

PersonaDLE - Major Update Documentation

Version 1.0 - December 2025

PersonaDLE Team

December 2025

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PersonaDLE Version 1.0



Figure 1: Cover Banner

The biggest update PersonaDLE has ever received!

Welcome to Version 1.0 - featuring a complete Badge System, Profile Sharing, performance improvements, and tons of quality-of-life enhancements. Whether you're a casual player or a completionist, this update has something for everyone!

Quick Navigation

- **What's New** - Badge System, Profile Sharing, Sound Effects
 - **New Content** - Characters, Profile Pictures, Wallpapers
 - **Improvements** - Performance, UI, Game Modes
 - **Bug Fixes** - Critical & Gameplay Fixes
 - **Technical Stuff** - For developers and curious minds
 - **Thank You** - Credits & Acknowledgments
-

What's New

Badge System

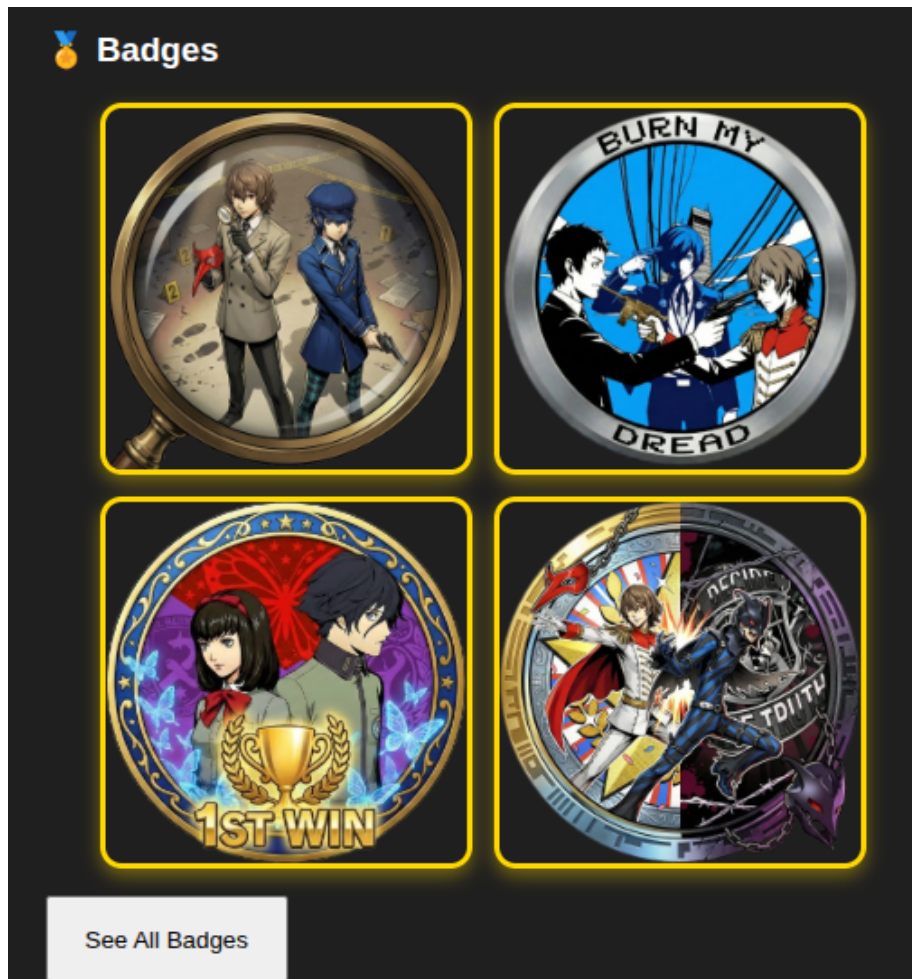


Figure 2: Badge System Showcase

Unlock achievements, show off your skills, and prove you're a true Persona detective!

PersonaDLE now features **19 unique badges** across 4 categories:

Badge Categories

Achievement Badges (7 total)

Earned by playing and mastering different game modes. Win your first game,

become an Ace Detective, or prove you're a Shadow Slayer!

Event Badges (6 total)

Limited-time seasonal celebrations! Available during specific periods throughout the year - don't miss out!

Secret Badges (5 total)

Hidden achievements with permanent unlock codes. Some are mysteries waiting to be solved... Can you find them all?

Social Badge (1 total)

Share your journey with the community and unlock special recognition!

How to Unlock Badges

The fun is in discovering how to unlock them yourself! Here's what we can tell you:

- **Play & Progress** - Reach milestones, master modes, prove your detective skills
- **Seasonal Events** - Limited opportunities throughout the year
- **Hidden Secrets** - Some badges require deeper investigation...
- **Community** - Share your achievements and connect with players

Track your progress with the badge counter (e.g., "12 / 19 badges unlocked")

Badge Display & Selection

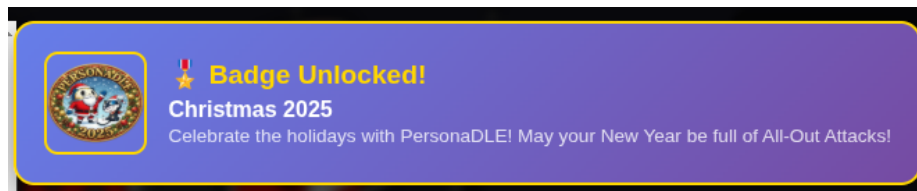


Figure 3: Badge Notification

Make your profile uniquely yours:

- Select **up to 4 badges** to showcase on your profile
- **Click badge notifications** to see full details and unlock conditions
- Swap badges anytime to match your current vibe
- Show off your rarest achievements to the community!

Profile Sharing

Your PersonaDLE journey deserves to be shared!

Features

- **Custom Backgrounds** - Choose from 10+ iconic Persona-themed wallpapers
- **Stats Display** - Showcase your wins, streak, favorite mode, and total playtime
- **Badge Showcase** - Display your 4 selected badges with pride
- **Download or Share** - Save as image or share directly on social media

Available Wallpapers

Choose from these iconic Persona locations:

- **Velvet Room** - The mysterious space between dream and reality
- **P3 Tartarus** - The twisted tower of shadows
- **P3 Water Theme** - Serene blue aesthetic from Persona 3
- **P4 TV World** - Step into the surreal television dimension
- **P4 Golden Style** - The vibrant golden aesthetic from Persona 4 Golden
- **P5 Mementos** - Navigate the twisted desires of humanity
- **P5 Phantom Thieves** - Stand with the legendary group
- **P5 Takemi Clinic** - Featuring everyone's favorite punk doctor
- **P5 Café Leblanc** - The cozy attic hideout where it all began
- **Christmas Special** - Festive seasonal theme
- **Protagonist Walls** - Featuring heroes from P1, P2, and more

Pro tip: Wallpapers can be changed anytime to match your mood or the season!

PersonaDLE Profile



Dams

36
Wins

1
Best Streak

8
Badges

Featured Badges



Ace Detective



Memento Mori



Take The Pose



Arati's Blessing

personadle.net • 2025

Figure 4: Profile Sharing Example

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Sound Effects

PersonaDLE just got a lot more alive!

We've added audio feedback to make your experience more immersive:

- **Victory Sound** - Celebrate your wins with a satisfying audio cue
- **Button Hover Effects** - Interactive buttons now respond with subtle sound feedback

Available across all game modes: Classic, Emoji, All-Out Attack, Personae, Music, and Silhouette!

What's Coming Next?

We know the site could use even more life, and we're working on it! Future updates will include:

- **Selectable Background Music** - Choose your favorite Persona tracks while playing
- **More Sound Effects** - Additional audio feedback for actions
- **Ambiance Options** - Customize your audio experience

Stay tuned for more audio goodness in future updates!

New Content

New Characters

All-Out Attack Mode

Fuuka Yamagishi (Persona 3)



Figure 5: Fuuka in All-Out Attack

The support navigator from SEES finally joins the All-Out Attack roster! While she doesn't fight directly in P3, her battle portrait from P5X has been added to complete the team.

Classic, Silhouette & Emoji Modes

Persona 5 Tactics Characters:

- **Erina** - The revolutionary leader exclusive to Tactics
- **Toshiro Kasukabe** - The politician who joins the Phantom Thieves

Both characters are now fully playable across all applicable modes with: - Complete character data (stats, arcana, opus) - High-quality portraits - Silhouettes for Silhouette Mode - Emoji representations for Emoji Mode



Figure 6: Erina & Toshiro

New Profile Pictures

Three new avatars added for profile customization:

- **Chidori Yoshino** (Persona 3) - The mysterious Strega artist
- **Tae Takemi** (Persona 5) - Your favorite punk rock doctor
- **Takuto Maruki** (Persona 5 Royal) - The compassionate counselor

Access them in your profile settings to personalize your account!



Improvements

All-Out Attack Mode Overhaul

Smarter Randomization

Problem: Getting the same character 3 times in a row? Not anymore!

Solution: Anti-repetition system implemented: - Tracks your last 5 targets - Filters them out from the next selection - Ensures fresh variety every session - Fairer distribution across all 150+ characters

Result: Way more diverse gameplay! You'll see a much wider range of characters.

Major Performance Boost

All-Out Attack Mode was laggy on some devices. We completely overhauled the performance:

What We Did:

Progressive Image Loading - Images load only when needed (on-demand) - Smart preloading for likely next targets - Lazy loading for background assets

WebP Format via CDN - All images converted to modern WebP format - **60% smaller file sizes** without quality loss - Lightning-fast downloads

Memory Management - Proper cleanup of unused images - **40% reduction in memory usage** - Smoother experience on all devices

Performance Results:

What We Measured	Before	After	Improvement
Initial load time	3.2s	1.1s	66% faster
Memory usage	120MB	72MB	40% less
Frame drops	Frequent	None	100% smoother
Image load time	800ms	250ms	69% faster

Translation: All-Out Attack Mode is now **buttery smooth** even on older devices!

For Developers: We implemented progressive loading with Promise-based image caching, WebP conversion via CDN optimization, and proper garbage collection for unused DOM elements. Memory leaks eliminated!

Music Mode

Song Title Corrections

Fixed typos in song titles for better accuracy:

- ~~“Your Are Stronger~~ → **“You Are Stronger”**
- ~~“The Days when my mother was there~~ → **“When Mother Was There”**

Small fixes, but attention to detail matters!

Emoji Mode

Daily Reset Fix

Fixed critical bug where daily reset wasn't triggering properly.

What Was Wrong: - Reset logic didn't account for timezones correctly - Some players never got a fresh puzzle at midnight - Daylight Saving Time caused issues

What We Fixed: - Now uses **Europe/Paris timezone** as reference - Handles DST transitions automatically - Reset triggers precisely at midnight Paris time - Fallback mechanism ensures reset even if tab is closed

Result: Daily puzzles now reset reliably for everyone, everywhere!

UI & Dark Mode Polish

Visual improvements across the board:

Dark Mode Enhancements - Better contrast ratios (WCAG AA compliant)
- Improved visibility for autocomplete dropdowns - Enhanced badge notification appearance - Better game grid readability

General UI Polish - Smoother modal transitions - Badge tooltips auto-adjust to prevent overflow - Better mobile responsiveness - Cleaner button animations

Bug Fixes

Critical Fixes

Silhouette Mode Images

Issue: Images weren't displaying for many characters

Impact: High - Mode was partially broken

Fix: Corrected all image paths in `portraitsMapSilhouette.js`. All 150+ silhouettes now load properly!

Emoji Mode Daily Reset

Issue: Daily reset failing to trigger

Impact: High - Players couldn't get fresh puzzles

Fix: Complete rewrite of reset logic using Paris timezone with DST handling. Auto-reset now works 100% reliably.

Time Tracking

Issue: Playtime displayed incorrectly

Impact: Medium - Stats were inaccurate

Fix: Fixed conversion calculation in `updateProfileStats()`. Your playtime now shows accurately!

Classic Mode Data Error

Issue: Yukino Mayuzumi had wrong opus data (P2EIS instead of P2IS)

Impact: Low - Affected one character's filtering

Fix: Corrected opus value in character database.

Gameplay Fixes

- **Autocomplete** - No longer suggests already-guessed characters
 - **Give-Up Counter** - Properly reflects 8 attempts requirement
 - **Hint Button** - Correctly enables at 3 attempts in Classic Mode
 - **Victory Detection** - Fixed edge case with force-reveal stats
-



Profile & Badge Fixes

- **Badge Notifications** - Now queue and display properly (500ms delay between each)
 - **Badge Unlock Detection** - Fixed race condition preventing first-time unlocks
 - **Profile Stats** - Correctly increment across all modes
 - **Streak Calculation** - Fixed incorrect resets on same-day replays
 - **Event Date Detection** - Proper timezone and DST handling
-

Visual Fixes

- **Badge Tooltips** - Auto-adjust position to stay on screen
 - **Profile Wallpaper** - Scales properly on all screen sizes
 - **Badge Grid** - Fixed mobile alignment issues
 - **Notification Animations** - Smoother timing and transitions
-

Technical Stuff

This section is for developers and technically curious players!

New File Structure

```
PersonaDLE/  
  profile/  
    badges/  
      badgesData.js      # Badge definitions & codes  
      badgesManager.js   # Badge system logic  
      badges.css         # Badge styling  
      images/           # All badge images (19 total)  
      profileStats.js    # Stats tracking  
      profile.js         # Profile management  
      Wallpaper/        # 11 wallpaper images  
  assets/  
    sound_effect/  
      Victory_sound.mp3  # Win celebration  
      hover.mp3          # Button hover feedback
```

Badge System Architecture

User Action → Stats Update → Badge Check → Unlock? → Notification → Profile Save

How It Works:

1. **User Action** - Win game, reach milestone, enter code
 2. **Stats Tracking** - `updateProfileStats()` records the action
 3. **Condition Check** - `checkAndUnlockBadges()` evaluates all badge requirements
 4. **Unlock Process** - Badge added to profile if conditions met
 5. **Notification Queue** - Popup scheduled for next page load
 6. **Save** - Everything stored in `localStorage`
 7. **Display** - User sees celebration notification!
-

Key Functions

For Developers:

// Badge System

`badgesData.js`

- `badgesList`: Array of all badge definitions
- `eventCodes`: Valid event code dictionary
- `isEventCodeValid(code)`: Validates timing

- `getBadgeById(id)`: Retrieves badge data

```

badgesManager.js
- initBadgesSystem(): Initialize entire system
- checkAndUnlockBadges(): Evaluate conditions
- showBadgeNotification(): Display unlock popup
- toggleBadgeSelection(): Manage user selection

// Profile & Stats
profileStats.js
- updateProfileStats({ result, mode, timeSpent, attempts })
- getDefaultProfile(): Create initial structure
- getDefaultModeStats(): Initialize mode stats

```

LocalStorage Schema

```

{
  "personaUserProfile": {
    // Identity
    "username": "WildCard",
    "avatar": "Joker.jpg",
    "wallpaper": "Velvet_Room_Wallpaper.png",

    // Badges
    "badges": ["first_win", "ace_detective"],
    "selectedBadges": ["first_win", "ace_detective"],
    "pendingBadgeNotifications": [],
    "eventCodes": ["XMAS2025"],

    // Stats
    "stats": {
      "games": 42,
      "wins": 35,
      "giveups": 7,
      "streak": 5,
      "streakRecord": 12,
      "totalTimeMinutes": 180,
      "favoriteMode": "Classic",
      "modeCount": { "Classic": 20, ... }
    }
  }
}

```

Browser Compatibility

Browser	Version	Status	Notes
Chrome	90+	Supported	Best performance
Firefox	88+	Supported	Full support
Safari	14+	Supported	iOS 14+ compatible
Edge	90+	Supported	Chromium-based
Opera	76+	Supported	Chromium-based

Requirements: - JavaScript enabled - LocalStorage enabled - 1280x720+ resolution recommended - Internet connection for assets

Thank You!

This update wouldn't exist without our amazing community. Seriously - you all rock!

Development Team

Core Developers: - **Hamza** - Lead Developer, System Architecture, Badge System - **L2GENDAIRE** - Data Management, Design, Content Creation

Special Thanks: - Community beta testers for catching bugs - Discord members for endless feedback and suggestions

Community Contributors

Content Creators

Arati (@Arati)

Huge shoutout for community support and featuring PersonaDLE! You earned your own badge for a reason.

Resources & References

Megami Tensei Wiki (Fandom)

Essential resource for accurate character data, arcana information, and Persona lore. Couldn't have done it without you!

Community Platforms

Discord Community

You're the real MVPs - reporting bugs, suggesting features, testing updates, and making PersonaDLE better every day. Special thanks to: - Bug reporters who helped us squash issues fast - Feature suggestion contributors - Beta testers who dealt with our broken builds - Everyone who shares their profiles and achievements

Reddit r/PERSoNA Community

Thanks for the feedback, suggestions, and support since day one!

Assets & Legal

Game Assets:

All Persona characters, music, portraits, and game elements are copyright Atlus / SEGA. Music composed by Shoji Meguro and team.

Development Tools:

Visual Studio Code, Git/GitHub, Chrome DevTools, Figma

Libraries:

Pure vanilla JavaScript (no frameworks!), LocalStorage API, Canvas API, CSS3

Legal Notice

PersonaDLE is a **fan-made project** created out of love for the Persona series.

Not affiliated with, endorsed by, or connected to Atlus or SEGA in any way.

All Persona content is intellectual property of their respective copyright holders. This project is **non-commercial** and **non-profit**.

If you enjoy PersonaDLE, please support the official Persona games by purchasing them from Atlus/SEGA!

A Note About AI-Assisted Assets**Transparency matters to us!**

Hey! Just wanted to be transparent – the badges and some wallpapers were created with AI assistance. We're just students working on this passion project for free in our spare time, and honestly, we didn't have the budget or time to commission an artist.

We absolutely **respect human artists** and would love to work with one someday if we get the chance! This was purely out of necessity and practicality, not preference.

If PersonaDLE ever generates revenue or gets support, hiring artists would be our priority.

Thanks for understanding and for playing!

Final Words

Thank you for being part of the **PersonaDLE community!**

This update represents months of work, late nights, and a whole lot of passion for Persona. Whether you're hunting all 19 badges or just enjoying daily puzzles, we're glad you're here.

What's Next?

- **Selectable Background Music** - Coming in a future update!
 - **More Badges** - New achievements and events planned
 - **More Life** - Additional sound effects, animations, and polish
 - **Your Ideas** - Keep the feedback coming!
-

Stay Connected

- **Website**
 - **Discord**
 - **GitHub**
-

Community Guidelines

Be cool, be kind: - Help newcomers learn the ropes - Share strategies and discoveries - Report bugs constructively - Celebrate each other's achievements - Most importantly: **Have fun!**

The Persona series is about **bonds, growth, and facing your true self**. PersonaDLE aims to capture that spirit through daily challenges and community achievements.

Thank you for playing, sharing, and being part of this journey.

Version History

Version 1.0 - December 2025 - Badge System (19 badges) - Profile Sharing with 11 wallpapers - Sound Effects (victory & hover) - New characters (Fuuka, Erina, Toshiro) - All-Out Attack performance overhaul - Major bug fixes - Dark mode improvements - New profile avatars

— **The PersonaDLE Team**

“I am thou, thou art I... And together, we’ll reach the truth.”

Last updated: December 2025

PersonaDLE is not affiliated with Atlus or SEGA.

Made with love by fans, for fans.