

## Introduction

Hello, my name is Kristopher Stinson, but please call me Kris. I'm a 19-year-old freshman majoring in game design from Indiana, USA. I have some ideas for ZZZ and other ways to enhance your game, making it more engaging and fun. While you don't have to follow my suggestions, I hope to inspire creativity in others just as they inspire mine. Please excuse any spelling or grammar mistakes; English isn't my strongest subject, and I sometimes find it challenging to fully express my ideas in writing.

Most Images and Designs are my original ideas; if they do not belong to me, I will credit the original creator. At the end is where I'm going to put all my links and research.

# Game Mechanic Ideas

I created two new attributes, ***Gas*** and ***Toxic***, as I believe they will fit perfectly in with the original five attributes. My reasoning for creating these new attributes is because, at least for me, it was and felt weird that there were only five attributes when your other games like Genshin Impact and Honkai Star Rail have seven elements, so it felt weird that there were only five elements/attributes. Another reason I created the two new attributes is that I created a group with 7 characters with each character having a different attribute.


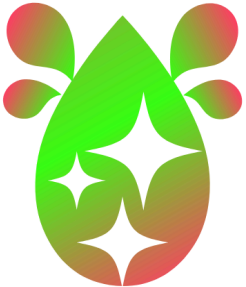
I used [Canva](#) when designing the icons for ***Gas*** and ***Toxic***. I tried keeping a simplistic design, I also included a star in the icon because I noticed that in four of the five original icons is that there is a star-like design incorporated within the design. I also incorporated a simple color gradient like the others, with ***Gas*** having a Light Sea Green ([#20b2aa](#)) to Dark Sea Green ([#8fbc8f](#)) color gradient and ***Toxic*** having a Neon Green ([#39FF14](#)) to Neon Fuchsia ([#fe4164](#)) color gradient. The ***Toxic*** icon

was difficult because my original image included a skull over the droplet, but I decided against it.



I also created possible effects for each new attribute, four to be exact, while I also created more possible effects for the original attributes. I am fully aware I made some of them are extremely complicated or even too complicated combat-wise to include in the game.




What makes these *Gas* and *Toxic* unique is because of how their mechanics differ from the others. *Gas* applies its effects in an AOE style, affecting large groups instead of affecting an individual target. *Toxic* is similar to *Fire* and *Ether* in the sense of doing damage over time but unlike the other 2, *Toxic* applies a permanent effect, being reset when the player triggers a different Attribute Anomaly but doubling the damage when the player triggers *Toxic's* Attribute Anomaly again. Another thing that makes *Toxic* different is that it starts with low damage at random intervals but over time the damage increases at a constant speed, and when they trigger *Toxic* again the damage doubles, and the speed increases, stacking every time *Toxic* is triggered.

## New Attributes

Gas		Pollution	Slowly increase the target/s Daze bar for some time
		Confusion	The target/s Ignore the player, even if the player attacks until the anomaly build-up is depleted
		Plague	Deals continuous Gas DMG for some time.  This effect can also spread to nearby enemies.
		Mirage	The target/s Ignore the player and begin to fight each other until either the player attacks or the anomaly build-up is depleted
Toxic		Poison	Slowly decrease the enemy's movement speed, Atk, Def, and res.
		Paralysis	When the affected enemy takes damage, it is momentarily stunned with the daze slightly building up every time the enemy takes damage.
		Virus	Will spread the effect to nearby enemies after death.
		Corrosion	Slowly destroys shields while inflicting damage.

## Old Attributes

Physical 	Assault	Interrupts the enemy and deals massive Physical DMG
	Flinch	Increases the daze the target takes for some time
	Knockout	Increases the chance to instantly Daze an enemy, although it will be on a shorter timer. This effect will reset upon activating.
	Weaken	Decreases all stats except HP of the affected target by 5% for every Stack.
Ether 	Corruption	Targets attacked during Corruption take bonus Ether DMG Intermittently.
	Overload	The affected enemy will explode and inflict high amounts of Ether DMG on nearby enemies.
	Overdrive	Reduces the affected enemy's attribute resistance by 5% for each stack.

	Overpower	The affected enemy's daze is instantly filled.
Fire 	Burn	Deals continuous Fire DMG for some time
	Melt	Deals continuous Fire DMG for some time while also slowly burning or removing buffs and shields
	Blaze	Deals continuous Fire DMG for some time while also slowly filling their Daze Bar.
	Incineration	Deals continuous Fire DMG with the DMG increasing until the Target is defeated.
Ice 	Freeze	Immobilizes enemies, preventing them from taking action for a certain period.
	Shatter	It is activated when the <b>Freeze</b> ends, interrupting enemy movement and dealing Ice DMG.
	Frostbite	Increases the Crit DMG dealt to the Target until crit.
	Chill	Decreases the movement speed and increases Dodge and Assist chance against the affected enemy.
Electric 	Shock	Causes the target to Intermittently suffer additional Electro DMG for some time when attacked.
	Current	Will <b>Shock</b> any enemies close to the affected enemy.
	Surge	Increases the Crit Rate dealt to the Target until crit.
	Outage	It has a 5% chance of canceling the next attack of the affected enemy. Can

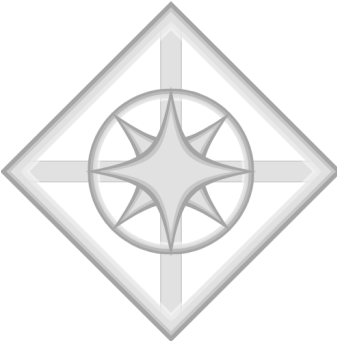
		stack up to 10 times.
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## New Specialties




I created 6 new specialties to add some more diversity and strategy-building to the gameplay. The 6 specialty ideas I have are ***Healer***, ***Piercer***, ***Hybrid***, ***Combination***, ***Precision***, and ***Enforcer***. Each of them is either a combination or is based on the originals, I also included a chart where each specialty is derived from. My reasoning for creating these new specialties is similar to why I created the two new attributes because the group of 7 characters each needs a different Specialty. I originally started with ***Healer*** and ***Piercer***, but then more ideas flourished afterward, creating the other four specialties.

I'm also going to be honest, out of the 6 specialties I created, I'm only confident that one is going to be added, that being ***Healer***. The reason why I believe that ***Healer*** is going to have the most success is because I view healing as its separate mechanic. My other reason is that 3 of the 6 specialties are more like combat types, those being ***Piercer***,

**Precision**, and **Enforcer**. The reason is that **Piercer** shares the name for the Pierce type, although it was originally going to be called **Buster**. Also **Precision** and **Piercer** are a specialized version of **Anomaly** and **Attacker** respectively. The original idea of **Enforcer** was to be a combat type instead of a Specialty, being inspired by catalyst users from Genshin Impact. The remaining two specialties, **Hybrid**, and **Combination**, have the second highest chance to be added, as I view them as well-balanced, well **Hybrid** at least because I also view **Combination** as a little overpowered.

<p>Healer</p> 	<p>Agents with the Healer Specialty can aid and regenerate HP agents in battle, excelling at extending the survivability of the whole squad during extensively long and extreme battles.</p> <p>(Derived from Support)</p>
<p>Piercer</p>	<p>Agents with the Piercer Specialty can inflict monstrous amounts of damage with slow but highly accurate and powerful attacks that can break through the toughest armor within a few strikes, excelling at swiftly breaking through the toughest enemy within a few strikes.</p>



	<p>(Derived from Attacker)</p>
<p>Hybrid</p> 	<p>Agents with the Hybrid Specialty possess a formidable balance between both offense and defense, excelling at both excellent offensive capabilities and strong defensive capabilities.</p> <p>(1 of the main 2)</p>
<p>Combination</p> 	<p>Agents with the Combination Specialty possess the power to buff allies and debuff enemies simultaneously, making them a powerful menace both on and off the field.</p> <p>(1 of the main 2)</p>
<p>Precision</p>	<p>Agents with the Precision Specialty specialize in extremely swift and agile attacks that focus on precision rather than damage. They excel at rapidly inflicting low amounts of damage to weaken enemies, thus creating opportunities for the squad to deal damage.</p>



(Derived from Anomaly)

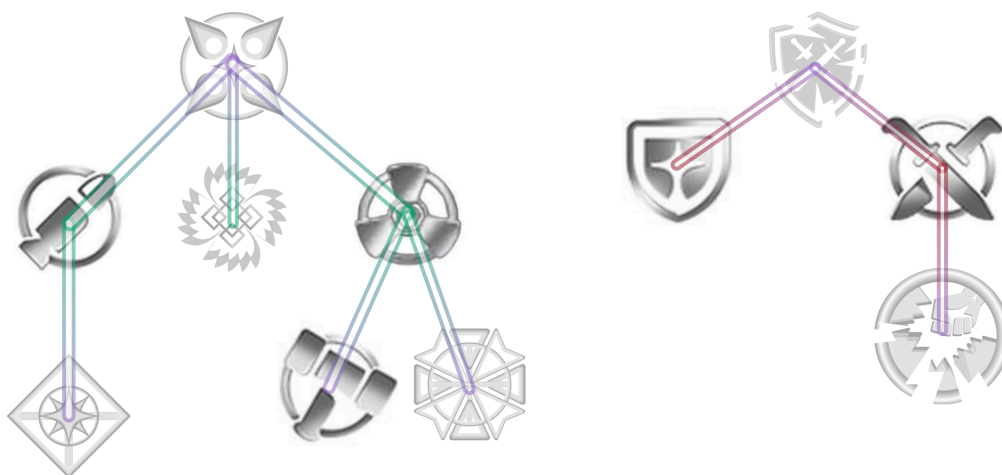
Enforcer





Agents with the Enforcer Specialty excel at inflicting pure attribute damage, using the attribute anomalies to their advantage to swiftly end combat.




(Derived from Anomaly)

## Specialty Chart



## Old Specialties

Stun		Agents with the Stun Specialty Possess powerful control abilities, excelling at building up a Daze to cause enemies to be stunned, thus creating opportunities for the squad to deal damage. (Derived from Anomaly)
Anomaly		Agents with the Anomaly Specialty are exceptional with applying debuffs, excelling at accumulating Anomaly buildup to weaken enemies and deal damage by triggering Attribute Anomalies. (Derived from Combination)

Attacker		<p>Agents with the Attack Specialty Possess Formidable Damage output capabilities, excelling at rapidly racking up damage directly through attacks to defeat enemies and bring the combat to a swift end.</p> <p>(Derived from Hybrid)</p>
Defense		<p>Agents with the Defense Specialty have strong survivability, excelling at tanking attacks to counterattack, seizing the upper hand for their side in the heat of battle.</p> <p>(Derived from Hybrid)</p>
Support		<p>Agents with the Support Specialty can aid and enhance other agents in battle, excelling at buffing friendly units to improve the combat effectiveness of the whole squad.</p> <p>(Derived from Combination)</p>

# Characters

Now onto my my favorite part the characters, because I currently have 8 different factions in the works. I'm also not an artist, as you have already noticed, but most, if not all reference images will be from Pinterest and I will leave a link to the page and give credits to the original artists. The character designs that I will be attaching will be created using either [BIGBANG](#) or [GENESIS](#) depending on the gender, which are products of [Charat](#) character creator.

The next few pages are going to contain information about the factions that I created, Give you a description, Character list, Inspiration, and the issue at hand.

## Character Chart

Faction	Character #	A Rank #	S Rank #
Search and Rescue Hollow Investigation Squad - Squad 4	6	2	4
Hollow Racers Championships	5	3	2
Neon Shinobis	4	1	3
Hollow Food Raiders	5	3	2
Nidarsvor Mining Industry - Hollow Mining and Resource Extraction	5	2	3
Shadow Pack - Hollow Bounty Raiders	5	2	5
Zahistoria Museum - Historical Hollow Research and Extraction team	5	1	4
The Knights Council of New Eridu	7	3	4

## Search and Rescue Hollow Investigation Squad - Squad 4

Characters
<a href="#">Yukiri Yamagiri (悠霧 山霧)</a>
Fu Zeyu (符泽宇)
Buzz Shenhugo (圣护狗)
Sofie Shenhugo (圣护狗)
Riley Kuroinu (黒犬)
Eleanor Shield

Inspiration:
<p>This faction is very loosely based on my family, but that only really applies to their ages and height.</p> <p>It also somewhat applies to Buzz Shenhugo, Sofie Shenhugo, and Riley Kuroinu since they are my dogs.</p> <p>The real inspiration is that they are based on a search and rescue squad, while also taking inspiration from <u>“The Boy Scouts of America”</u>, With their roles listed below(Which are inspired by the <u>“The Boy Scouts of America”</u> leadership positions):</p> <p>Senior Squad Leader: Fu Zeyu</p> <p>Assistant Squad Leader: Eleanor Shield</p> <p>Scouts: Fu Zeyu &amp; Yukiri Yamagiri</p> <p>Defender: Eleanor Shield</p> <p>Healer: Riley Kuroinu</p> <p>Support: Buzz &amp; Sofie Shenhugo</p>

## Facts and/or Extra Information

### Extra Information

Yukiri Yamagiri was originally going to be a Stun type, but I changed it to Anomaly.

Buzz and Sofie Shenhugo were originally going to Attackers, But I changed them to Support and Stun.

Riley was originally going to have the Fire Attribute, But I later changed it to Electric and then gave the Fire Attribute to Buzz.

Somewhere on their outfits is a medal-like badge that is based on this:



Which is called an “Explorer Silver Medal”, but instead of an eagle inside of the compass, it is something that identifies their role and ranks in the squad, with Buzz and Sofie Shenhugo sharing identical medals while Fu Zeyu and Yukiri Yamagiri are almost sharing identical medals.

### Facts

Fu Zeyu and Yukiri Yamagiri scout for people differently from each other, as Fu Zeyu uses an Ether radar, which scans and looks for the ether level that humans and ethereals release while Yukiri Yamagiri uses thermal imaging and hearing by using his prosthetic eye and ear.

Buzz and Sofie Shenhugo look similar to and are of the same species as Von Lycaon, with Riley Kuroinu looking similar to and being of the same species as Seth Lowell

Riley Kuroinu is based on my childhood dog who recently passed away.

Despite Buzz and Sofie Shenhugo looking like twins, they are not. Sofie is a year older than Buzz.

They all have the same type of armor with the only thing differing from each other being their color palette and their modified backpacks. Also, all of the shoulder pads of the armor have built-in flashlights and emergency lights, like those that police and paramedics use.

Despite Buzz being the youngest member, he is the tallest, with Eleanor being the shortest member despite being the oldest.

From tallest to shortest are: Buzz, Fu, Sofie, Yukiri, Riley, and Eleanor



From oldest to youngest are: Eleanor, Fu, Riley, Yukiri, Sofie, and Buzz

Title: Lost and Found in the Hollow

Problem/Backstory:

The sun was shining over the city as Wise and Belle cruised towards Lumina Square in their car. Belle, in the passenger seat, was absorbed in her phone, scrolling through deals and humming along to the catchy tune playing on the radio. Wise, focused on the road, had one hand on the wheel and the other resting on the gear shift.

Without warning, a nearby Hollow began to expand. The air shimmered with dark energy as the space around them warped and twisted. “Wise, look out!” Belle’s warning came too late. The car swerved uncontrollably as the ground beneath them buckled and cracked. With a heart-stopping jolt, the vehicle was flung into the Hollow, rolling end over end.

Wise was thrown clear, landing with a painful thud on the cracked pavement outside the expanding rift. He watched in horror as the car and Belle vanished into the swirling darkness of the Hollow.

Once Wise recovered his bearings, he raced back to Lumina Square and quickly accessed the H.D.D. system. With a few frantic taps on the interface, he entered the Hollow, determined to find his sister.

The Hollow's interior was a nightmarish landscape, a warped and darkened version of reality. The familiar square was now a maze of twisted streets and shifting shadows. Wise navigated the chaos with practiced ease, guided by his analytical mind and relentless resolve.

As Wise turned a corner, he spied on a group of six people going around and rescuing the victims and leading them to the exit. Upon Observing, it was clear that they were a part of the Search and Rescue Hollow Investigation organization because of their distinctive uniforms.

Once that was proven, Fairy began to search for what squad they were a part of, but Wise told her that there was no need because he already identified the squad as Squad 4 because of the dragon design on the back of their uniform since the first 12 squads are named after the [New Eridu Zodiac Signs](#).