Klifehrian
Specifications

Kévin *"Linkyu"* **Guiraud**
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Last update : August 22, 2014

Part I

General presentation

Chapter 1

Presentation of Klifehrian

- Name : Klifehrian

- Type : Classic 2D RPG

- Style : Medieval fantasy

- Graphic style : ?

- Language, libraries, tools :

  - C++
  - OpenGL/SDL
  - Tiled

- Team :

  - Kévin *"Linkyu"* Guiraud
  - Yannick *"Zethzer"* Bernard
  - Masami *"KexXie"* Komuro
  - Loïs *"Plopounet"* Paulin

Insert here the life of Klifehrian and what's it.

Chapter 2

The Dream Team

Kévin Guiraud

Your presentation boss ;)
    (yah yah I'll get around to that)
    Blabla
    Blabla
    Blabla

Yannick Bernard

Hi ! I'm twenty-two years old. I'm a undergraduate in Computer Sciences at the university Paul Sabatier in France. My passion for Computer Sciences time since the age of my 12 years. I started with a single computer and then from the age of 15, I began to study the IT in autodidact and I always continued since. I got my baccalaureat and started studies in IT at university.

In autodidact, I learned C, C++ later and finally the main web languages: HTML, CSS and PHP. I also learned the using of Debian distribution alone and amused myself on various mini- projects that have never really been finished.

For video games, it's different. On the anniversary of my 6 years old, my father offer me a Super Nintendo with Mario All Star, Mario Kart and Mario Paint. After That, my friends lent me several games including Sacred, Zelda 3, etc.

A few years later, I acquired a Playstation (the first!) in slim version. There I discovered the licence of Final Fantasy and I became a fan. With that, Gran Turismo, Tekken 3 (my first game on this console), etc

Then came the Playstation 2, the Devil May Cry marked me (I've bought in HD on Playstation 3for that matter).

At the same time, I had a computer with RTS like Age of Empires 2. I had internet access in 2007, which was rather late. But I did not waste my time to catch up on various mmorpg (Guild Wars 1 et 2, World of Warcraft, etc), RTS (Age of Empires 3 and Starcraft 2) and fps (Call of Duty, Battlefield , etc).

About Klifehrian, I'm the second member of the team {.exe}. For this game, I work essentially on the gameplay with Kévin, brainstorming and programmation. And I work on the annex activity, the card game : "Insert a name".

In a word, I am a geek.

Masami Komuro

Hi there !   I was born on 1990.05.10 and I'm playing music as far as I could remember. I did C++, PHP and VB programming at school but my main occupation is music ! I'm part of the first team which started Klifehrian in 2007. Kevin relied on me to write and arrange music, and to create and design sound fx. At this time I worked with old synthesizers like Korg M1 and Yamaha TG77, so I programmed myself lot of patches in order to fit into the game mood.

I was so surprised when, in late 2013, Yannick and Kevin contacted me again to join the new Klifehrian Team : It meant Klifehrian would reborn ! So I accepted, and my work is now to provide high-quality audio and musics based on themes I wrote 6 years ago. The challenge is now to find all original scores and MIDI sequences (stored on floppies !!), but Original Klifehrian Music is not dead !

Loïs Paulin

Moi

Part II

Game Engine

What do we want?

For the window size, we chose a resolution of 1024x692 pixels. If the display is set to be fullscreen, 2 black bands are displayed at the top and bottom; inside, some information of the game state, as, for example: characters' status, inventory, etc. (The player can change the displayed information).

- The player can move in eight directions : up, down, left, right and diagonals. This implies a per-pixel configuration for moving.

- The player can interact with objects (chests, doors, ...), people, animals.

- The player can jump (in certain sections of the map only).

- The player can display the HUD when the game is in window mode with the HUD key (can be toggled between a "switch" or a "keep pressing" option). By default, the key used is [Alt].

- Collisions against :

  - Walls (Houses, cliffs, ...)
  - Trees
  - Rocks
  - People
  - Objects
  - Monsters

The maps are created with Tiled and exported to XML for the 2D engine. See the gameplay part for specifics on the world of Klifehrian.

Part III

Gameplay

Chapter 3

Characters

List of the playable characters in the game.

3.1   Ren'Dûr

Main protagonist. Curly brown hair.

3.2   Maeram

Childhood friend. Ginger.

3.3   Rufio

Ren'Dûr's best friend.

3.4   Hezul

Hybrid living in the forest north of Gutuid. Has joined a secret faction.

3.5   Ran'Gor

Historian mage.

3.6   Gertan

Wannabe knight, protector of the Darez.

3.7   Yasoi

Warrior wielding the greataxe, she's set to kill the most demons she can.

Chapter 4

World

Figure 4.1: Map of Klifehrian

4.1 Towns

4.1.1 Terdal

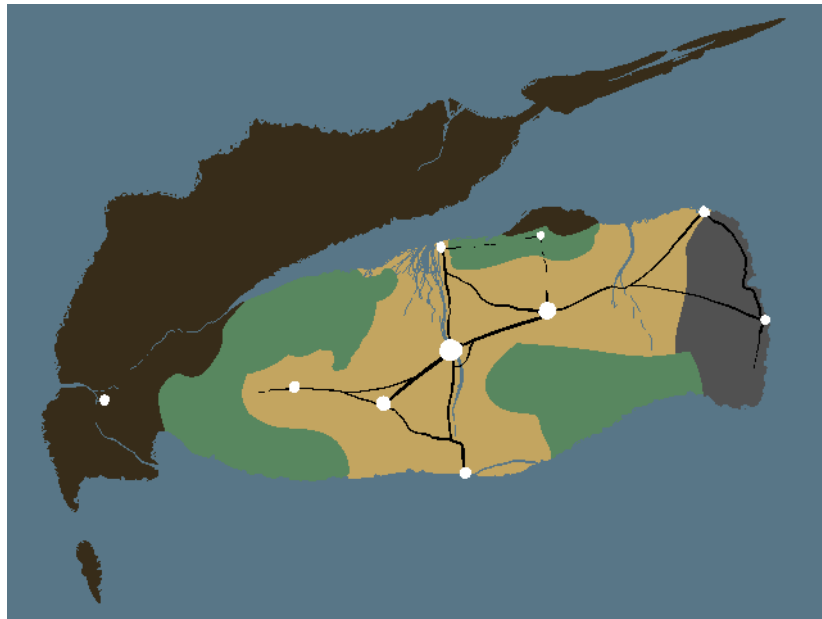Ren'Dûr and Maeram's hometown; this is where the adventure starts.

Figure 4.2: Map of Klifehrian with the cities and roads

4.1.2   Danlemaup

Festive city and crossroads of the continent.

4.1.3   Unnamed town

A town I put between Danlemaup and Terdal but forgot all about it. Probably gonna make it be a small town of some sort.

4.1.4   Kalum Harbor

A big fishing harbor that eventually became a city.

4.1.5   Felsy Creek

Small harbor located north of Danlemaup.

4.1.6   Gutuid

Capital. Fortified.

4.1.7 Waldenia

Large camp in the forest. Base of the Silver Blades.

4.1.8 Remisci

A small city on the far east. Currently in a deadlock with the demons.

4.1.9 Bergwork

A mine that is now the stronghold of all demons.

4.2 PNJs

Bla

4.3 Combat

The combat are mainly in a Golden Sun style, except the ATB jauge in a Grandia style.

4.4 Bestiary

Bla

4.4.1 MonsterType 1

Bla

Monster 1

Bla

Monster 2

Bla

4.4.2 MonsterType 2

Bla

Monster 1

Bla

Monster 2

Bla

4.4.3   MonsterType 3

Bla

Monster 1

Bla

Monster 2

Bla

Chapter 5

UI

5.1 Menu

It's important in the game. You can see the current team, time, money and a list of actions.
Illustration of menu when you get it done:
"Insert image here"

5.1.1 Inventory

No limit for the weight. Each character has his own inventory. All characters can equip every types of equipment. It is possible to have an exchange of objects between characters. It is possible to sort objects by name and type. For that, we must be in the inventory of one character.
See section 5.4 for bank. See section 5.5 for caravan. **Description of the inventory :** On the left we can choose the character. When the cursor is on the avatar, we see the inventory. To select an object, we select the character. After selecting the character and the object, a little window appear with:

- Use

- Exchange

See section 4.3 for inventory in combat. Illustration :
"Insert image here"

5.1.2 Stats

Levels of the character : 1 to 100
Levels of one skill : 1 to 3

(For instance : Fire lv.1 => Fire lv.2 => Fire lv.3)

- Strength : for physical power

- Intellect : for magic power

- Stamina : for life

- Agility : for dodging, critical rate, and ATB speed

- Defense : influenced by the equipment only

5.1.3   Team

Bla

5.1.4   Equipment

Bla

5.1.5   Skills

Complete list of skills. At the top is a window with the characters' avatars. The avatar of the selected character appears colored while the others are grayed out.
Illustration :
"Insert image here"

5.1.6   Specialization

There are three specializations: melee, magic and dexterity. Each character can choose one and only one. This will change the ratio of its statistics. It can change as many times as he wants when out of combat. In combat: see section 4.3. In the menu, the cursor comes on the character window. You select the character and a little window appears with the three specializations.
Illustration :
"Insert image here"

Melee

Specialization "melee" allows a character to be based on physical skills and strong endurance. It's ideal for taking many hits and it has a slow but powerful attack.

Ratio :

- Strength : 2

- Stamina : 1

- Agility : 0.75

- Intellect : 0.5

Magic

Specialization "magic" allows a character based on magical abilities and with low endurance. It will be privileged to support the team and has a panel of magical skills moderately slow but powerful.
Ratio :

- Strength : 0.75

- Stamina : 0.5

- Agility : 1

- Intellect : 2

Dexterity

Specialization "dexterity" allows a character based on physical skills and an average endurance. It will be ideal for dealing fast damage to the enemy and has a panel of quick and powerful medium to very powerful physical skills. It is the only one able to use the skills of thievery.
Ratio :

- Strength : 1

- Stamina : 0.75

- Agility : 2

- Intellect : 0.5

5.1.7 Skills list

The cursor comes on the character. The player pick one and the window changes. Top left, it has the character's avatar. Using the full height of the screen on the right: the list of skills already activated for this character **(NUMBER TO DEFINE)**. On the left (under the avatar and slightly more on the left of it), the total list of skills.
Illustration :
"Insert image here"

5.1.8 Options

The options of the game.

5.2 Skill system

To learn a skill: The character must wear the equipment that has the competence on it. The more the character fights, the more SP (Skill Points) he gains on the skill. While learning, if the equipment is worn, the character can use the skill. To use it without the equipment, it must be fully learned. If the monster is more powerful than the character, level-wise, he earns more SP. Some skills can not be learned if the player does not have the required level. The equipment may be equipped, but with a penalty.
To increase the level of skills: To level up a skill, the character must use the skill. The more he uses it, the more it will increase the level of the skill. The skill will gain experience from its use. **(FORMULA TO DEFINE)**
Special skills: Skills that are specific to a character; each character has one special skill for each specialization.

5.2.1 Magic

Bla

Skill 1

Bla

Skill 2

Bla

5.2.2   Physical

Bla

Skill 1

Bla

Skill 2

Bla

5.2.3   Invocations

Bla

Invocation 1

Bla

Invocation 2

Bla

5.2.4   Passive

Bla

Passive 1

Bla

Passive 2

Bla

5.3   Objects

In the game, can be found different items. The player can get objects from chests, monsters after a combat, etc. The objects can be stored in the inventory, the bank and the caravan. For role play purposes, the objects dropped by monsters respect that rule : Monsterkind drop. For example, you can't

find money on a wolf, but a wolf hide, wolf meat and wolf teeth (human skin is hard for young people, so you can't find it too). Report to section 5.1.1 for the inventory. Report to section 5.4 for the bank. Report to section 5.5 for the caravan. With the equipment, report to section 5.2 for learning skill.

5.3.1 ObjectType 1

Bla

Object 1

Bla

Object 2

Bla

Object 3

Bla

5.3.2 ObjectType 2

Bla

Object 1

Bla

Object 2

Bla

Object 3

Bla

5.3.3 ObjectType 3

Bla

Object 1

Bla

Object 2

Bla

Object 3

Bla

5.4   Bank system

Bla

5.5   Caravan system

Bla

Chapter 6

The card game: "Insert a name"

This card game is an minor activity in the game. The player can play that or not. However, the "Legendary Card" does interfere with the game.

6.1 Specifications:

- 40 cards maximum in the deck

- **Number to define** cards in the game

- 1 vs 1

- 25 health points per player

- Maximum of 3 identical monster cards in the deck.

- Maximum of 2 identical trap cards in the deck.

- Maximum of 2 identical instant cards in the deck.

Cards type:

- Monsters : **Types to define**

- Traps : Never attack the player directly

- Instants : Never attack the health points of the player directly

Rarity level:

- Common: The player can buy them to a specific NPC. He can win those cards against NPC Players. And he can find them in chests.

- Rare: The player can win them against NPC players. They can also be found in chests.

- Legendary: Can only be stolen on specific bosses (which means the player need a dexterity-oriented character in his team). He can also find: 1 instant card in a chest and 1 trap card in a other chest (quest chain for both of those).

6.2   Rules:

6.2.1   Game procedures

1. Each player pick 7 cards (7 cards maximum in the hand. Otherwise, the player discards cards until they have 7 left)

   - The player picks a card when it's their turn.

2. One color per player : Red and Blue. A coin is tossed to see who starts.

3. The chosen player starts (whose turn it is):

   - Case A : The player puts down a monster card. (The monster card cannot attack when it's put down)
   - Case B : The player puts down a trap card face down.
   - NB : The player can do "Case A" or "Case B"
   - Case C : The player puts down a monster card and a trap card face down.
   - NB : The "Case C" is forbidden in the first two turns. (Explanation : The first player play, after the second and now, it's third turn time)
   - Case D : The player want to play an instant card. It's forbidden in the first two turns.
   - NB : So, each player in the first two turns have : One monster card or one trap card (face down).

4. When it's the third turn (Explanation : Each player play one card), we can have a attack/defense phase.

5. After the third turn, the case A, B, C or D can apply. And we continue until a player loses all their health points.

6. **IMPORTANT : The player disengages their card when it's their turn.**

Attack/Defense phase

- A single instant card can be played.

- An attacking monster engages (the card rotates 90 degrees)

- A engaged monster cannot defend.

  - A monster can be engaged for only its effect. (If it's for that, it can't attack)
  - A monster attacks only one card.
  - Several monsters can attack the same card.

- Defending monsters don't engage.

- If there are several monsters against one:

  - If the first attacking monster kills the monster. The second attacks into the void. The player wastes the attack and the monster stays engaged.
  - Else the first and second (and more) attacks the defending monster.
    * If the defending monster is still alive. Possibility :
      · Case A : Add an other monster for attacking (the monster is engaged for that).
      · Case B : Use an instant card.
    * Else, the defending monster is dead.

- Else, we have a 1 vs 1:

  - If the defending monster is still alive. Possibility :
    * Case A : Add an other monster for attacking (the monster is engaged for that).
    * Case B : Use an instant card.
  - Else, the defending monster is dead.

- NB : A trap card is triggered when the attacking monster attacks if the trap card does an effective effect for that.

- NB : A trap card can counter an instant card if the effect of the card permit that.

- NB : An instant card is played :

  - Before the attack

  - After the attack

  - For defending if the defending plyer doesn't have a trap card or with a trap card.

  - **IMPORTANT : One instant card per turn**

End of the party

- The party is over when one player have his health points down to 0 (or less).

- If the player (the IRL player) wins the party. They wins a card from the NPC.

  - Possibility to play against almost all of the NPCs of Kliferhian.

    * Several NPCs have the common cards.
    * In Kliferhian, the player will have to search for specific NPCs for certain rare cards.

6.3   Damage range

6.3.1   Extremums :

- 0/5 (Defensive only with an effect for attacking. Legendary Card)

- 5/0 (Attack only with an effect for defense. Legendary Card)

- 5/5 (Legendary. Unique card. The player finds that card on an optional boss near the end of the game.)

6.3.2 Other damage :

- Commons :

  - 1/0
  - 1/1
  - 2/1
  - 1/2
  - 2/2
  - 0/2 (Defense without effect)
  - 0/3 (Defense without effect)

- Rare :

  - 3/1
  - 1/3
  - 2/3
  - 3/2
  - 3/3
  - 0/2 (Defense with effect)
  - 0/3 (Defense with effect)

- Legendary :

  - 4/2
  - 4/3
  - 3/4
  - 5/3
  - 5/2
  - 2/5
  - 3/5
  - 4/4
  - 0/4 (Defense with effect)

6.4   List of cards

This list is not definitive.

6.4.1   Monsters

Bestiary to do first !

6.4.2   Trap cards

- Commons :

  - Paralyzes the monster for 1 turn

  - Paralyzes the monster for 2 turn

  - Suppression of the monster until end of turn

  - Returns the monster in the hand of his opponent

  - Removes 1 health point from the monster

  - Removes 2 health points from the monster

  - Engages an other monster on the battlefield (the defending player chooses)

  - ...

- Rare :

  - Paralyzes the monster for 3 turn

  - Kills the monster card (Unique card)

  - Removes 3 health points from the monster

  - Engages all monsters of of the opponent (Unique card)

  - ...

- Unique legendary card :

  - Kills all monsters of the opponent

6.4.3   Instant cards

- Commons :

  – The opponent discards 1 card (Chosen by the caster)

  – The opponent discards 2 cards (Chosen by the caster)

  – Cancels the attack of an attacking monster

  – Removes 1 health point from a targetted monster (attack or not)

  – Removes 2 health points from a targetted monster (attack or not)

  – Engages an opponent's monster

  – ...

- Rare :

  – The opponent discards 3 cards (Chosen by the caster)

  – Cancels the attack of 2 attacking monsters

  – Cancels the attack of all attacking monsters (Unique card)

  – Removes 3 health points from a targetted monster (attack or not)

  – Resurrects a monster from your own cemetery

  – Resurrects a monster from the opponent's cemetery and takes the control of it (Unique card)

  – Picks up an instant card or a trap card from your own cemetery

  – ...

- Unique legendary card :

  – Removes all cards from opponent's battlefield

6.5   Schema of the game board

Figure 6.1: Schema of the game board

Part IV

Music

Chapter 7

What do we feel the player?

Klifehrian original themes composition was started circa february 2007. At this time, the project was developed on RPG MAKER platform, which only supports Audio or General MIDI loop tracks. So, original Klifehrian soundtrack was originally projected as GM sequences, and a few moment later, as audio tracks (made from MIDI sequences rendered on custom-programmed professional synthesizers).

Now, 7 years later, the big challenges are the following :

- Organize musical themes by reanalyzing original MIDI sequences.

- Write some additional themes

- Think about the ways for dynamically embedding audio segments into the game.

- Arrange, record, mix those elements.

Main musical axes written in 2007 are the following :

- Klifehrian melody

- Kren'dûr Theme

- Rufio Theme

- Ending Bonus Song

Beside this, there were several musics which were associated with events functions :

- 4 battle themes (2 really used)

- 3 spooky horror themes

- victory fail musics

- Character Theme spin-offs used as event music.

The new organization for music writing into Klifehrian is easy to plan, using a simple grid. Horizontally, the theme (melody) is chosen according to the character, or the action actor (subject) ; whereas, vertically, the background (orchestration, variation) is based on the environment and the circumstances of the scene (object).

	Kren'dûr	**Rufio**	**Maeram**
Town A	seq T1A	-	-
Town B	seq T1B	-	-
Map A	-	-	-
Map B	-	-	-
...	seq ...	seq ...	seq ...

A notable exception is for battle musics. Two strategies are available :

1. Theme depends of player-controlled character, arrangement is based on the enemy (AI-controlled)

2. Theme and melody are associated with the enemy, arrangement depends of player-controlled character.

Arrangement can optionally evolve according to one of the battler's life gauge. It's also possible to use conditional loopings. This subject will be developed later into the appropriate section (7.1.3)

7.1   World

Blo

7.1.1   Towns

Blo

7.1.2 Maps

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7.1.3 Combat

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7.2 UI

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7.2.1 Titlescreen

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7.2.2 Credits

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