

# Brosfight

*rosehairedsheep*

## High Concept

- A turn-based battler where you're playing as the boss – and you just want the heroes to have a good time! Make them put you down in the thrill of battle.

## Features

- A boss with a wide skillset. Some damage a target, some hit all heroes, some inflict status effects, some defend you.
- A team of NPC heroes with telegraphed actions (you get to see what they will do next turn during yours).
- An excitement metre (the core mechanic!) – this raises and lowers based on your actions – a preview of the change will show before you execute an ability. This is what determines how well you did.

Just some examples:

- ◆ A hero dies: this is usually not very fun (maybe unless their cleric has a resurrection skill? or maybe it's cool if just one lives in the end?)!
- ◆ A hero survives with a sliver of their life: this is hype!!
- ◆ Using the same skill several times in a row with no variation: predictable, boring.
- ◆ Having a leitmotif-like attack you combine with various others: fancy!!
- ◆ Attacking into a hero who is intending to parry: yo!!
- ◆ Perishing to the party's alpha strike: excellent time!
- ◆ Dying to a random bleed effect: kind of anti-climactic, but not terrible.

*Possible features:*

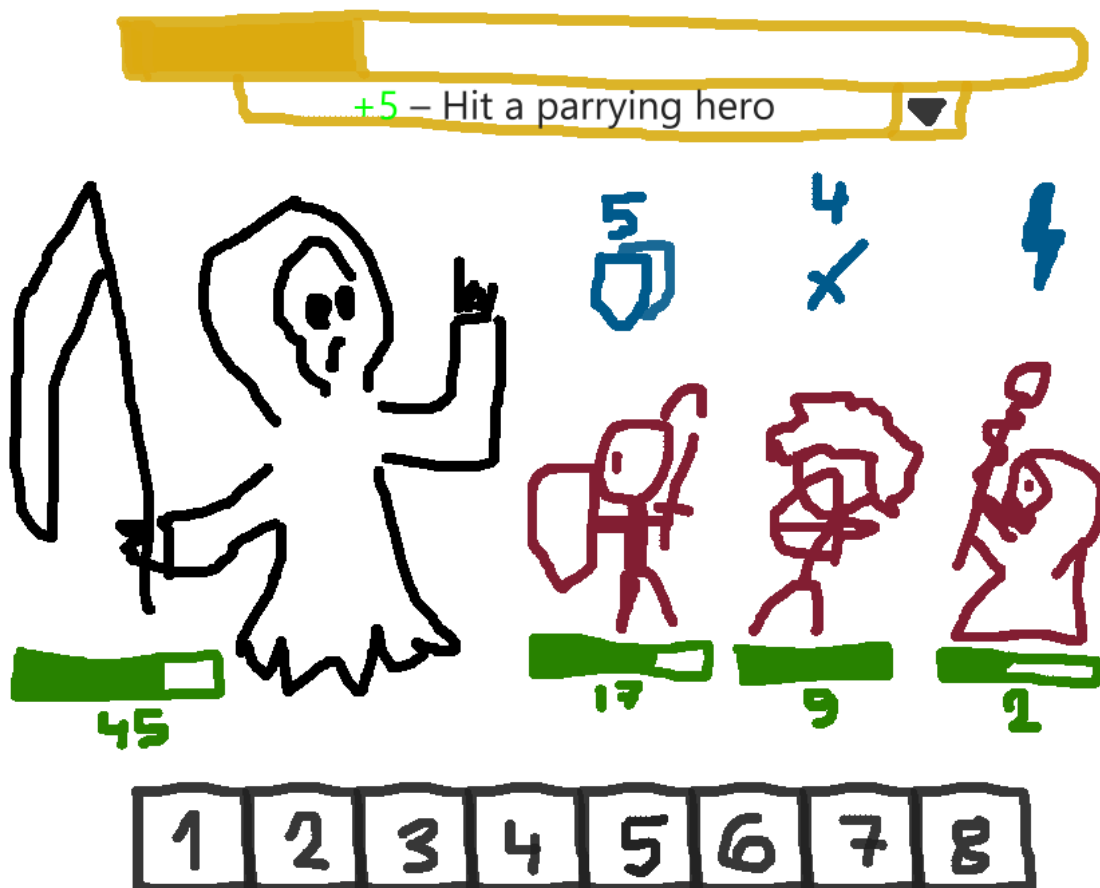
- **Variability:** Different bosses or variable skill selection, different heroes and party compositions (common fantasy RPG classes).
- **Continuity:** Face your party again with a different boss, but they get stronger after every round. They gain new stats, loot, and even some of your former bosses' skills (and weapons)!

## Player Motivation

→ Raise the excitement of your opponents!

## Genre

→ Turn-based battler.



## Target Customer

→ DM/GMs, turn-based-RPG fans.

## Unique Selling Points

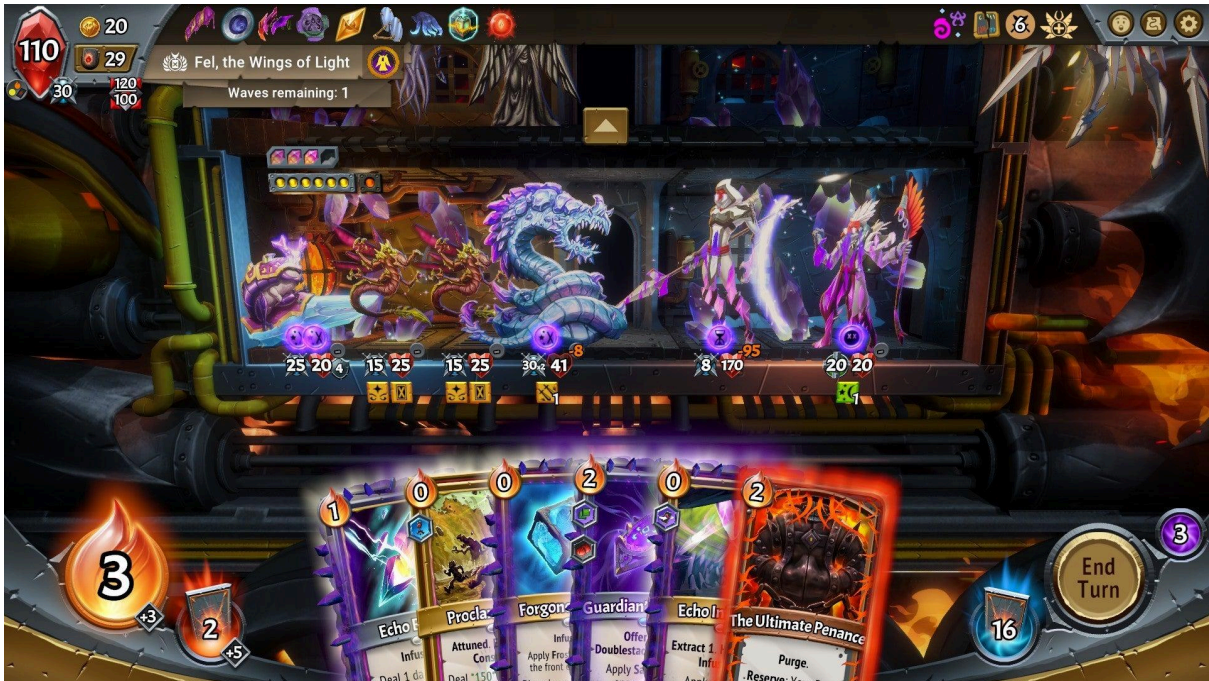
- **Style over minmaxing:** You're doing battle, but your goals are very different! This style of gameplay directly encourages variety and interesting approaches over DPS hunting.
- **You're the boss:** Literally! You're the big guy and you're fighting the puny heroes.

## Target Hardware

→ PC/Browser. Mouse only.

## Competition/Inspiration

→ [Monster Train](#) (I love this game so much, please play it – the sequel has a [free demo](#) out right now!!)



→ [Slay the Spire](#)



- The main inspiration comes from a board game from my childhood:  
[Dungeon Lords!](#)



## Design Goals

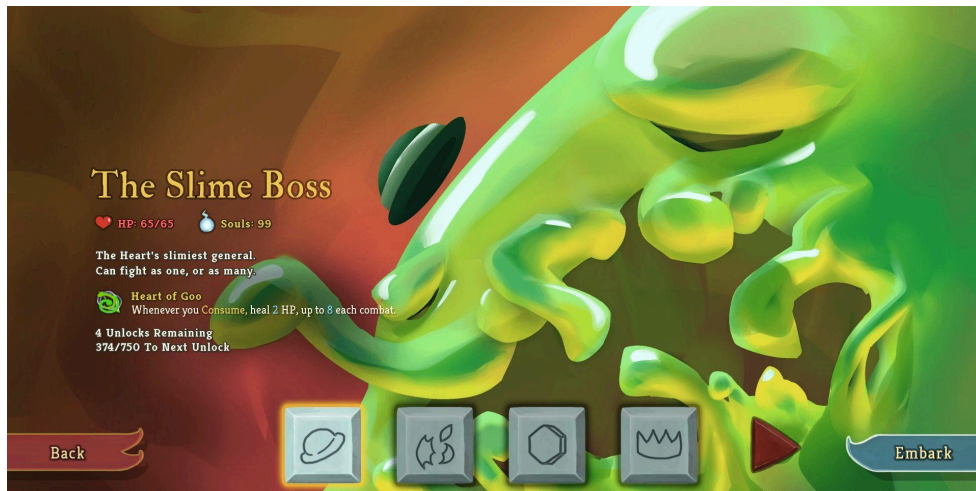
- **Highly tactical:** With a turn-based gameplay and a highly variable and unconventional game strategy, this is a thinker game! You can think of it as a bit of a puzzle but with many correct paths to victory.
- **More of the same and some spice:** Turn-based battlers are popular, but there's a lot of twists here to bring something new to the table!
- **Low commitment:** Browser play, mouse-only controls, no real-time elements, possibly only a single combat per run, this game makes it easy to get in and get out.

## Characters

- **Boss:** A demon bird, a reaper, a corrupted god, a seraph, a fiend, whatever! Up to imagination.
- **Heroes:** Classic fantasy RPG classes (warrior, paladin, ranger, mage, cleric, rogue...). They're a bit goofy because all they're here for is hanging out with friends, a pizza, and a boatload of a good time. Let's give it to them!



## Moodboard



*A Slay the Spire mod that lets you play as bosses.*



*This is how cool you want the heroes to feel.*



*Dungeon Master vibes.*



*Dungeon Lords gameplay (play it!)*



*MT2: This kind of style for your boss.*