

Klifehrian

Specifications

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Part I

General presentation

Chapter 1

Presentation of Klifehrian

- Name : Klifehrian
- Type : RPG 2D Classic
- Style : Medieval fantastic
- Graphic style : ?
- Language and library :
 - C++
 - OpenGL
- Team :
 - Kévin "*Linkyu*" Guiraud
 - Yannick "*Zethzer*" Bernard
 - Masami Komuro

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

Chapter 2

The Dream team

Kévin Guiraud

Your presentation boss ;)

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 K vin, brainstorming and programmation. And I work on the annex activity, the card game : "Insert a name".

In a word, I am a geek.

Part II

Gameplay

Chapter 3

Character

Bla

3.1 character 1

Bla

3.2 character 2

Bla

3.3 character 3

Bla

Chapter 4

World

Bla

4.1 Towns

Bla

4.1.1 Town 1

Bla

4.1.2 Town 2

Bla

4.1.3 Town 3

Bla

4.2 PNJs

Bla

4.3 Combat

Bla

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 actual team, time, money and a list of actions.

Illustration of menu when you get it :

"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.

Report to section 5.4 for bank. Report to 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. For select an object, we select the character. After selecting the character and the object, a little window appear with :

- Use
- Exchange

Report to the 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 to dodge, critical, and ATB speed
- Defense : managed by the equipment

5.1.3 Team

Bla

5.1.4 Equipment

Bla

5.1.5 Skills

Total list of skills. At the top is a window with the avatar characters. The avatar of the characters appear with color 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 is 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 based on physical skills and strong endurance. It will be ideal for the collection of strokes and a slow but powerful attack.

Ratio :

- Strength : 2
- Stamina : 1
- Agility : 0.75
- Intellect : 0.5

Magic

Specialization "magic" allows a character-based 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 rapid damage to the enemy and has a panel of fast and powerful medium to very powerful physical skills. It is the only one able to use the skills of theft objects.

Ratio :

- Strength : 1
- Stamina : 0.75
- Agility : 2
- Intellect : 0.5

5.1.7 Skills list

The cursor comes on the character. The gamer pick one and we change the window. Top left, it has it's avatar character. Taking full height on the right: the list of skills already activated for this character (**NUMBER TO DEFINE**). On the left (under the avatar and on the left), 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 with competence. More player combat, he gains more PCs on the jurisdiction. During learning, if the equipment is worn, the character can use the skill. To use it without the equipment, it must be fully learned. The monster is more powerful character level, more he earns PC. Some skills can not be learned if the player does not have the required level. It may be equipped with equipment with a penalty.

The increased level of competence: To increase a skill, the character must use the skill. More he uses it, more it will increase the level of the skill. The skill will 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, we can found different objects. The gamer can get objects from chest, monsters after a combat. The objects can be stored in inventory, bank and caravan. For a role play game, the objects from monsters respect that rule : Drop by type monsters. For example, you can't find money on a

wolf, but a wolf skin, wolf meat and wolf canines. (Human skin is hard for young people, so you can't find it too.) Report to section 5.1.1 for inventory. Report to section 5.4 for bank. Report to section 5.5 for 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"

Bla

6.1 Rules

Bla

Part III

Music

Chapter 7

What do we feel the player?

Blo

7.1 World

Blo

7.1.1 Town

Blo

7.1.2 Maps

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7.1.3 Combat

Blo

7.2 UI

Blo

7.2.1 Title screen

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7.2.2 Credits

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