

Restoring Elysian

A game by Confused Seals

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1 - High-Level Overview of Restoring Elysian

1.1 - Game Setting

1.1.1 - Backstory

The world of this game takes place in an archipelago, a world made up entirely of islands.

Each island has a set of four elemental totems that sit upon an altar. These totems are potent objects that each represent one of the classical elements (earth, water, air, and fire). These totems are responsible for keeping the natural balance of their own island. The power of these totems can also be imbued upon an individual who comes into possession of it. When any of these totems are taken from the altar, the island has a natural defence mechanism that magically teleports the remaining totems to a random location on each respective island as a measure to try and prevent an individual from possessing them all at once. The totems are also guarded by a puzzle as another precaution taken by mother nature. When these totems are away from their respectful resting place, the island will begin to die as the natural order of the island has been thrown out of balance without the totems to hold the elements in check.

When an island's balance has been disrupted, sprites will step in to restore the natural order. These sprites are ethereal like beings that all come from Eden, the largest island in the world. The sprites value nature above all things, and to protect the islands throughout the world, the leadership council of Eden stations a sprite to watch over each island.

1.1.2 - Time Period

Restoring Elysian is set in a fantasy world where there are sprites with the ability to manipulate the classical elements. Because of this, it isn't set in a historical time period.

1.1.3 - Locations

Restoring Elysian takes place entirely on the island of Elysian (the name comes from the word Elysian, which means blissful or delightful, as well as a reference to the Greek paradise Elysium). The player will visit different locations on Elysian including a badland that covers most of the island, an ice land, and finally the volcano to face the final challenge.

1.2 - Story Description

As rain fell above a forest, one of the raindrops carries with it something special. A sprite, an ethereal like being that protects nature. After a burst of light, Percy appears and finds themselves in a lush, verdant clearing.

Once Percy gets their bearings on Elysian, they see their old friend, Oberon appearing just ahead. Their meeting is bittersweet for as they haven't seen each other for a long time since Oberon taught Percy about preserving nature. The two discuss the situation on Elysian, how the four totems have been scattered and placed within puzzles as a reaction to something taking one of them. Oberon reveals that he was able to recover the earth totem but that he is too old to be going on a quest for the rest of the totems, so the task falls upon Percy. Most of the paths leading from the area are obstructed except one, which Oberon said he had cleared with the power of the earth totem and that Percy would need to find the other totems to remove the other obstructions. After entering the cleared path, Percy arrives in a wasteland where they encounter and solve two rock puzzles, and after solving the second puzzle, Percy recovers the water totem. These puzzles have been placed magically by the totems as it acts as a defence mechanism if any of the totems are removed from the Altar in the Hub.

After obtaining the water totem, Percy brings it back to Oberon. Oberon then fills the ravine and freezes it to open the next path on Percy's adventure. After crossing the newly created ice bridge, Percy finds themselves in a frozen river valley. To continue through the valley, Percy has to traverse a patch of ice that requires Percy to utilize some rocks by sliding them across the ice valley. After this, Percy finds another icy area they have to figure out how to cross. This time it is more complicated.

Eventually, Percy crosses the ice to find the air totem and then makes their way back to Oberon.

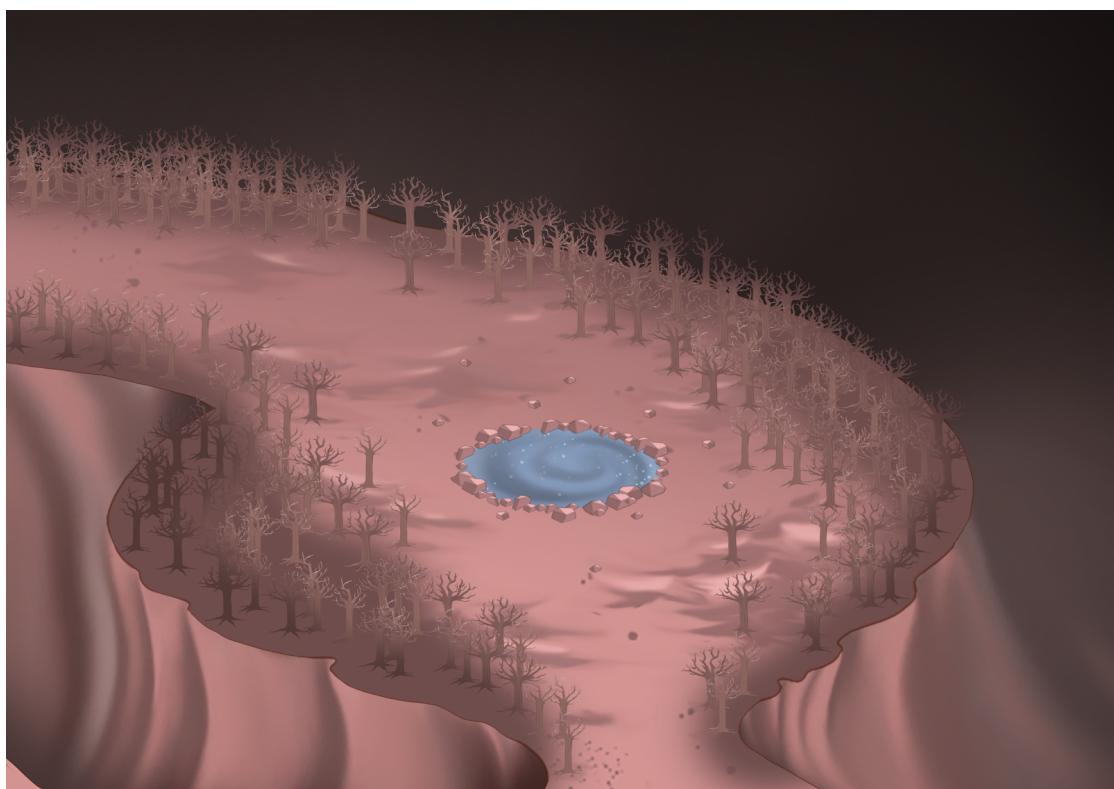
When Percy arrives back at the altar, they are horrified to find the area in disarray and no Oberon anywhere in sight. Percy notices a burnt trail leading to a path. Percy uses the power of the air totem to clear the blazing heat blocking the way, which leads Percy to a volcano/molten area. Percy still can't find any trace of Oberon. They decide that it is more important to find the final totem, the fire totem. While exploring the area, Percy is required to move some rocks around to create a path across the lava so that they can expand their search. After getting across the lava, Percy stumbles upon the fire totem lying on the ground, which struck Percy as odd. Suddenly, Oberon reappears relatively safe and sound. With the totems now safely recovered, Oberon then reveals to Percy the full picture of what has actually happened since the beginning of Percy's quest to regather the totems.

1.3 - Art Direction

To avoid making “Just another RPG Maker Game”, the game will have its own unique artwork instead of tile drawing to create an immersive experience for the player.

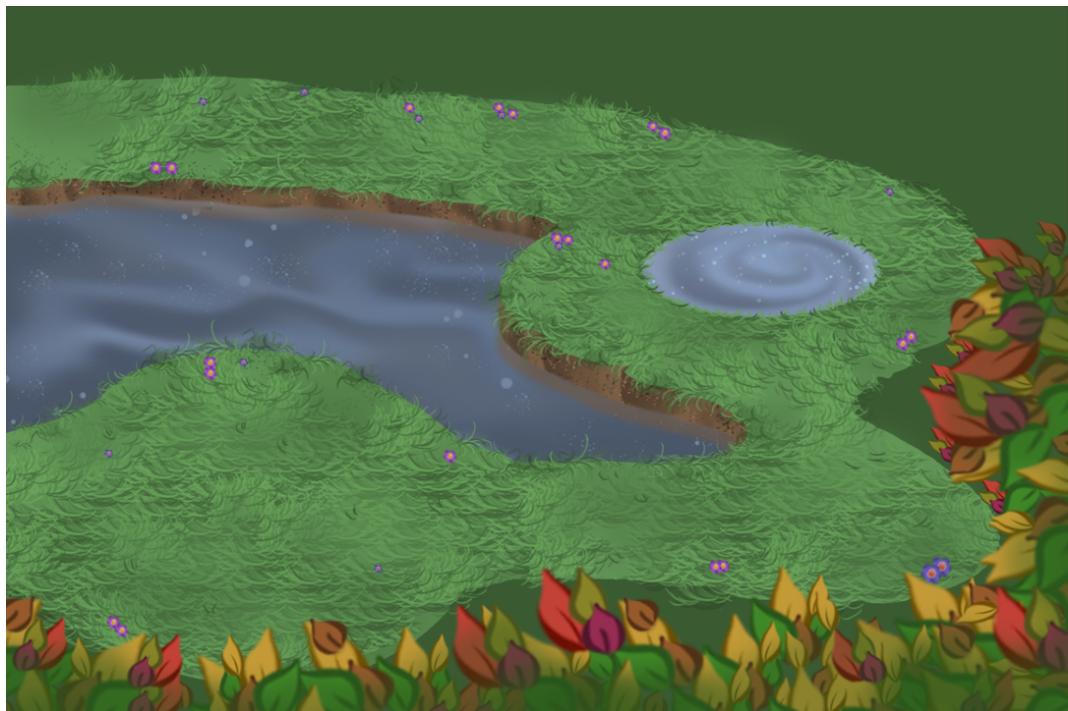


Screenshot from RedEyes for our art direction.

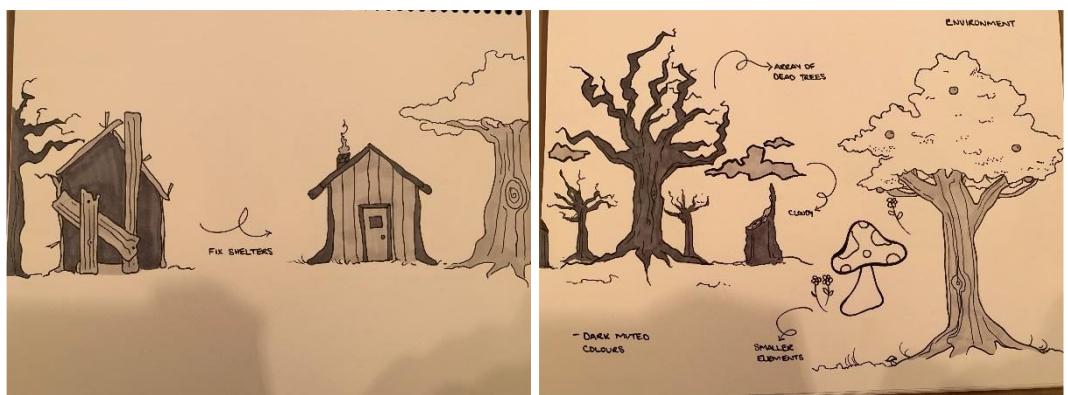


Initial Concept art for the Wasteland level section

There will be different environmental objects and colours used for damaged land and the good land after the player successfully restore the area to its natural state. The colour scale will be monotonous when the land is in a bad state and changes to rich and bright colours after it gets restored. This kind of striking contrast creates a significant visual impact and gives players the feeling of accomplishment by completing pieces of the game.



Initial Idea of Revitalizing the Wasteland concept



Sample artworks of different environmental objects.

Initially, the idea was to have each level “revitalize in some way” to show a progression/completion after each totem was obtained. Given the scope of the game has changed since this initial concept we have moved to revitalizing a main hub that the player traverses during the whole game. This shows the players progression as they collect the totems. The hub will change from a dark mood to a bright vibrant atmosphere by the end.



Hub - not revitalized



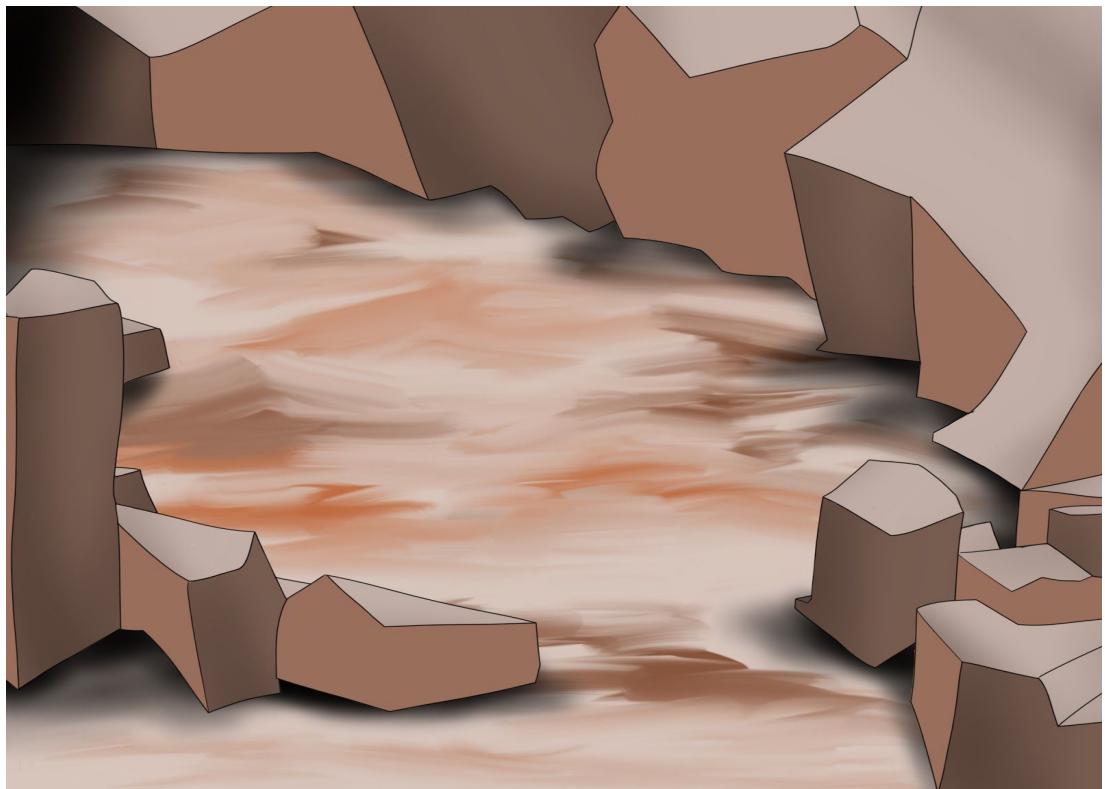
Hub - not revitalized but during the moment Oberon goes missing



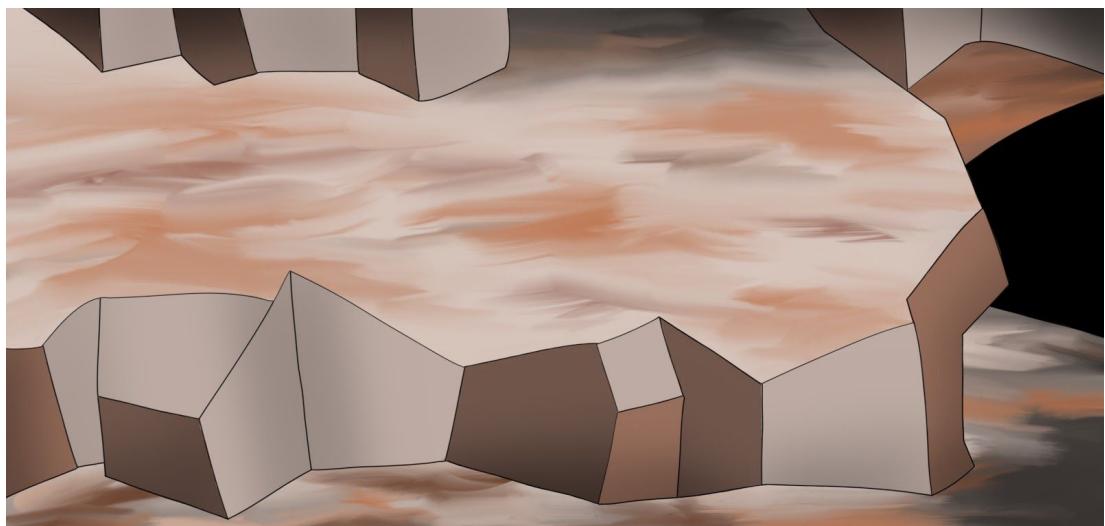
Hub - Signs were also added into the map after beta to give players a better understanding of where to go in the game.



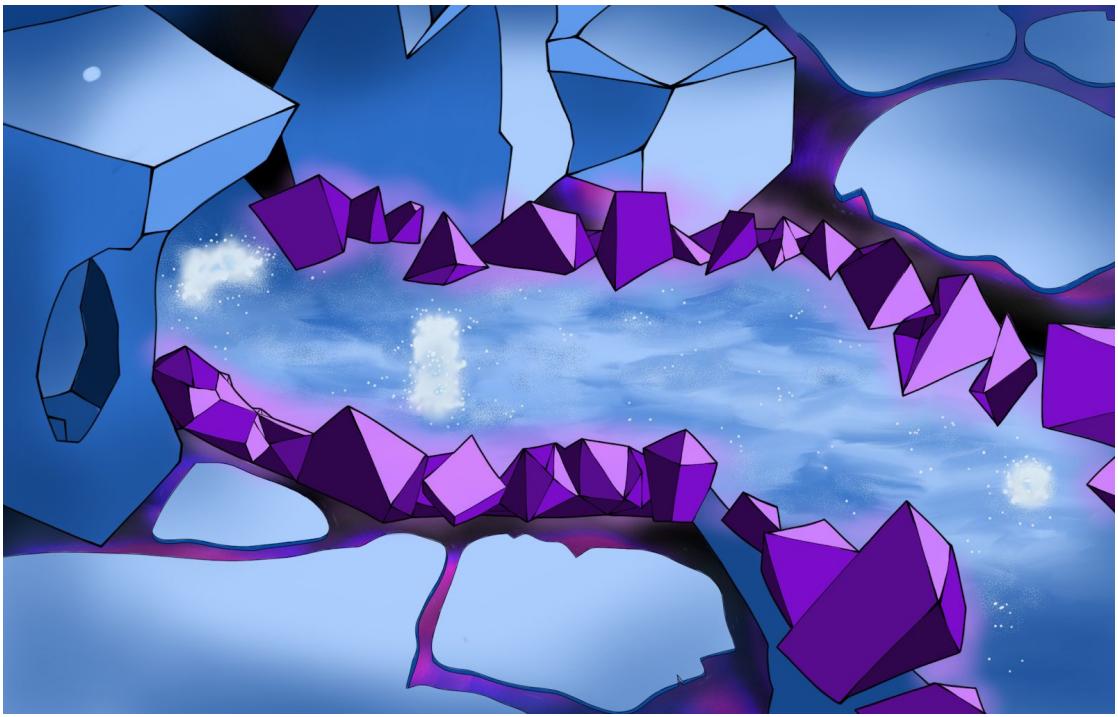
Hub - revitalized at the end



Badlands - first area with introduction rock moving puzzle



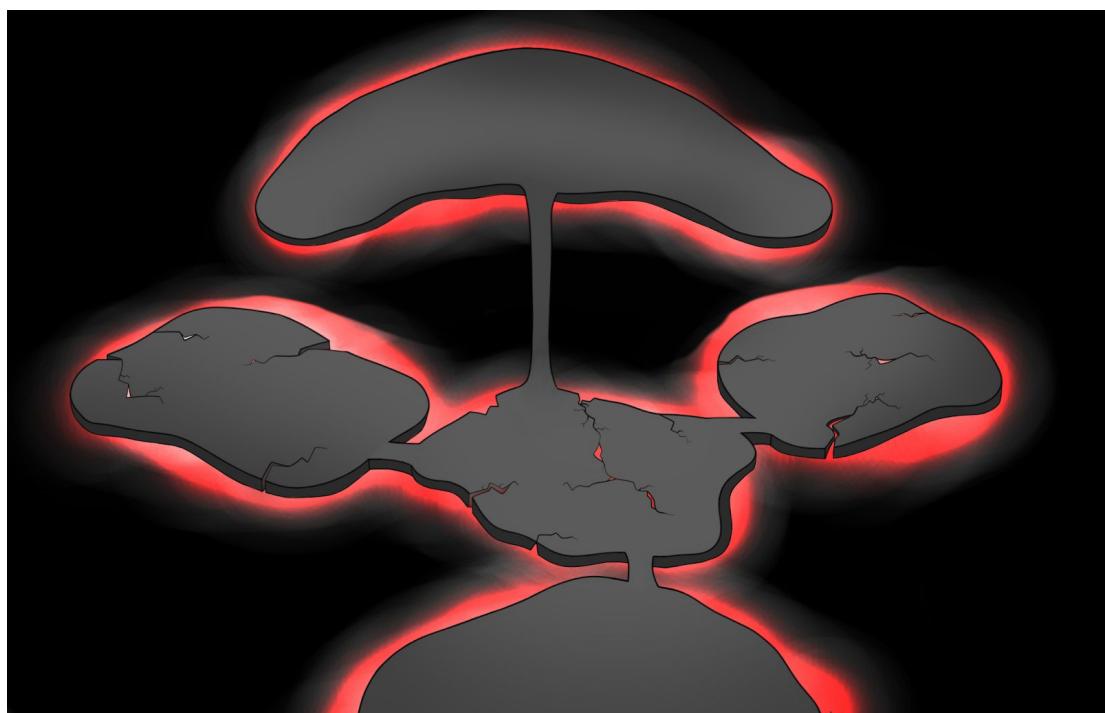
Badlands - final area with more advance rock moving puzzle before water totem



Ice lands - first area with an introduction to sliding rocks on ice and Percy sliding on ice



Ice lands - second area with the advanced puzzle before the second totem



Firelands - final area with introduction to pushing rocks to specified spots to clear way

1.4 - Audio

The background music is also going to add the game's immersion. The introduction has an upbeat adventurous feel hopefully giving the player a similar feeling.

While players are exploring on a wasteland, the background will be in a lonely and sad mood. Piano music with slow rhythms will be the main tone. Each area has different footstep sounds to further enhance the immersion and add to player direction as they move throughout the levels.

The different environments will each have different background music so the player won't have to listen to the same background music throughout the game. There are in total 4 background music for the following scenes: adventure start, water totem wasteland, wind totem frozen river valley, first totem molten/volcano area. The finish cutscene will play the theme music which will be a peaceful tune with the mood of seeing the future. Music will elicit players' emotions throughout the whole game from adventure beginning, wandering in the wasteland, the lonely journey towards the water totem, feeling better when searching for wind totem, and will and determination to obtain the final totem. Art and Audio will collaborate on creating that immersive experience.

1.5 - Dialogue

Restoring Elysian will feature both dialogue and monologue.

There will be dialogue between Percy and Oberon throughout the game as Oberon guides Percy through the island. This kind of dialogue will show what kind of relationship the two characters have between each other. They have an initial relationship as master and apprentice from a previous meeting which sets up how they interact with each other.

Oberon will have an older / aged way of talking versus Percy's upbeat and child-like talking. We imagine this will create an interesting dynamic between the two characters.

There are other parts in the game where Percy will have a monologue where they are commenting to themselves on the situation/island, and adding elements to the story.

The dialogue will also guide the story and inform the player of certain things to look out for / what actions are needed.

2 - Description & Background of Hero and Other Characters

2.1 - Percy

Name is a reference to Perceval, the knight who found the Holy Grail in Arthurian legend.



Background: Percy is a young sprite, a young adult when compared to a human (18-30 years old). Despite being a novice in terms of ability, Percy is confident in their abilities, while also having a playfully snarky attitude. Percy's quest on Elysian is the first that they've been entrusted with.

Motivations: To prove themselves. Preservation of nature. A sense of adventure. To help their mentor (Oberon).

Needs: Percy's greatest need is to succeed in saving Elysian and restoring it to its natural beauty.

Desires: To experience adventure. Serving the greater good. Mastering their skills.

2.2 - Oberon

The name comes from a fairy of the same name from medieval/renaissance writings and the play *A Midsummer Night's Dream* by William Shakespeare.



Background: Oberon is among the oldest of the sprites, as well as one of the wisest. While Oberon was once one of the most powerful sprites, father time has caught up and taken its toll. Despite this, Oberon still has the role of Elysian's caretaker and thus has the task of finding Elysian's totems, but quickly finds out they aren't physically capable of doing it before time runs out.

Motivations: Prove they're still capable of such a task. Preservation of nature.

Needs: Ultimately, saving Elysian is the need for Oberon, but a secondary need that is connected would be for Oberon to prove they're still capable despite their age.

Desires: To feel young again. Passing on wisdom and experience.

3 - Overview of Mechanics

3.1 - Level Puzzles

Each level will feature puzzles that the player must solve to reach the end of the level and collect an elemental totem.

For each puzzle there will be a mechanic to reset the puzzle if the player makes a mistake. The crystals by the puzzles are what the player interacts with to reset the puzzle should they need to.

There is also a hint and solution mechanic for the puzzles. If a player is having difficulties with the puzzles, they can interact with the crystals and select hint. The hint can come in the form of text, or it can be indicators over which rock or snowball to interact with. If the player still can't quite figure the puzzle out after the hints, they can selection the solution option by interacting with the crystal. Selecting this will solve the puzzle for the player while showing the player the process, after the puzzle is solved, the player regains control.

3.1.1 - Introduction Rock Puzzle

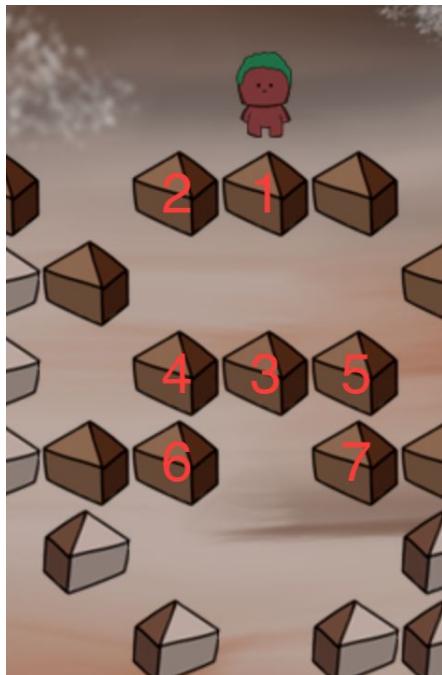
Mechanics: Players can push rocks by walking into them and pressing the interact button. This is to introduce the player to the mechanic itself and prepare them for the more advanced puzzle to follow.



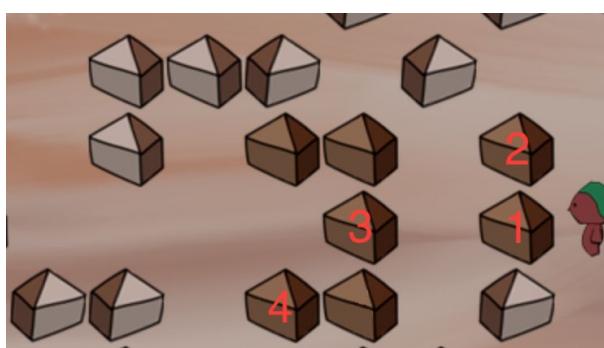
To solve the intro puzzle, move rock 1 to the right twice. Next move rock 2 to the right twice.

3.1.2 - Advanced Rock Puzzles - Obtain Water Totem

Mechanics: Players can push rocks by walking into them and pressing the interact button. They must do this in order to create a path to reach the water totem.



To solve, move rock 1 down one, rock 2 right one, rock 1 right one, rock 3 down one, rock 4 left one, rock 5 right one, rock 6 down one, rock 7 down one, and rock 3 left or right one.



To solve, push rock 1 left one, rock 2 up one, rock 1 down one, rock 3 left twice, rock 4 down one, and rock 3 up one.

3.1.3 - Slippery Ice Intro Puzzle – Obtain Wind Totem

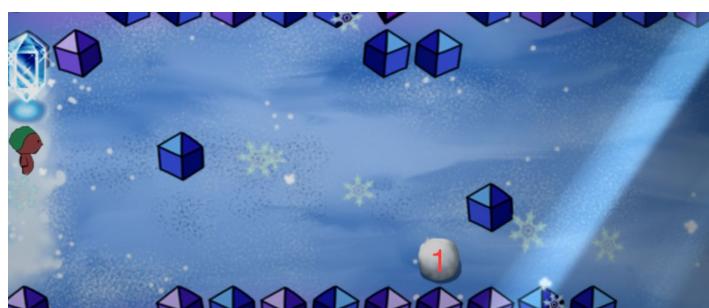
Mechanics: Players can only slide in one direction on the ice until they hit an immovable object. Players need to figure out a way to slide on ice in a sequence of certain directions to reach the totem. There are also rocks on the ice which can slide just like the player. These rocks will be pushed to a specific area of the puzzle to allow the player to reach the exit to obtain the wind totem.

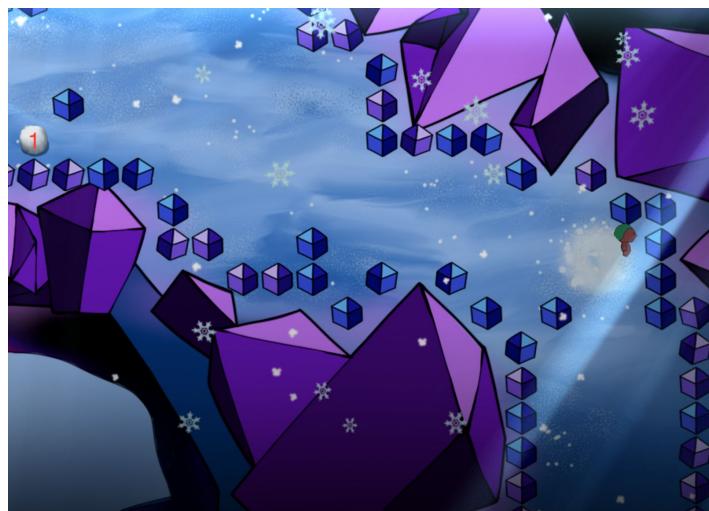


Intro puzzle



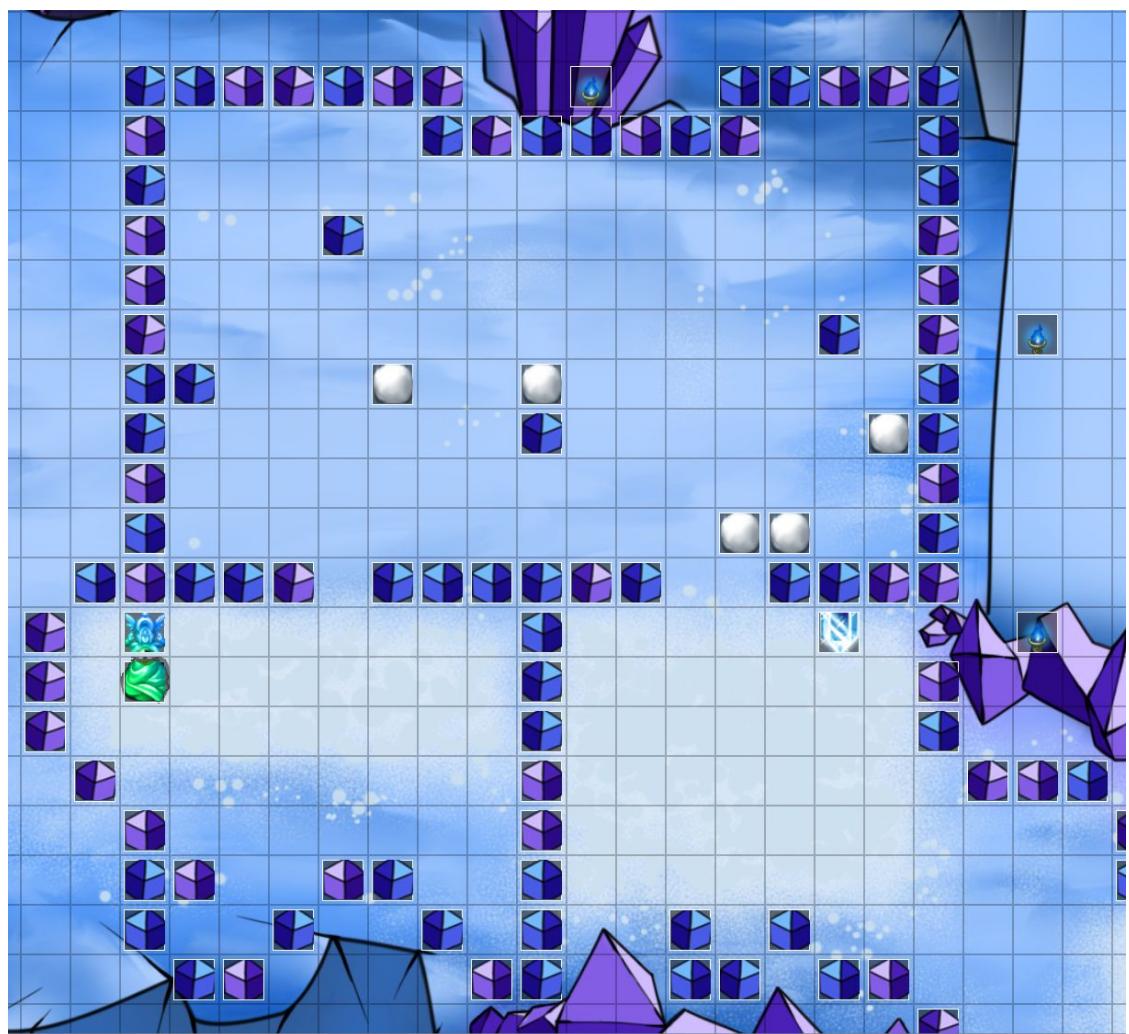
Part 1: To solve, slide snowball 1 down, slide Percy down, and slide Percy right.





Part 2: To solve, slide Percy to snowball 1, slide snowball 1 right, slide Percy down, slide Percy right, and slide Percy down.

3.1.4 - Slippery Ice Advance Puzzle – Obtain Wind Totem



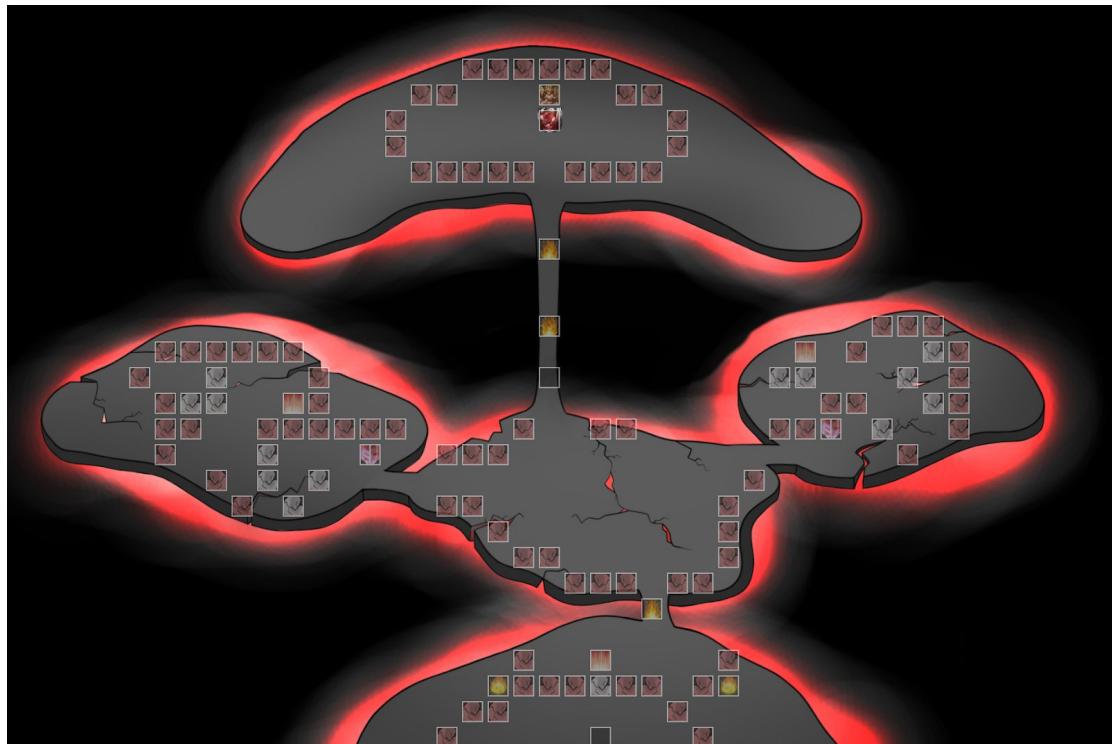
Advanced Puzzle



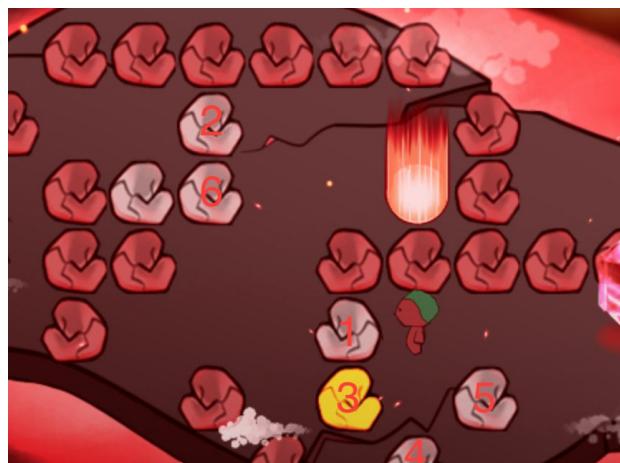
To solve, slide snowball 1 up, slide Percy left, slide Percy down, slide snowball 2 down, slide Percy left, slide Percy down, and slide Percy right.

3.1.5 - Fire Level Puzzles – Obtain Fire Totem

Mechanics: Players can push a rock into a magic circle which will trigger a fire (which is blocking Percy's path) to be put out. There are multiple stages that the player must solve by pushing rocks / moving a rock into a magic circle to remove the fire from the main bridge leading to the final area where Percy can obtain the fire totem.



Intro Puzzle: To solve, push rock 1 up into the Fire Release Gate. This will unblock the path ahead.



To solve, push rock 1 left three, push rock 2 left twice, push rock 6 up one, push rock 3 right one, push rock 4 right one, push rock 3 up one, push rock 5 left one. Push rock 3 all the way to the Fire Release Gate.



To solve, push rock 1 right one, rock 2 up one, rock 3 down one, rock 4 down one, rock 5 right four, rock 4 left 1, rock 5 left four and rock 5 up one.

4 - Overview of What Will be Found

4.1 - Intro Cutscene

(Drawn and animated in RPG Maker. The intro directly connects to the gameplay.)

The cutscene opens with a shot within a dark forest at night. There is rain falling through the forest. As rain falls, one of the drops glows and explodes into sparks as it falls to the forest floor below. The camera cuts to the hub. Here we see the glowing raindrop hit the ground, resulting in a flash of light. After the burst of light, we see a sprite standing where the drop had landed.

4.2 - Hub Area

Environment: Forest which becomes more lush and colourful/brighter as Percy collects the totems.

Percy begins their journey in this forest, which appears to be in a state of decay and darkness. Oberon is located in this area. Oberon will explain the situation to Percy. In this area, Percy can travel three different areas where he will find an elemental totem within each. At first, two of the areas will be inaccessible, but Percy will be able to remove the obstacles blocking these areas by collecting totems. Each totem will remove an obstacle from a specific area that will give the player access to the next level/area. Each time a totem is collected the environment in this area will change. Upon collecting the water totem the area will appear to be rejuvenated/changed.

4.3 - Intro Level – Water Totem

Environment: Desert

After arriving in the forest, Percy spots his old teacher, Oberon. The two engage in a conversation where the dire situation of the island is explained; Elysian's totems have been scattered across the land. Oberon has no idea where the totems have gone but that they must find them or that Elysian will die. He explains how three of the totems had been scattered around the island and were now guarded by puzzles that Percy would have to solve. Oberon had already tracked down and recovered the earth totem, but while doing so, he realized that he was too old to be able to accomplish the task in time and by himself alone, which is why Percy is now there. Once they're done conversing, Percy journeys off down the path that Oberon had cleared while Oberon stays behind to watch over the earth totem.

Percy finds themselves in a badland devoid of water. Quickly, Percy discovers a rock sliding puzzle, but this one is not protecting a totem. In another area of the badland,

Percy discovers another rock sliding puzzle. However, this one is more advanced than the one previously. Once Percy solves this puzzle, they find the water totem. Now with the water totem, they return back to Oberon with the good news.

4.4 - Wind Totem

Environment: Ice Land

Now with the water totem obtained, Percy returns to the hub area and to Oberon. Percy gives the totem to Oberon, who is overjoyed. To continue the quest, Oberon uses the power of the water totem to fill a ravine with water that freezes over from the areas cold temperature and now forms a bridge that allows Percy to cross over into a frozen river valley.

The river is completely frozen over, but there are patches of snow covering it that make it easier for Percy to walk across. Percy arrives at a section of ice where Percy has a hard time controlling where they slide on the ice. Eventually, Percy is able to get past the ice patch and continue on down the valley where they find another icy section that they have to cross. This new icy area is more complicated than the last one. Percy's efforts are rewarded once they solve this area, they stumble upon the air totem. Percy then goes back to the hub area to deliver the totem to Oberon.

4.5 - Fire Totem

Environment: Volcano

After obtaining the air totem, Percy travelled back to the hub area to find Oberon is nowhere to be seen. Percy sees an ominous red glow coming from the last path that they have yet to explore. Using the power of the air totem, Percy cools the temperature of the entrance and rushes down the final pathway.

Percy arrives at a volcano/molten land and still can't find Oberon. Percy decides that it is more important to find the fire totem as Elysian is almost beyond the point of saving. While exploring the area, Percy has to cross over to different islands where they have solve puzzles to extinguish fire that is blocking their path. Through solving the puzzles, a path is cleared to a new island, which is where they find the fire totem. Percy is puzzled by not encountering the thief of the totem. After picking up the totem, Oberon emerges, which elates Percy, who then reveals that they had found the totem. Oberon then tries to explain what had happened to him, but Percy catches him in a lie. Oberon then reveals how he was responsible for what had happened to the totems.

5 - Target Audience

5.1 - Age, people

Ages of 14 to 35 years old. Players who like puzzles. People who have an interest in playing RPG games. It is a top-view, third-person video game. Therefore, although there is a tutorial level at the very beginning, some basic experience with RPG's will help develop a better experience in the game.

5.2 - Dynamics

Players will find multiple ways to solve the same puzzles. Players will be motivated to complete puzzles so that they can see the rest of the story and see the hub revitalized.

5.3 - Aesthetics

In this game, we want to create a feeling of accomplishment by providing challenging puzzles with multiple ways of solving them. This feeling of accomplishment can be created by adding upbeat audio feedback after completing the puzzle. Or giving the player a collectable/unlocking some extra lore. The environment will also be revitalized after a totem is collected turning the barren land into a flourishing habitat.

The fantasy world that we are trying to create is also going to make players feel a sense of discovery as well as making them feel apart of it. Players are going to learn about Elysian throughout the gameplay. The art style and the music will also address the mood in the story to try to immerse players into the world. We want the player to feel a connection with the island by allowing them to restore the island back to its former glory and see just how beautiful it was and should have always been.

6 - Production Detail

The group communicates with Slack, and the project's version control is handled with Github. Additionally, the Lead Designer always keeps a copy of the last working version of the project on his personal PC as another backup. Tasks and TODOs are tracked within Trello.

6.1 Milestones

Everything is planned to be finished at least a week before the due date, the rest of the week will be testing and bug fixing as it always could be the part that cost more time and deduction on the game.

Milestone 4: Vertical Slice (Oct.11.2019)

Scope: a 5-10min long vertical slice of the game. Intro cutscene and Intro level of the water totem wasteland in production quality.

Artist:

- Design and build the map for the wasteland including objects like trees, dead trees, rocks and other environmental materials.
- Design and draw the Percy with 8 directions of movement
- Design and draw Percy's 4 skills' animation

Programmer:

- Percy's 4/8 direction of movement
- Percy's 4 skills application
- Have the actual map image replaced in the RPG Maker project
- At least 10 Enemies placed on the map with basic AI of chasing and attacking Percy.

Writer:

- Percy's detailed journey on the water totem desert.
- Percy's conversation with the Oberon.

Audio:

- Percy's 4 skills' audio clips
- Enemies' activities' audio clips
- Background music completed for water totem desert.

Milestone 6: Walkthrough with the head instructor (Oct.25.2019)

Scope: a 5-10min long vertical slice of the game. It will include the air totem level and show the hub from which the player can enter each level.

Artist:

- Design and build the map for the wind totem frozen river valley
- Design the objects and obstacles which the ice sliding puzzle will be composed of
- Design the initial hub area
- Design the hub area which has been changed after obtaining the air totem

Programmer:

- Refactoring/polish VS1
- Implement ice puzzles
- Implement story events between Percy and Oberon

Writer:

- Detailed dialogue between Percy and Oberon
- Revising dialogue from VS1
- Dialogue for Percy speaking as he completes the level

Audio:

- Background music completed for air totem level

Milestone 7: Beta Release (Finish by November 7th)

Scope: All game mechanics with associate art and audio works. Game elements are completely finished and waiting for further testing and bug fixing. No more new things should be added into the game after this point.

Artist:

- Map and objects for the last level
- Intro and Final cutscenes

Programmers:

- Customize the beginning interface and dialogue UI
- Destructive testing on the game applications and bug fixing
- Implement final rock moving lava puzzles

Writer:

- Help on cutscene design and testing
- Improving and filling up other necessary dialogues
- Design trailer dialogues
- Write dialogue for the final scenes between Percy, Oberon, and the boss

Audio:

- Boss combat puzzle audio clips
- Background music for the last level and boss combat puzzle

Milestone 9: Game Trailer (Nov.27.2019)

General:

- Artist work with Audio and Writer for a production-level draft (Nov.20.2019)
- Programmers work on testing and bug fixing
- Updating design document
- Storyboarding trailer

Milestone 10: Gold Release (Dec.6.2019)

General:

- Bugs should be fixed or covered before Nov.30.2019
- Game is ready to be shipped.
- Deliverables for Milestone 10

7 - Challenges and Contingency Plans

7.1 - Challenges

Scheduling tasks for each group member may be a challenge due to the busy schedules of each person. Our plan for handling this is to be very communicative when group members are struggling to work on tasks. We will try to identify signs of anyone struggling early so that we can handle it.

The scope of the game may turn out to be too big for the time we have. We will fall back on our contingency plans, which are outlined in the next section if we do not have time to implement features.

Puzzles are also going to be a challenge since we have three different puzzles with different mechanics. We will follow on the contingency plan as well to cut out the entire puzzle before the vertical slice 1 if it is not easy to implement. Easy as to need one programmer to finish it in less than a week. We will need to access the three puzzles and determine what the difficulty level is in terms of programming them. The hardest one would be the potential one of being cut out if needed.

With the real-time combat system, the main challenges that we ran into, is programming skills and have them interact with the environment puzzles and also adjusting the damage towards certain elemental monsters. Another issue is through trying to adjust the numbers for the monster and player so that the player feels challenged enough that the game isn't too easy to play through, rather that there is actually a sense of accomplishment when completing levels.

7.2 - Contingency Plans

Key point is to schedule everyone's time and keep the group very communicative if group members are struggling to work on tasks. As a team, we will try to work together to avoid this issue by trying to identify it as soon as there are signs.

7.2.1 - Things to be removed if we are behind the scope:

Real-time combat system and puzzles

- We would like to have a consistent quality between the two, but as they are both large parts to the game they will be the most time-consuming parts
- In the event that we are struggling to get both up to the quality we want, we may reduce the complexity of the puzzles (i.e.: if we planned a certain set of steps to complete a puzzle we might reduce the number of steps required).

Custom maps

- The production of the custom maps will take a lot of time to produce as well. In

- the event that we are taking too long, we will have to cut a level map to assure quality is maintained for the maps we do have complete.
- If one or two maps are delivered on time but the rest have to be cut it will fracture the art style. To combat this issue, another solution may be to make the maps smaller in size and detail to be finished faster.

Addition of more Enemies:

- In the case that it's too difficult to add elemental weaknesses to enemies, we would cut that feature entirely and scale everything based on defence, etc.
- In the case that there is not enough time to draw up each unique enemy, we would simply use the provided enemies in the engine with modified filters to match our art direction or find free resources online that are similar to our style.

7.2.2 - Things we have changed after vertical slice 1:

Real-time combat system and puzzles

- The real-time combat isn't as fluent as we thought, so in terms of focusing more on the polish part of the game. We decided to cut down real-time combat system entirely. Puzzles will be the major gameplay for Restoring Elysian.

Addition of more Enemies:

- Since the real-time combat system has been removed, there will be no considering of enemy sizes in the game.

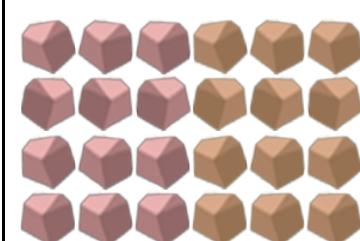
Custom maps

- Maps are being scaled down to be smaller and more compact compared to VS1. Maps before were too large with not a lot to explore even though it is larger.

8 - Assets

Environment:

*note some assets may have not been used in game.



rocks (moveable)



Tree 7



Tree 6



Tree 5



Tree 4



Tree 3



Tree 2



Tree 1



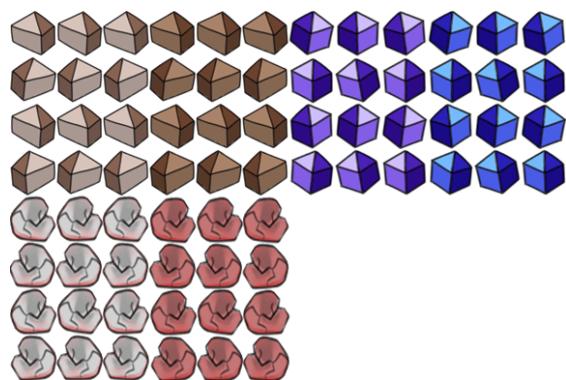
Rock 1



Rock 2



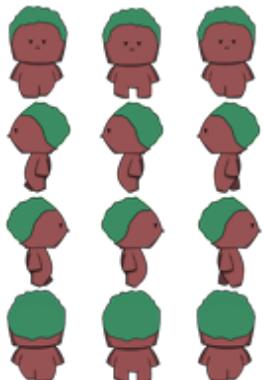
Rock 3



	Rocks for different environments

Characters:

*note some assets may have not been used in game.



Percy



Oberon

Faces:

*note some assets may have not been used in game.

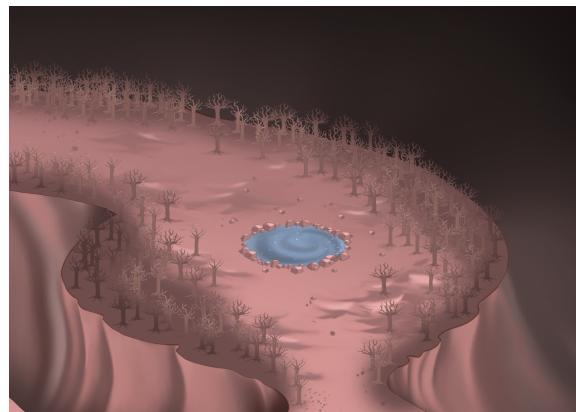


Percy



Oberon

Levels:



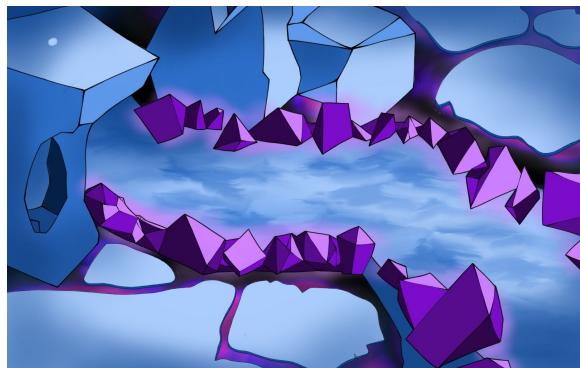
Wasteland 1/2 intro level prototype



Wastelands 2/2 intro level prototype



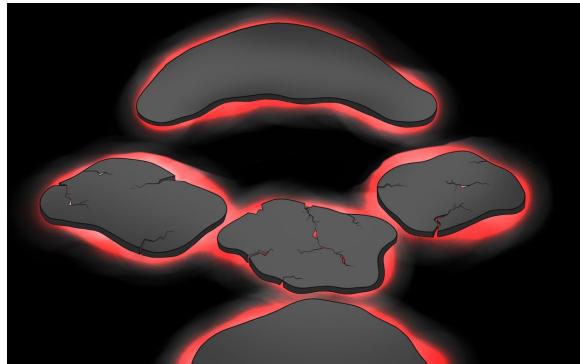
Hub



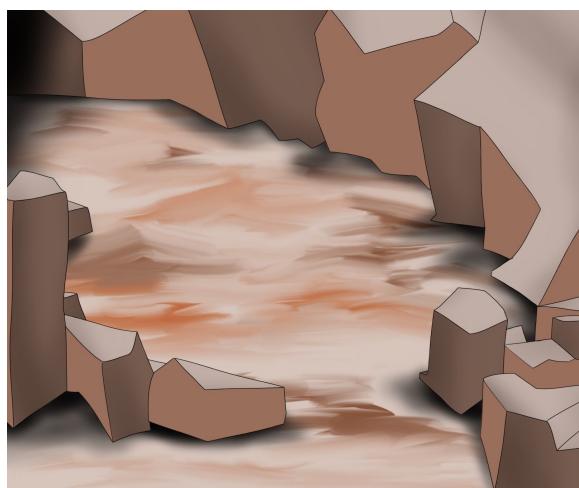
Iceland 1/2



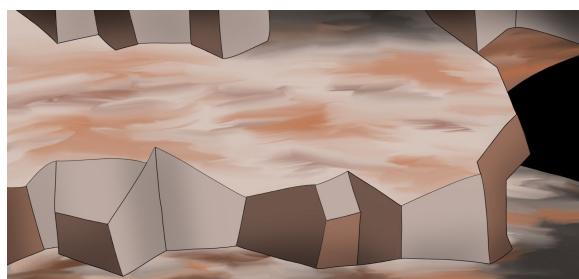
Iceland 2/2



Fireland



New Badlands 1/2



New Badlands 2/2



Hub revitalized



Hub base

Audio:

1_Start - Meet Elder_01.m4a

02_after cutscene.m4a

2_water_totem.m4a

03_back after water totem.m4a

3_wind_totem.m4a

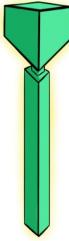
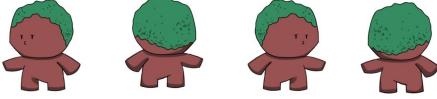
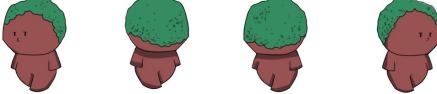
4_volcano.m4a

Talk to Oberon.m4a

Elysian.m4a

Elysian_Light.m4a

Other:

 <p>Oberon death</p>	 <p>Percy death</p>
 <p>earth totem</p>	 <p>Water totem</p>
 <p>Percy attack movement</p>	 <p>Percy additional diagonal movement</p>
 <p>Air totem before and after totem is acquired.</p>	 <p>Fire totem before and after totem is acquired.</p>
 <p>Light source in Desert / Volcano Levels</p>	 <p>Light sources used in the icelands</p>

9 - Other

Plugins:

- YEP_CoreEngine V1.31
- YEP_X_CoreUpdatesOpt V1.62
- YEP_DisableAutoShadow V1.00
- YEP_SaveCore V1.06
- YEP_X_Autosave V1.00
- TerraxLighting V1.2.9
- Cavefog
- VPS - Dynamic Weather V1.0
- EventTuning
- OuterSelfSwitch
- GALV_LayerGraphics V0.2.0
- Event Distance Sensor V1.0
- GALV_CamControl
- YEP_MessageCore
- PKD_Journal
- OrangeOverlay V1.1.2
- YEP_SkillCore V1.13
- YEP_MainMenuManager V1.03
- YEP_X_ExtMesPack1 V1.12
- MOG_Weather_Ex V3.4
- YEP_ButtonCommonEvents V1.02
- YEP_SlipperyTiles V1.05
- MOG_TitleLayers V1.1
- MOG_TitleMagicCircles V1.1
- MOG_TitleParticles V2.1
- MOG_TitlePictureCom V1.6
- MOG_TitleSplasheScreen V1.1
- YEP_RegionEvents V1.03

Switch Designation:

- 001-100: prototyping purposes
- 101-200: are for switches/variables in Desert maps
- 201-300: are for switches/variables in Volcano maps
- 301-400: are for any other used including HUB and Ice land (extend it if it reaches the limit)