

Challenge - Time constraints force quick decision-making and multitasking, leading to players feeling more accomplished when they keep everything running smoothly

Progression - Smart investments yield clear tangible growth in efficiency, decor, and customer quality and volume.

Narrative - Players get to see live how their actions shape client stories, outcomes, and the bathhouse's reputation arcs.

Time pressure

Strategic planning

Cause and Effect loops

Opposition mechanics
Events & crisis
Plagues, surprise inspectors and shortages forces the player to reallocate supplies, watch their spending and builds stress

Bathhouse Operations System

Customer Satisfaction & Feedback System

Construction & Upgrade System

Alternate mechanics
Unusual payments - Accepting payments like materials, relics etc. Accepting unusual payments affects how you stock supplies, upgrade, or interact with clients.

Facility Management

- Construction & upgrading**
Build and upgrade different rooms. Each facility has different benefits, requirements and special effects [e.g steam rooms, magical jacuzzis, bubble bath room]...
- Maintenance & repairs**
Facilities may breakdown occasionally. Players must repair, clean or buy better ones to avoid breakdowns
- Resource consumption**
Facilities consume soap, towels, water, fuel, etc. Managing these resources efficiently is important to the game to keep the bathhouse running...

Customer service

- Guest arrival & scheduling**
Different customers arrive in predictable and random waves, each have unique needs, preferences and behaviours
- Customer assignment**
Place customers in the correct rooms or staff based on their compatibility and urgency

Enhancement mechanics
Minigames - Rhythm game scrubbing, steam meter balancing and a lice flicking clicking reflex game let players earn bonus coins and extra reputation if done well

Opposition mechanics
VIP customers
Nobles, saints, wizards have high demands and penalties for failure

Alternate mechanics
Unique staff traits - Staff will have unique traits like "afraid of steam" or "drinks the bathwater" that players will have to manage and make sure the right staff are operating the right rooms

Staff Management

- Hiring & training**
Hire staff with unique traits, quirks and specialities. Training them improves their speed, efficiency or speciality
- Role assignment**
Assign staff to specific tasks each day: scrubbing, towel running, cleaning, etc.

Post-shift management

- Staff review**
Decide if you want to promote, reprimand or fire employees
- Upgrades**
Buy new rooms, décor or materials for the bathhouse

Pre-shift prep

- Cleaning tasks**
Manually clean the facilities and key areas or get a staff member to do it
- Stock management**
Restocking consumables like soap, enchanted oils and towels.
- Shift planning**
Planning strategically by prioritizing tasks, distributing staff and preparing for known events [e.g. visit from royalty] will help massively

Progression system

- Tech trees**
Research useful upgrades [e.g. "Dragon steam vents", "Self-wringing mops", "Mathematically perfect steam" etc.]
- Reputation & fame**
Increased reputation will attract better clients but harder challenges
- Unlockables & Milestones**
New customers, crises, décor and events unlocked through play

Enhancement mechanics
Cosmetics - Saint mosaics, scented candles, fancy robes etc. all boost reputation and attracts higher valued guests.

Opposition mechanics
Customer feedback & reviews
Customer's review scrolls can tank reputation if the standards slip