LLO Game Mechanics

1. General Concept

1.1.   Quick Summary
    1.1.1.   Lending Loup Out will have a turn based RPG style bombat with a focus on a wide variety of characters. Collecting characters will be encouraged as each one should have access to different elements and combat roles.

1.2.   Reference Games
    1.2.1.   Granblue Fantasy
    1.2.2.   Aria Chronicles
    1.2.3.   Darkest Dungeon ([stat breakdown](#))

1.3.   Design Philosophies
    1.3.1.   Keep it straight forward as possible
    1.3.2.   Give player meaningful choices
        1.3.2.1.   Items, traits and other options should always be either a give and take, or dual use (like a front line and back lone use)

2. Mechanics

2.1. Combat

2.1.1.   Order of events once combat starts
    2.1.1.1.   Turn order is determined by each unit's speed state +1-8.
    2.1.1.2.   Units on their turn may do one of the following;
        2.1.1.2.1.   ~~Attack~~
        2.1.1.2.2.   Ability
        2.1.1.2.3.   Item
        2.1.1.2.4.   ~~Defend~~
        2.1.1.2.5.   Flee
    2.1.1.3.   Once a Unit has acted, it's turn will end and the next unit on the turn order will begin their turn. Once all units have had their turn, the round is over and the process begins again. Turn order is recalculated each round.
    2.1.1.4.   Rounds continue until one side has completely been defeated or a specific goal has been met.
2.1.2.   After combat ends, rewards are given

2.2. Unit Mechanics

2.2.1. Unit stats

2.2.1.1. Hit Points, HP - how much damage a unit can take before dying

2.2.1.2. Speed - used to determine a unit's place in the turn order. Their speed plus 1-8 is added

2.2.1.3. Attack - Damage output

2.2.1.4. Def - % Damage reduction

    2.2.1.4.1. Bonuses to Defense may be applied to specific damage types

    2.2.1.4.2. Design note - with how both def and element resistance is a flat % reduction in damage, the max damage/resistance combined should be capped at 80%

2.2.1.5. Dodge - chance to dodge, (Accuracy% - Dodge% = % chance to hit) Caped at 90%

2.2.1.6. Accuracy - how well can the unit hit another, (Accuracy% - Dodge% = % chance to hit)

2.2.1.7. Critical chance - % chance to deal double or more damage

2.2.1.8. Resistance - Chance to resist a damage type or negative status effect

    2.2.1.8.1. Debuff resistance - % chance to resist a debuff effect being applied to the unit

    2.2.1.8.2. Element resistance - % reduction in damage taken from a certain element. See Def

2.2.2. Unit Level

2.2.2.1. Unit's level will determine their base stats. As they level, their base stats will rise.

    2.2.2.1.1. Each unit's stat progression is determined by their Form

2.2.3. Unit Element

2.2.3.1. Unit's element is based on the specific weapon they have equipped and will determine the type of damage they deal.

2.2.3.2. Element alignment - Unit's are only able to equip items of elements they are aligned to. They may gain alignment through their Form and Soul passives.

2.2.3.3. Certain abilities may do more damage to units of a specific element.

2.2.4. Unit Abilities

There are two main types of abilities, combat abilities and passive abilities. Combat abilities are abilities the unit may use in combat and passives are always active abilities.

2.2.4.1. Combat abilities

Abilities are used during combat. Each unit will have four ability slots that the player may assign abilities to. The abilities assigned

to these slots are what the unit will have available to them during combat.

2.2.4.1.1.   Ability states
    2.2.4.1.1.1.   Range
        2.2.4.1.1.1.1.   Melee
        2.2.4.1.1.1.2.   Ranged
    2.2.4.1.1.2.   Requirements - Requirements to activate the ability
        2.2.4.1.1.2.1.   Frontline ability - requires the unit to be in the frontline in order to activate.
        2.2.4.1.1.2.2.   Backline ability - requires the unit be in the backline
        2.2.4.1.1.2.3.   Team work ability - requires a specific other unit be in the party in order to activate
        2.2.4.1.1.2.4.   Weapon requirement - Unit must have a specific weapon type equipped
    2.2.4.1.1.3.   Target
        2.2.4.1.1.3.1.   Frontline - Targets enemies frontline
        2.2.4.1.1.3.2.   Backline -Targets enemies backline
        2.2.4.1.1.3.3.   Self - Unit is only able to target themselves with the ability
        2.2.4.1.1.3.4.   Ally - Unit is able to target any member of the part with this ability
    2.2.4.1.1.4.   Attack mod
        2.2.4.1.1.4.1.   Attack % modifier of the ability
    2.2.4.1.1.5.   Accuracy mod
        2.2.4.1.1.5.1.   Accuracy % modifier of the ability
    2.2.4.1.1.6.   Crit mod
        2.2.4.1.1.6.1.   Critical hit % modifier of the ability
    2.2.4.1.1.7.   Effect
        2.2.4.1.1.7.1.   Any bonus effects the ability may have. Such as buffs, debuffs and bonuses that have very special requirements (like bonus to a certain enemy type)

2.2.4.2.   Passive Abilities
    2.2.4.2.1.   Form Passive
        2.2.4.2.1.1.   Passive ability that represents the unit's Physical form, such as race or body type. These passives should provide a resistance bonus of some kind. Either a specific element or debuff resistance.
    2.2.4.2.2.   Soul Passive
        2.2.4.2.2.1.   Soul passives are derived from the character's story and state of their soul. These passives should provide bonuses based on the unit's personal story

and/or provide bonuses to specific other units that are related to their story.

    2.2.4.2.3.   Class Passives

        2.2.4.2.3.1.   Passive represents the units training and expertise. This Passive should focus on assisting the player during dungeons. Such as unlocking shortcuts, revealing points of interest and preventing/mitigating traps.

2.2.5. Unit Form Type

Represents the unit's physical form. A unit form type provides with the following;

2.2.5.1.   One elemental Alignment

2.2.5.2.   Stat progression

2.2.5.3.   A Form passive that provides the unit some kind of damage or debuff resistance bonus.

2.2.6. Unit Soul

Represents the unit's experiences and personal story development. Soul provides the unit with the following;

2.2.6.1.   Starting Soul passive - a soul passive that provides them with a bonus to a stat, weapon type, resistance or damage type.

2.2.6.2.   Story Soul passives - Passive earned due to the unit's personal story.

2.2.6.3.   Experiences soul passives - Soul passives the unit earns through experiences in the game. Such as traveling a long distance, surviving a large attack or other rare events.

2.2.6.4.   Absorbed Soul passive - Soul fragments may be gained throughout the game that have the memories and emotions of long gone characters. Grants specific passives to units.

    2.2.6.4.1.   Absorbed soul traits will have a limit and will be intended to add either class or form related passives to the unit. Such as allowing the unit to eqip certain weapons they can't normally or counting as a form type for the purpose of item or other requirements.

2.2.7. Units Class

Represents a unit's training and skills. Classes provide the following;

2.2.7.1.   **Abilities**

Classes provide what abilities the unit will have access to. Abilities still may require a certain character level or other requirement

2.2.7.2.   **Class stat bonus**

Each class is designed to serve a specific role in combat and will gain bonuses to their base stats to help them.

2.2.7.3. Weapon type access
What weapon types the unit will be able to eqip.

2.2.7.4. Class Passive
Class passives will help units and their parties travel through dungeons, either by helping them take advantage of shortcuts, reveal hidden parts of the map or disarm/midicate traps.

2.2.8. Unit Equipment

Each Unit will have three equipment slots. A weapon, armor and a trinket slot.

2.2.8.1. Weapons
Weapons will determine the units damage type and offensive abilities

2.2.8.2. Armor
Armor will determine the units defensive and resistances.

2.2.8.3. Trinkets
Trinkets will be designed to assist the unit in it's chosen playstyle. Trinket's will have a bonus and a penalty in order to have a trade off effect. For instance, a Trinket may increase damage but also lower defense, to help damage character in it's role.

2.2.9. Fixed and Blank units

When it comes to story and appearance there will be two different unit types, Fixed and Blank. Fixed units are unique story related characters that will have a set appearance and stats when first introduced. Blank units will give the player an opportunity to change the unit's appearance and stats in certain ways.

2.2.9.1. Story characters will have a predetermined set of classes. Some available at the start with others unlocking with their personal stories

2.2.9.2. Blank characters
Blank characters will give the player more freedom to design certain story related characters. Each blank character will still have some form of story planned for them, but the players may have the chance to decide on the units appearance, form, starting soul passive and class. Because of this customization, Blank characters will have different classes available to them but may eventually be able to train in classes associated with the Fixed units.

2.2.9.2.1. List of Classes available to Blank characters
2.2.9.2.1.1. Generic
2.2.9.2.1.1.1. Warrior

2.2.9.2.1.1.2.   Priest
2.2.9.2.1.1.3.   Mage
2.2.9.2.1.1.4.   Rogue
2.2.9.2.1.2.   Advanced
2.2.9.2.1.2.1.   *To be determined*
2.2.9.2.1.3.   Unique Class paths
2.2.9.2.1.3.1.   Kasheen Clan Path
2.2.9.2.1.3.1.1.   Kasheen Sword MAster
2.2.9.2.1.3.1.2.   Kasheen Ninja
2.2.9.2.1.3.1.3.   Kasheen Articier
2.2.9.2.1.3.2.   Fae Knight Path

2.3.   Combat Related mechanics

2.3.1.   Party Positioning

2.3.1.1.   When entering combat, the player will be able to bring 5 characters with them. ~~Loup will always be there, at position 1, and the player will be able to choose what characters will be in positions 2 through 5~~.

2.3.1.2.   There will be a frontline consisting of the first 3 units and a backline consisting of the last 2 units.

2.3.1.2.1.   A unit's position in the front or back line will determine what abilities available to them. Some abilities can only be used in the front line, while others only in the back.

2.3.1.3.   Enemy units should have the same unit positioning, but not always a full 5 and some enemies will take up 2 slots.

2.3.2.   Damage types

2.3.2.1.   Damage types are based on the [LLO Magic Color wheel](), and are as follows;

2.3.2.1.1.   Dawn

2.3.2.1.1.1.   Visual themes will include light, fire and holy archetypes

2.3.2.1.2.   Primal

2.3.2.1.2.1.   Visual themes will include wind, lightning, thunder and storm archetypes

2.3.2.1.3.   Spirit

2.3.2.1.3.1.   Visual themes will include earth, gems, bones, ectoplasm, and other ghostly energy.

2.3.2.1.4.   Dusk

2.3.2.1.4.1.   Visual themes will include Shadow, stars and moonlight archetypes

2.3.2.1.5. Hollow

2.3.2.1.5.1. Visual themes will include darkness, blood, ash, draining, and unholy archetypes. May expand to corrupted versions of other damage themes.

2.3.2.1.6. Aether

2.3.2.1.6.1. Visual themes will include water, Ice, and arcane energies.

2.3.2.2. Damage types should provide some kind of incentive to level and use a wide variety of characters and weapons.

2.3.2.3. There is no hard paper, rock, and scissors counter system for the damage types. Each enemy unit will have specific weaknesses and resistances designed into them. Player units may gain resistances and weaknesses based on the character and equipment used.

2.3.2.4. Each unit, except Loup, should only have access to at most two energy types.

2.3.2.4.1. Loup will have multiple forms and each form will have access to at least one element.

2.3.2.5. Each element should have some sort of theme, such as primal having heal over time abilities, dawn having bigger heals, spirit having revives ect

2.3.3. Status effects

2.3.3.1. De-buffs/Negative status effects

2.3.3.1.1. Damage over time

2.3.3.1.1.1. Bleed, burn, poison. There may be multiple different damage over time statuses

2.3.3.1.2. Stat reduction

2.3.3.1.3. Attack reductrection/cancelation

2.3.3.1.4. Push back, pull forward

2.3.3.1.5. Incapacitate

2.3.3.1.5.1. Includes several types, such as sleep, stun, paralyzed etc

2.3.3.1.6. Damage % dealt Reduction

2.3.3.1.7. Cancel/remove buff

2.3.3.2. Buffs/Positive status effects

2.3.3.2.1. Stat increases

2.3.3.2.2. Heal over time

2.3.3.2.2.1. Heals hp damage at the start of the units turn.

2.3.3.2.3. Damage % dealt increase

2.3.3.2.4. Protect other

2.3.3.2.4.1. Character will take attacks targeting another character

2.3.3.2.5. Stealth

2.3.3.2.5.1. Unit is unable to be attacked, but once they attack or act, they will lose the stealth effect.

2.3.3.2.6. Change position

2.3.3.2.7. Counter

2.3.3.2.7.1. Unit will counter attack any time they are attacked

2.3.3.2.8. Shield

2.3.3.2.8.1. Shield effect will negate the next attack that hits the unit. But the shield will be used up.

2.3.3.2.9. Hex/mark/paint

2.3.3.2.9.1. Status effect that on it's own does nothing, but abilities will benefit from. (IE attacks does x% more damage vs a marked target)

2.3.3.2.10. Cancel/remove negative status effect

2.4. Dungeon mechanics

2.4.1. Basics

2.4.1.1. Each dungeon is a random assortment of rooms that the player travels between.

2.4.1.2. Each room has one to four different paths leading to another room.

2.4.1.3. Each path may have an obstacle blocking it. These obstacles may be cleared with either character passive abilities or items.

2.4.1.4. Each room may have several different events or objects in them. With the exception of combat, the player will have the option to interact with these events or objects.

2.4.1.5. Each dungeon will have an objective the player must finish in order to complete the dungeon.

2.4.2. Room Events/objects

2.4.2.1. Combat

2.4.2.1.1. Straightforward, defeat the opponent to clear the room's event.

2.4.2.2. "Challenge"

2.4.2.2.1. "Challenges" will require the player to have the right character or item in order to earn the reward. These rewards can range from items, temporary buffs or information. Some examples of challenges.

2.4.2.2.1.1. Cleanse the cursed item

2.4.2.2.1.2. Dig up the buried item

2.4.2.2.1.3. Read the sign correctly

2.4.2.2.1.4. Locked chest

2.4.2.3. Chest

2.4.2.3.1. Chests hold items, buffs or information that do not require a challenge or item to open. Some examples of chests are

2.4.2.3.1.1. A treasure chest

2.4.2.3.1.2.   A holy statue that grants a buff
2.4.2.3.1.3.   A Map of the dungeon
2.4.2.3.1.4.
2.4.2.4.   Traps
    2.4.2.4.1.   Traps appear to be chests, but will actually be a challenge. Some traps include
        2.4.2.4.1.1.   Booby Trapped treasure chest
        2.4.2.4.1.2.   Monster disguised as a chest item
        2.4.2.4.1.3.   Corrupted statue
        2.4.2.4.1.4.   Counterfeit map
        2.4.2.4.1.5.

2.4.3.   Path Obstacles

2.4.3.1.   Blocked path
    2.4.3.1.1.   Blocked baths have a barrier preventing you from traveling between two adjacent rooms without damaging or debuffing yourself. These barriers can be overcome with the right character or item. Some examples
        2.4.3.1.1.1.   Debri blocking your bath that requires strength to clear
        2.4.3.1.1.2.   A spike trap that will harm you if you don't disable it
        2.4.3.1.1.3.   Muddy path, requires someone with magic to clear the mud or it slows you down in some way.

2.4.3.2.   Locked paths
    2.4.3.2.1.   Locked paths are paths you can not use at all unless you have the right character or item. Some examples include
        2.4.3.2.1.1.   Broken bridge, requires a unit with a grappling hook or flight
        2.4.3.2.1.2.   Broken heavy door, requires someone who can fix or destroy the door.

2.4.3.3.   Shortcut paths
    2.4.3.3.1.   Shortcut paths allow you to travel from one side room to another non-adjacent room. Some examples include
        2.4.3.3.1.1.   Magic portal, requires character with magical know how.
        2.4.3.3.1.2.   Secret path, requires someone able to find the secret path

2.4.3.4.

2.4.4.   Dungeon Objections

2.4.4.1.   Boss
    2.4.4.1.1.   Player must defeat a specific difficult enemy
        2.4.4.1.1.1.   Monster hunt boss - a version of the boss objective that requires the player "track" the monster throughout the dungeon. The boss will run during the first encounter and will move to a different

room. The player must find them and overcome the obstacles in the dungeon.

    2.4.4.2.   Find Object

        2.4.4.2.1.   Player must find one or more objects or enemies in the dungeon. Some will require the player to have enough space in their inventory to carry the items out of the dungeon.

    2.4.4.3.   Deliver Object

        2.4.4.3.1.   Player must deliver one or more items provided at the start of the mission to one or more locations on the dungeon map.

2.4.5.   Dungeon Inventory

    2.4.5.1.   Players will be limited in how many items they can gring into and out of the dungeon.

    2.4.5.2.   Consumable items brought into the dungeon and treasure brought out use the same inventory space.

    2.4.5.3.   Some items are stackable, but these stacks are always limited. As an example, you may be able to hold 8 potions in one inventory slot, but only 4 grappling hooks per inventory slot.