Mentor Assignment:** Select mentors from previous runs to modify character aptitudes
- **Relationships:** Party members develop bonds that affect combat effectiveness

### Character & Skill System

**Character Archetypes:** Each unlockable character has base aptitudes (0-5 scale) that determine their natural affinity for different abilities:

- **Guardian** (Tank archetype): High Might/Endurance aptitudes, low Mind
- **Cleric** (Healer archetype): High Spirit/Mind aptitudes, moderate Endurance
- **Rogue** (DPS archetype): High Agility aptitudes, moderate Mind for utility spells

- **Mage** (Caster archetype): High Mind aptitude, low Might/Endurance
- **Ranger** (Hybrid archetype): Balanced aptitudes with slight Agility/Spirit focus
- **Berserker** (Glass cannon): Very high Might, very low Spirit/Mind

**Skill System:** All skills have **Trigger Conditions** and **Activation Chances** based on trainable stats:

#### **Combat Skills Examples:**

- *Shield Bash*: Triggers when ally takes critical damage, 15% + (Might/10)% chance
- *Healing Word*: Triggers when ally drops below 30% HP, 20% + (Spirit/8)% chance
- *Backstab*: Triggers when enemy is distracted, 25% + (Agility/12)% chance
- *Fireball*: Triggers when 3+ enemies clustered, 10% + (Mind/15)% chance
- *Rally*: Triggers when party member gains fear, 30% + (Spirit/10)% chance

#### **Utility Skills Examples:**

- *Trap Sense*: Triggers when approaching trapped area, 40% + (Mind/10)% chance
- *Lockpicking*: Triggers at locked doors/chests, 35% + (Agility/8)% chance
- *Monster Lore*: Triggers when encountering new enemy type, 50% + (Mind/12)% chance

#### **Aptitude System:**

- **Base Aptitude**: Character's natural learning speed for skills (1-5 scale)
- **Mentor Bonuses**: Previous run mentors can increase aptitudes by +1 to +3
- **Training Efficiency**: Higher aptitude = faster skill learning and higher activation chances
- **Skill Caps**: Maximum skill level = (Base Aptitude + Mentor Bonuses) × 20

#### **Turn-Based Season Structure**

**Season Length**: 20 turns (weeks) before mandatory Demon Lord attempt **Actions Per Turn**: Each party member can take 1 major action

#### **Available Actions:**

1. **Training** - Improve specific stats/skills
2. **Quest Completion** - Earn resources and experience
3. **Dungeon Exploration** - Risk/reward expeditions
4. **Rest & Recovery** - Heal injuries, reduce fear
5. **Shopping** - Purchase equipment and supplies

## 6. **Mentorship** - Learn from previous generation heroes

### **Auto-Battle Combat System**

#### **Pre-Combat Preparation:**

- **Formation Setup:** Position characters in front/back rows
- **Equipment Assignment:** Optimize gear for expected encounters
- **Skill Prioritization:** Set which skills characters should favor using
- **Consumable Allocation:** Distribute healing potions, buff items, etc.

#### **Combat Resolution:**

- **Automated Execution:** Combat plays out based on character AI and skill triggers
- **Conditional Skill Activation:** Skills fire based on trigger conditions and success rolls
- **Environmental Factors:** Dungeon hazards, room layouts affect combat automatically
- **No Player Intervention:** Once combat begins, outcome depends entirely on preparation

#### **Skill Trigger Examples in Combat:**

##### 1. *Guardian's Shield Wall:*

- **Trigger:** When 2+ allies are below 50% HP
- **Chance:** 25% + (Endurance/10)%
- **Effect:** Reduces all incoming damage by 50% for 3 rounds

##### 2. *Rogue's Poison Blade:*

- **Trigger:** On successful critical hit
- **Chance:** 15% + (Agility/12)%
- **Effect:** Target takes damage over time for 5 rounds

##### 3. *Cleric's Mass Heal:*

- **Trigger:** When 3+ allies are injured
- **Chance:** 20% + (Spirit/8)%
- **Effect:** Restores health to entire party

#### **Combat Feedback:**

- **Detailed Logs:** Show which skills triggered and why
- **Performance Analytics:** Track skill activation rates for training decisions
- **Tactical Insights:** Highlight which preparations were most effective

## Dungeon Exploration & Skill Usage

### Dungeon Types:

- **Training Dungeons:** Low risk, good for testing skill builds
- **Resource Dungeons:** Valuable materials, moderate challenge
- **Skill Dungeons:** Unlock new skills through successful completion
- **Legacy Dungeons:** Contain equipment from failed previous parties

**Non-Combat Skill Applications:** Skills trigger automatically during dungeon exploration:

- *Trap Detection:* Triggers when approaching trapped areas
- *Secret Door Sense:* Triggers when passing hidden passages
- *Monster Knowledge:* Triggers when encountering new enemy types
- *Treasure Sense:* Triggers when near valuable hidden items
- *Danger Instinct:* Triggers before ambushes or environmental hazards

### Exploration Flow:

1. **Room Entry:** Utility skills check for activation
2. **Environmental Interaction:** Skills affect available options
3. **Encounter Setup:** Knowledge skills provide combat advantages
4. **Combat Initiation:** Auto-battle system takes over
5. **Post-Combat:** Recovery and looting skills activate

### Skill Synergy Examples:

- Rogue's *Lockpicking* + Mage's *Detect Magic* = Access to enchanted treasure rooms
  - Guardian's *Intimidation* + Cleric's *Divine Aura* = Some enemies flee without combat
  - Berserker's *Battle Fury* + any ally's *Tactical Awareness* = Coordinated devastating attacks
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## Meta-Progression (Mentor System)

### Character Unlock & Progression System

**Starting Roster:** 4 basic characters (Guardian, Cleric, Rogue, Mage)

### Unlock Conditions:

- **Ranger:** Complete 3 dungeon expeditions successfully

- **Berserker:** Defeat a boss while party member is below 10% HP
- **Paladin:** Have a character with maxed Spirit and Might stats
- **Assassin:** Complete a dungeon without taking damage
- **Battlemage:** Defeat Demon Lord lieutenant with magical damage
- **Necromancer:** Survive party wipe and return as undead (special unlock)

### Character Customization Through Mentors:

- **Mentor Assignment:** At run start, assign 1-3 mentors per character
- **Aptitude Modification:** Mentors boost specific aptitudes based on their expertise
- **Skill Inheritance:** Some mentors can teach unique skills their character learned
- **Personality Traits:** Mentors can pass on behavioral modifiers affecting trigger conditions

### Example Mentor Benefits:

- *Veteran Guardian Mentor:* +2 Might aptitude, +1 Endurance aptitude, teaches "Taunt" skill
- *Legendary Mage Mentor:* +3 Mind aptitude, teaches "Arcane Mastery" (reduces all spell cooldowns)
- *Heroic Death Mentor:* +1 to all aptitudes, teaches "Final Stand" (massive damage when at low HP)

### Persistent World Changes

- **Guild Reputation:** Affects recruitment quality and quest availability
  - **Dungeon Evolution:** Failed parties create obstacles; successes may unlock shortcuts
  - **Economic Impact:** Successful resource gathering affects market prices
  - **Lore Discovery:** Each generation uncovers more about the Demon Lord's history
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## Resource Management

### Primary Resources

- **Gold:** Equipment, supplies, recruitment fees
- **Materials:** Crafting components, dungeon-specific resources
- **Reputation:** Affects recruitment pool and quest access
- **Knowledge:** Information about dungeons, enemies, optimal strategies

### Equipment System

- **Durability:** All equipment degrades with use

- **Enchantments:** Magical properties that can be enhanced or transferred
  - **Set Bonuses:** Complete equipment sets provide party-wide benefits
  - **Legendary Items:** Powerful artifacts requiring specific conditions to obtain
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## Victory Conditions & Difficulty Scaling

### Demon Lord's Dungeon

**Structure:** 10 floors with escalating challenges **Requirements:** Minimum stat thresholds, specific skills, or key items **Boss Encounters:** Each floor culminates in a unique boss battle **Final Challenge:** Multi-phase Demon Lord fight requiring diverse strategies

### Difficulty Progression

- **Season Number:** Each generation faces slightly harder content
  - **Adaptive Scaling:** Game adjusts based on player's historical performance
  - **Optional Challenges:** Higher difficulty modes for experienced players
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## User Interface & Experience

### Management Dashboard

- **Character Roster:** View all unlocked characters and their base aptitudes
- **Mentor Hall:** Browse available mentors and preview their bonuses
- **Training Schedule:** Plan character development between dungeon runs
- **Formation Planner:** Design party compositions and positioning
- **Equipment Vault:** Manage inherited gear and new acquisitions
- **Skill Tree Viewer:** Track learned abilities and unlock requirements

### Auto-Battle Interface

- **Combat Log:** Detailed breakdown of skill activations and combat flow
  - **Skill Trigger Analysis:** Statistics on which skills fired and success rates
  - **Formation Effectiveness:** Visual feedback on positioning choices
  - **Environmental Factors:** Show how dungeon features affected the battle
  - **Performance Metrics:** Track character effectiveness for future training decisions
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## Monetization & Progression

*Note: Designed as premium game with optional cosmetic DLC*

## Base Game Content

- Complete campaign with mentor progression system
- Multiple difficulty modes
- Extensive customization options

## Potential Expansions

- **New Dungeon Types:** Different themes and mechanics
  - **Additional Classes:** Expand adventurer variety
  - **Seasonal Events:** Limited-time challenges with unique rewards
  - **Cosmetic Packs:** Character portraits, UI themes, equipment skins
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## Technical Considerations

### Save System

- **Cloud Saves:** Preserve mentor progression across devices
- **Multiple Profiles:** Allow different progression paths
- **Backup Systems:** Protect against data loss

### Accessibility

- **Colorblind Support:** Alternative visual indicators
- **Text Scaling:** Accommodate different screen sizes
- **Input Options:** Support for various control schemes

### Performance

- **Scalable Graphics:** Accommodate different hardware capabilities
  - **Efficient Procedural Generation:** Minimize loading times
  - **Memory Management:** Handle large amounts of persistent data
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## Success Metrics

### Player Engagement

- **Session Length:** Target 30-60 minutes per play session

- **Retention:** 70% completion rate for first Demon Lord attempt
- **Replayability:** Average of 5+ generations per player

## **Gameplay Balance**

- **Victory Rate:** 15-25% success rate on Demon Lord attempts
- **Mentor Utilization:** 80%+ of players actively use mentor system
- **Strategy Diversity:** No single dominant strategy for success