

# Dungeon Lords Manager - Solo Edition

## Game Design Document v2.0

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### Game Overview

#### Vision Statement

**Dungeon Lords Manager - Solo Edition** is a strategic character development game where players train and manage a single adventurer through challenging dungeons. Focus on deep character customization, tactical decision-making, and immersive dungeon exploration.

#### Core Pillars

- **Individual Focus:** Deep character development and customization
- **Strategic Training:** Meaningful choices in character progression
- **Immersive Exploration:** Full dungeon simulation with rich encounters
- **Risk vs Reward:** Balance safety with greater challenges for better rewards
- **Accessibility:** Easy to learn, challenging to master

#### Key Features

- **Solo Character Management:** Choose and develop one powerful hero

- **Advanced Training System:** General and focused stat training
  - **Simulated Dungeon Exploration:** Room-by-room dungeon adventures
  - **Dynamic Difficulty:** Adaptive challenges based on character strength
  - **Progressive Unlocks:** New characters and dungeons unlock through achievements
  - **Enhanced Rewards:** Higher risk/reward ratios for solo adventuring
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## Core Gameplay

### Game Flow

1. **Character Selection:** Choose one hero from available archetypes
2. **Training Phase:** Improve character stats through various training methods
3. **Adventure Phase:** Explore dungeons for rewards and experience
4. **Recovery Phase:** Rest and recover between adventures
5. **Equipment Phase:** Purchase gear to enhance capabilities
6. **Progression:** Unlock new content and repeat the cycle

### Victory Conditions

- **Primary Goal:** Defeat the Demon Lord in the final dungeon
- **Secondary Goals:** Complete all dungeons, unlock all characters, maximize stats

### Time Pressure

- **Season System:** 20 turns per season with increasing difficulty
  - **Turn Economy:** Each action consumes one turn, requiring strategic planning
  - **Resource Management:** Balance gold and materials across multiple needs
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## Solo Character System

### Character Selection

- **Single Character Focus:** Choose one hero to develop throughout the game
- **Character Switching:** Ability to change characters (with progress reset)
- **Unlock Progression:** New archetypes unlock based on achievements

### Character Attributes

- **Core Stats:** Might, Agility, Mind, Spirit, Endurance

- **Derived Stats:** Health, Mana, Combat Rating
- **Aptitudes:** Natural talent multipliers for training effectiveness
- **Skills:** Unlockable abilities that enhance combat and exploration

## Progression Benefits

- **Faster Development:** Concentrated effort on single character
  - **Deeper Customization:** More training options and specialization
  - **Enhanced Rewards:** Higher payouts for solo risk-taking
  - **Focused Narrative:** Personal journey of a single hero
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## Training & Progression

### Training Types

#### General Training

- **Cost:** 100 gold per session
- **Effect:** Improves 2-3 random stats moderately
- **Skill Chance:** 15% chance to learn new skills
- **Use Case:** Balanced character development

#### Focused Training

- **Cost:** 150 gold per session
- **Effect:** Intensive improvement of one chosen stat
- **Skill Chance:** 25% chance to learn new skills
- **Use Case:** Specialization and targeted improvement

#### Intensive Training (Future Feature)

- **Cost:** 300 gold + 5 materials per session
- **Effect:** Maximum improvement of one stat with guaranteed skill chance
- **Skill Chance:** 40% chance to learn new skills
- **Use Case:** End-game optimization

### Training Mechanics

- **Aptitude Bonuses:** Natural talent multiplies training effectiveness

- **Diminishing Returns:** Soft caps at higher stat levels
- **Breakthrough Events:** Random exceptional growth opportunities
- **Fatigue System:** Multiple training sessions per turn reduce effectiveness

## Skill Learning

- **Stat Requirements:** Minimum stat thresholds for advanced skills
  - **Random Discovery:** Training sessions can unlock new abilities
  - **Archetype Bonuses:** Characters excel at learning their specialty skills
  - **Progressive Complexity:** More powerful skills require higher stats
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## Dungeon Exploration System

### Exploration Overview

The dungeon exploration system provides immersive, room-by-room adventures with strategic choices, multiple encounter types, and meaningful risk/reward decisions.

### Dungeon Structure

#### Room Types

- **Combat Rooms:** Enemy encounters with tactical choices
- **Treasure Rooms:** Loot opportunities with trap risks
- **Puzzle Rooms:** Skill checks with stat-based solutions
- **Rest Areas:** Safe zones for healing and status recovery
- **Boss Rooms:** Major encounters with unique mechanics
- **Event Rooms:** Narrative encounters with multiple choices

#### Dungeon Generation

- **Layout:** 2-6 interconnected rooms per dungeon
- **Progressive Difficulty:** Encounters scale with depth
- **Random Elements:** Room types and encounters vary each run
- **Retreat Options:** Ability to exit with partial rewards

### Exploration Mechanics

#### Movement System

- **Room Selection:** Choose paths through the dungeon
- **Exploration Points:** Limited movement requires strategic planning
- **Hidden Areas:** Discovery of secret rooms and passages
- **Backtracking:** Return to previous areas when needed

## Encounter Resolution

- **Auto-Combat:** Streamlined combat with tactical depth
- **Skill Checks:** Stat-based solutions to obstacles
- **Choice Consequences:** Decisions affect future encounters
- **Risk Assessment:** Clear information about challenge difficulty

## Treasure & Rewards

- **Loot Scaling:** Rewards based on character level and dungeon difficulty
- **Random Generation:** Varied treasure types and amounts
- **Risk Multipliers:** Dangerous encounters offer better rewards
- **Completion Bonuses:** Full dungeon clear provides extra benefits

## Advanced Features

### Auto-Exploration Mode

- **Automated Decisions:** AI makes choices based on character build
- **Customizable Settings:** Player sets exploration priorities
- **Real-time Updates:** Watch progress with ability to take control
- **Safety Limits:** Automatic retreat when health drops too low

### Dynamic Difficulty

- **Adaptive Scaling:** Encounters adjust to character strength
- **Risk Indicators:** Clear visual feedback on encounter difficulty
- **Balanced Challenge:** Maintains appropriate difficulty curve
- **Player Choice:** Option to attempt over-level content for better rewards

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## Combat System

### Combat Philosophy

- **Auto-Battle:** Streamlined combat focuses on preparation over execution
- **Tactical Depth:** Character build and equipment choices determine outcomes
- **Visual Feedback:** Clear representation of combat flow and results
- **Strategic Focus:** Emphasis on pre-combat decisions

## Combat Mechanics

### Combat Flow

1. **Initiative:** Agility determines action order
2. **Skill Activation:** Automatic skill usage based on AI priorities
3. **Damage Calculation:** Stat-based formulas with random variance
4. **Status Effects:** Buffs, debuffs, and environmental effects
5. **Victory Conditions:** Health reduction or special objectives

### Solo Combat Bonuses

- **Damage Multiplier:** +20% damage for solo adventurers
- **Dodge Bonus:** Increased evasion for survival
- **Critical Hits:** Enhanced critical strike chances
- **Status Resistance:** Better resistance to negative effects

### Enemy Scaling

- **Health Reduction:** 20% less health for solo-balanced encounters
  - **Damage Adjustment:** Modified damage output for single-target focus
  - **Skill Frequency:** Adjusted ability usage for solo play
  - **Group Encounters:** Fewer enemies with enhanced individual strength
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## Character Archetypes

### Guardian (Tank)

- **Role:** Defensive specialist and damage absorption
- **Aptitudes:** High Might and Endurance, moderate Spirit
- **Skills:** Shield abilities, taunts, damage reduction
- **Playstyle:** Survive difficult content through superior defense
- **Unlock Requirement:** Available from start

## Cleric (Support/Healer)

- **Role:** Healing and buff support with moderate combat ability
- **Aptitudes:** High Spirit and Mind, moderate Endurance
- **Skills:** Healing, buffs, status effect removal
- **Playstyle:** Sustained exploration through self-healing
- **Unlock Requirement:** Available from start

## Rogue (DPS/Utility)

- **Role:** High damage output with utility skills
- **Aptitudes:** High Agility and Mind, moderate Might
- **Skills:** Critical strikes, stealth, trap detection
- **Playstyle:** Quick, efficient encounters with utility benefits
- **Unlock Requirement:** Available from start

## Mage (Caster/AoE)

- **Role:** Magical damage and area effect abilities
- **Aptitudes:** High Mind and Spirit, low physical stats
- **Skills:** Elemental magic, crowd control, mana efficiency
- **Playstyle:** Powerful magic abilities with resource management
- **Unlock Requirement:** Available from start

## Berserker (Unlockable)

- **Role:** Extreme damage output with self-enhancement
- **Aptitudes:** Extreme Might, high Endurance, low Mind
- **Skills:** Rage abilities, damage bonuses, berserker fury
- **Playstyle:** High-risk, high-reward aggressive combat
- **Unlock Requirement:** 5 solo victories

## Paladin (Unlockable)

- **Role:** Balanced offense/defense with divine abilities
- **Aptitudes:** Balanced Might/Spirit/Endurance
- **Skills:** Divine magic, healing, protective auras

- **Playstyle:** Versatile holy warrior
- **Unlock Requirement:** Complete 3 dungeons as Guardian

### Assassin (Unlockable)

- **Role:** Extreme precision damage and stealth
- **Aptitudes:** Maximum Agility, high Mind, low Endurance
- **Skills:** Assassination, stealth, poison effects
- **Playstyle:** Glass cannon with stealth advantages
- **Unlock Requirement:** Defeat 20 enemies as Rogue

### Archmage (Unlockable)

- **Role:** Master of all magical disciplines
  - **Aptitudes:** Maximum Mind/Spirit, low physical stats
  - **Skills:** Advanced magic, metamagic, spell combinations
  - **Playstyle:** Ultimate magical power with complexity
  - **Unlock Requirement:** Learn 10 skills as Mage
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## Resource Management

### Primary Resources

#### Gold

- **Sources:** Dungeon rewards, quest completion, treasure chests
- **Uses:** Training costs, equipment purchase, special services
- **Management:** Primary limiting factor for character development
- **Solo Bonus:** +80% gold rewards for solo dungeon completion

#### Materials

- **Sources:** Dungeon exploration, dismantling equipment, rare finds
- **Uses:** Equipment crafting, advanced training, special upgrades
- **Management:** Secondary resource for advanced progression
- **Solo Bonus:** Higher material drop rates in dangerous encounters

### Reputation



- **Sources:** Dungeon completion, heroic acts, character achievements
- **Uses:** Unlock special content, access advanced services
- **Management:** Long-term progression metric
- **Solo Bonus:** Heroic reputation bonuses for solo achievements

## Resource Balance

- **Starting Resources:** Increased starting amounts for solo play
  - **Cost Scaling:** Training costs balanced for single character focus
  - **Reward Multipliers:** Enhanced rewards compensate for solo risk
  - **Economic Strategy:** Resource allocation becomes crucial decision
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## Progression & Unlocks

### Character Unlocks

- **Achievement-Based:** Specific tasks unlock new archetypes
- **Progressive Difficulty:** Later unlocks require more challenging achievements
- **Build Diversity:** Each archetype offers unique playstyles
- **Replayability:** Multiple characters encourage repeated playthroughs

### Dungeon Unlocks

- **Linear Progression:** Basic dungeons unlock advanced content
- **Challenge Gates:** Minimum character requirements for access
- **Optional Content:** Side dungeons with special rewards
- **End Game:** Final dungeon requires mastery of game systems

### Equipment & Abilities

- **Stat Thresholds:** Higher stats unlock better equipment
- **Skill Trees:** Abilities unlock through stat requirements and discovery
- **Mastery System:** Extended play unlocks character mastery bonuses
- **Legacy Benefits:** Previous character achievements provide minor bonuses

### Achievement System

- **Training Achievements:** Milestones for training session completion
- **Combat Achievements:** Victory and survival accomplishments

- **Exploration Achievements:** Dungeon completion and discovery rewards
  - **Mastery Achievements:** Perfect play and optimization recognition
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## Technical Implementation

### Architecture

- **Vanilla JavaScript:** ES6+ features for modern browser compatibility
- **Modular Design:** Separate systems for easy maintenance and expansion
- **State Management:** Centralized game state with save/load functionality
- **Event System:** Decoupled communication between game systems

### Single Character Adaptations

- **State Refactoring:** Converted party arrays to single character objects
- **UI Redesign:** Interface optimized for individual character focus
- **Balance Adjustments:** All game systems rebalanced for solo play
- **Save System:** Optimized data structure for single character storage

### Dungeon System Implementation

- **Procedural Generation:** Dynamic room and encounter creation
- **State Machine:** Room navigation and encounter resolution
- **UI Components:** Interactive exploration interface
- **Auto-Exploration:** AI system for automated dungeon runs

### Performance Optimizations

- **Efficient Rendering:** Optimized UI updates for single character
- **Memory Management:** Reduced memory footprint for solo mode
- **Save Frequency:** Enhanced auto-save for single character progress
- **Mobile Support:** Touch-optimized interface for mobile devices

### Data Structure

javascript

```
// Core game state structure
{
  selectedCharacter: "guardian",
  adventurer: Character,
  resources: { gold, materials, reputation },
  statistics: { soloVictories, trainingSession, etc. },
  dungeonProgress: { completions, unlocks },
  achievements: [...],
  settings: { autoSave, difficulty, etc. }
}
```

## Version History

### Version 2.0 - Solo Edition (Current)

- **Major Feature:** Single character management system
- **New System:** Advanced dungeon exploration with room-by-room simulation
- **Enhanced Training:** Focused training options with improved effectiveness
- **Rebalanced Gameplay:** All systems optimized for solo play
- **UI Overhaul:** Interface redesigned for individual character focus
- **Improved Progression:** Faster, more focused character development

### Version 1.0 - Original (Previous)

- **Core Feature:** Party-based management (4 characters)
- **Basic Dungeons:** Simple auto-battle dungeon encounters
- **Party Training:** Group training with shared resources
- **Original UI:** Grid-based party management interface
- **Standard Progression:** Traditional RPG party advancement

### Planned Features (Version 2.1+)

- **Intensive Training:** Third tier training option with materials cost
- **Character Evolution:** Advanced archetype transformations
- **Mentor System:** NPC mentors providing training bonuses
- **Guild System:** Social features and leaderboards
- **Dungeon Builder:** Player-created dungeon content

- **Multiplayer:** Asynchronous competition modes
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## Design Philosophy

### Player Agency

- **Meaningful Choices:** Every decision impacts character development
- **Multiple Paths:** Various approaches to achieving goals
- **Risk/Reward:** Clear tradeoffs in all major decisions
- **Strategic Depth:** Long-term planning required for optimal play

### Accessibility

- **Easy Entry:** Simple character selection and tutorial system
- **Scalable Complexity:** Depth available for experienced players
- **Visual Clarity:** Clear feedback on all game states and mechanics
- **Mobile Support:** Responsive design for various devices

### Replayability

- **Character Variety:** Different archetypes provide unique experiences
- **Random Elements:** Procedural content keeps each run fresh
- **Achievement System:** Goals encourage multiple playthroughs
- **Optimization Challenges:** Perfect play requires deep understanding

### Solo Focus Benefits

- **Deeper Investment:** Players form stronger attachment to single character
  - **Faster Progression:** Concentrated development feels more rewarding
  - **Strategic Focus:** Simplified party management allows focus on tactics
  - **Personal Journey:** Narrative becomes more personal and engaging
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## Conclusion

**Dungeon Lords Manager - Solo Edition** represents a significant evolution of the original party management concept. By focusing on individual character development and enhanced dungeon exploration, the game provides a more intimate and strategically focused experience.

The transition to solo character management allows for deeper character customization, more meaningful training decisions, and a stronger sense of personal investment in the character's journey. Combined with the advanced dungeon exploration system, players experience rich, immersive adventures with tactical depth and meaningful risk/reward decisions.

The enhanced progression systems, achievement unlocks, and rebalanced gameplay create a compelling loop of character development, challenging exploration, and strategic advancement that encourages repeated play and mastery of the game's systems.

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