# Hero Manager



## Overview

### 🗣️ Steam Short

*Hero Manager is a management game featuring auto-battler. Assemble a powerful squad, upgrade your base, form bonds with townsfolk and maintain high morale among your team. Can you rise to the challenge and lead your heroes to victory?*

*Hero Manager is a hero psychology-focused management game with auto-battler. Assemble a powerful squad, upgrade your base, form bonds with townsfolk and maintain high morale among your team. Can you rise to the challenge and lead your heroes to victory?*

*Hero Manager is a management game with a focus on hero psychology, featuring auto-battler mechanics. Assemble a powerful squad, upgrade your base, form bonds with townsfolk and maintain high morale among your team. Can you rise to the challenge and lead your heroes to victory?*

# 🗣️ Steam Long

[url=https://discord.com/invite/k3yj8Az2VC][img]{STEAM_APP_IMAGE}/extras/steam-discord.png[/img][/url]

Hero Manager is a management game featuring auto-battler, putting you in charge of leading your team of heroes.

Assemble Your Team


Choose from various heroes to create a powerful adventuring team. Improve your heroes to unlock their full potential, while considering their unique emotional responses that impact their combat abilities. With numerous attributes to weigh, craft a one-of-a-kind hero squad.

[h2]Triumph in Battles[/h2]

Engage in thrilling battles against formidable foes using an auto-battler combat system. Protect your town by neutralizing threats and claim rich rewards, including gold, experience, fame, and rare equipment.

[h2]Explore The Town[/h2]

Explore the town's diverse locations and charming characters. In every building, you'll meet a shop owner with a unique personality and story. As you get to know them better, you might get discounts and upgrades that will help you on your journey.

[h2]Upgrade Your Base[/h2]

Your base serves as the heart of your operations. It allows you to improve your heroes through diverse means. As you progress you'll be able to upgrade different sections of your base, providing significant strategic advantages.

# Game Elements

## Base

### Bed Chambers

Upgrade to unlock more hero slots.

### Kitchen

Random daily buffs.

Players will initially have basic recipes unlocked and can unlock more through gameplay, npcs etc. Each ingredient has a different combination with other ingredients. Ingredient tiers affect the quality of the dish. Kitchen level adds bonuses to the final product and increases how many dishes will be produced at once.

Mini game.

Heroes will require a meal a day. The bonuses for that meal will be active for that day.

### Alchemy

Random daily consumables usable in combat

Players will initially have basic recipes unlocked and can unlock more through gameplay, npcs etc. Each ingredient has a different combination with other ingredients. Ingredient tiers affect the quality of the potions. Alchemy level adds bonuses to the final product.

### Farm

Level up to increase daily buff/potion amount produced in kitchen/alchemy

Farm seeds drop from battle regions. Plants tiers are determined by farm level, seeds don't have tiers by themselves. Planting and harvesting doesn't pass time.

### Hall

Boost fame gained from all resources. Level up to increase the boost.

### Armory

increase item slot, allow heroes to equip more items

# Training grounds

earn exp globally like gold, spend exp on a hero to level up

# Town

The scene we use to travel between our base and the buildings.

## Town Events (Optional)

Random events happen while walking in town.
Popup UI that gives a summary of the event.
2 choices in the popup. Join or ignore. Joining progresses time.
Heroes reach to your choice by gaining or losing morale.
Examples:
- Town Heist - Choices: Help police - Ignore
- Favor for a Neighbor - Choices: Help neighbor - Ignore
- Bard's Performance - Choices: Spend money and time to boost morale - Ignore

# Town Buildings

Level up means increasing the relationship level with the building's NPC.

## Guild

Accept new randomly generated quests.

Level Up to increase the max quest amount you can accept and rewards.

Higher Fame Level makes higher level quests appear.

## Adventurer's Portal

Heroes visit the town, you can hire them here.

Level Up to increase hero amount per day. (This is useless at the moment because we don't buy heroes that frequently)

Higher Fame Level makes higher tier heroes appear.

## Tavern

Place your hero to gain morale and temporary buff. Chance to remove bad emotions.

Level Up for discount, improve morale gain and buff tier

Higher Fame Level?

# Forge

Buy & upgrade equipment.

Level Up for discount at both buy/upgrade

Higher Fame Level makes stronger equipment appear in shop

# Carpentry

Upgrade the areas in your base and repair/upgrade town health.

Level Up for discount

Higher Fame Level to unlock next levels

# Healer

Place your heroes to revive or heal.

Maybe add a psychology department to add/remove personalities but it's pretty expensive and takes a long time.

Level Up for discount

Higher Fame Level to unlock next levels

# Castle

Main Quest place. Level up town fame and kill bosses to unlock helpful Perks.

Level Up ??? Maybe level up to decrease fame loss?

Higher Fame Level to unlock perks.

# Wharf (Optional)

Place your heroes, they go treasure hunting and return with random items.

Level Up for discount and more item amount

Higher Fame Level for better item quality

# Colosseum (Optional)

Place your heroes to fight in a tournament, you don't see the fights. After some time, earn gold depending on how well your hero did.

Level Up for entrance discount

Higher Fame Level for higher prizes

# Calendar

## Calendar Events

### Invasion

2-3 times per week

### Boss fight

Once every month

### Merchant Caravan

Once every 2 weeks. Shop with random but good quality items

## Calendar Events with extra time

### Pizza Party

**On join:** Heroes gain morale, add/remove good/bad emotions.
**Effect:** Stat buffs.
**Buildings closed during the event:** Guild

# Currencies

## Gold

Common currency, used for buying items and equipment, hiring heroes and upgrading buildings and more.

## Experience

Used while training heroes to level up.

Need more usage or we can just remove this?

## Fame Level

Unlike gold and exp, fame is not spendable.

As your fame levels up, you unlock higher level stuff.

Required for completing main quests.

Decreases when you lose or skip fights. Which means you lose progress. If it decreases, some heroes might leave your party. And other punishments?

# Heroes

## Morale

Very hard effect on hero's combat stats.
Heroes might skip turns while on low morale.

## Personality

Permanent effects on the hero. (Except the psychology department at healer?)
Does not affect combat directly.
Effects mechanics in the management side.
Effects how easy/hard a hero gains some emotions.

## Emotions

Has duration.
Can affect combat directly.
Can affect mechanics in the management side too.
Can be positive or negative.

## Hero Quests (optional)

Heroes can give you a quest with a time limit.
For example a hero might want to drink beer so give you a quest to drop him/her to the tavern with a 2 day time limit. Loses morale if you don't do it in time.
- Tavern - Alehouse Ambition
- Heal - Healer's Haven
- Train - Combat Conditioning
- Wharf - Mariner's Odyssey
- Colosseum- Gladiator Showdown

# Gameplay

## Game loop

### Management

Checking the status of heroes, leaving them to events. For example, to improve their level, you leave x units of time in the training area and they cannot participate in combat during this time. It is necessary to plan according to the calendar.

### Town

Shopping, developing relationships with NPCs, receiving/completing quests, side events

### Combat (Autobattler)

The calendar completely controls the game, there is a boss fight at the end of each month and small fights in between. There will be positive/negative events other than combat, affecting both the management side and the combat.

### Repeat

Return to the management with the new resources you gained from Combat

# Progress

Increase your fame and defeat bosses to unlock new areas/bosses/items/heroes etc.

# Story

*I had always dreamed of becoming a hero, but despite my best efforts, I found myself falling short. Whether I tried my hand at being a warrior, assassin, mage, or healer, I simply couldn't seem to excel in any of them. After many defeats and disappointments, I realized that perhaps being a hero wasn't my calling. But that didn't mean I couldn't still make a difference in the world. So, I decided to become a hero manager, training and guiding others to become the best heroes they could be.*

## Comics

Page 1: Panel 1: A young man stands in front of a mirror, holding a sword and shield. He has a determined look on his face. Text: I dreamed of becoming a hero... Panel 2: The young man is shown in battle, fighting against a group of monsters. He looks overwhelmed and is taking damage. Text: ...but failed hard.

Page 2: Panel 1: The young man is shown trying different roles, such as a warrior, assassin, mage, and healer. Each panel shows him struggling in those roles. Text: I tried becoming a warrior, assassin, mage, healer... Panel 2: The young man is shown getting beaten up multiple times. Text: ...but I was bad at everything.

Page 3: Panel 1: The young man is shown sitting alone, looking defeated. Text: After getting beat up a lot of times it was enough. Panel 2: He stands up, a determined look on his face. Text: If I can't become a hero I will become a hero manager. Panel 3: The young man is shown training other heroes, who are becoming stronger and more skilled. Text: And with my guidance and training, I'll help others become the heroes they were meant to be.

Note: See tournament banner/poster

# Trailer

## Potionomics

0-17 story introduction
18-23 potion brewing
24-29 upgrade home areas
30-32 plant
33-49 potion selling
50-60 town buildings(carpenter, blacksmith, adventurer)
60-72 romance
72-86 enemies and duels
86-96 pay debt, chill
96-104 end screen

## Hero Manager

**00-25: Story Introduction** 0-8: Heroes entering graveyard(smug face), skeletons reanimating
8-13 Camera zoom out, heroes and skeletons running to middle, mage ice bolt
13-20 same unit locations, zoomed in shot of melee fighting. Melee loses and falls to ground. Skeleton fires projectile to mage, camera angle changes with projectile. Mage is surrounded by skeletons.
20-25 zoomed in shot of melee getting last hit(worried face), manager coming to shot to give potion and saves her
25-30 manager mana potion mage hero, mage hero casts ultimate AOE
30-35 warrior getting to middle with fight pose, followed by mage and manager(zoomed in camera), then camera zoom out and fade as skeleton army marching

**25-32: Hero Assembly** Quick cuts of assembling a powerful squad of heroes with diverse abilities and personalities.
**32-39: Base Upgrades** Dynamic shots of the base being upgraded, highlighting the various sections such as bed chambers, kitchen, and armory.
**39-55: Town Exploration** Scenes of the protagonist exploring the vibrant town, interacting with NPCs, and visiting different buildings like the Guild, Forge, and Tavern. We glimpse the diverse characters and activities available in the town.
**55-65: Combat and Battles** Intense action sequences showcasing thrilling battles against formidable foes using the auto-battler combat system. Heroes unleash their abilities, defend the town, and claim rich rewards.
**65-75: Triumph and Conclusion** The trailer concludes with triumphant scenes of the

protagonist and their heroes achieving victory, unlocking new areas, and receiving accolades. The journey continues as they strive for greatness in Hero Manager.

**75-90: End Screen** Closing shot with the game logo and release information, inviting players to join the adventure and lead their heroes to victory.

# Visual Novel with INK

Download: https://www.inklestudios.com/ink/
Documentation: https://github.com/inkle/ink/blob/master/Documentation/WritingWithInk.md

Example:
```
EXTERNAL PlayExpression(charType, charName, expression)

EXTERNAL PlayAnimation(charType, charName, animation)


- Rachel: I looked at Monsieur Fogg

~ PlayExpression("NPC", "Rachel", "Angry")

- Rachel: we passed the day in silence.

- -> END
```

## Functions

### PlayExpression

charType: "NPC"
charName: any
expression: "Neutral", "Angry", "Fun", "Joy", "Sorrow", "Surprised"

### PlayAnimation

charType: "NPC"
charName: any
expression: "Waving", "Talking01", "Talking02"

# References

- ● Potionomics
- ● Call of Antia
- ● Darkest Dungeon

# Steam Research

Darkest Dungeon is a challenging gothic roguelike turn-based RPG about the psychological stresses of adventuring. Recruit, train, and lead a team of flawed heroes against unimaginable horrors, stress, disease, and the ever-encroaching dark. Can you keep your heroes together when all hope is lost?



Darkest Dungeon II is a roguelike road trip of the damned. Form a party, equip your stagecoach, and set off across the decaying landscape on a last gasp quest to avert the apocalypse. The greatest dangers you face, however, may come from within…

- Turn-Based Combat
- Turn-Based Tactics
- Dark Fantasy
- Dungeon Crawler
- Roguelike
- RPG
- CRPG
- Party-Based RPG
- Lovecraftian

- Difficult
- Singleplayer
- Perma Death
- Strategy
- Turn-Based Strategy
- Atmospheric
- Dark
- Indie
- 2D
- Roguelite
- Horror
- Gothic
- Fantasy
- Kickstarter
- Stylized
- Story Rich



You've inherited your uncle's potion shop—and a huge debt. Better get brewing! Customize your store, hire heroes to gather ingredients, befriend (or romance) fellow vendors to learn new haggling strategies, and go head-to-head with competitors in this narrative-driven, deck-building shop simulator.

- Deckbuilding
- Dating Sim
- Capitalism
- Simulation
- Fantasy
- Indie
- RPG
- Female Protagonist
- Crafting
- Resource Management

- Card Game
- Strategy
- Time Management
- Life Sim
- Wholesome
- Singleplayer
- LGBTQ+
- Anime



For The King is a strategic RPG that blends tabletop and roguelike elements in a challenging adventure that spans the realms. Set off on a single player experience or play cooperatively both online and locally.

- RPG
- Online Co-Op
- Strategy
- Open World
- Indie
- Roguelike
- Multiplayer
- Turn-Based Combat
- Adventure
- Tabletop
- Roguelite
- Turn-Based Strategy
- Party-Based RPG
- Board Game
- Indie
- Local Co-Op
- Fantasy
- Hex Grid
- Strategy RPG