

- Game Mode
- Control
  - Keyboard & Mouse
  - Keyboard Only
  - Controller
- Process
- Function
  - Function | L0
  - Function | L1
  - Function | L2
  - Function | L3
- MISSION

## KINA\_Design

## TA

- Mail System

- CB

## PCB 2023/09/18

- Level Release

## OB

## Y1S1

## Y1S2

## KINA\_PM

## Time Line

**Purpose:**

Make a way for player to receive the rewards after completed activities.

**Main requirements:****Program requirements:**

Designer need a tool can edit a mail. There's requirements need to have:

1. Flexible configuration of rich text(including formats, etc.). It also needs to support hyperlinks which could lead players to activity pages.
2. Freely control the sending time(accurate to minutes), and the mail's validity period(days/hours/minutes, default 30 days).
3. Flexible edit the mail's title, sender(can configure sender's name), recipient(the recipient needs to be accurate to a single player, and it is best to support player condition filtering like select the player with non-login in 30 days before).
4. Support mail attachment(like operator's tickets).
5. A button to receive all attachment.
6. A button to delete all mail.(support detection the mail's status).

**UIUX requirements:**

Player need a place to receive mail. There's requirements need to have:

1. A new button side the friends.
2. A mail list(include mail's status).
3. Viewable selected mail content.
4. Viewable attachments in mails.

+ 添加标签

# New Mail System

For designers mail tool

Mail Title

Sender

Attachment

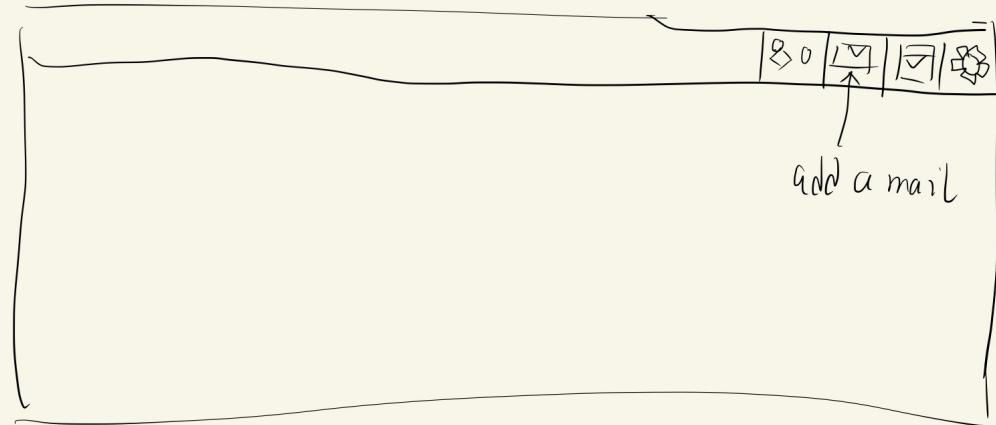
name	Search	Number
------	--------	--------

Send time  Days  Hours  Minutes

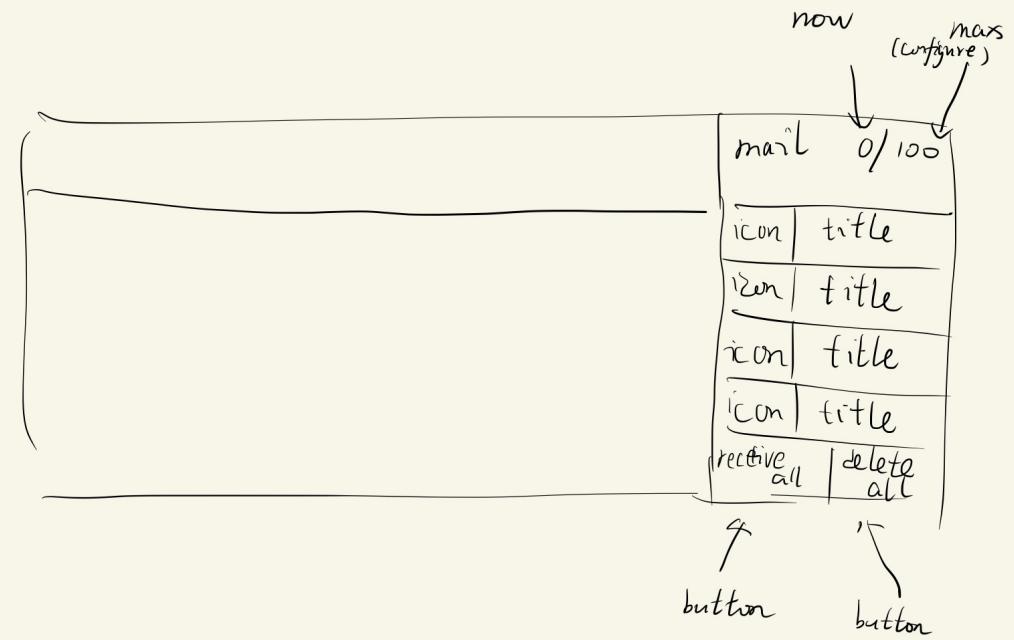
Content

Send

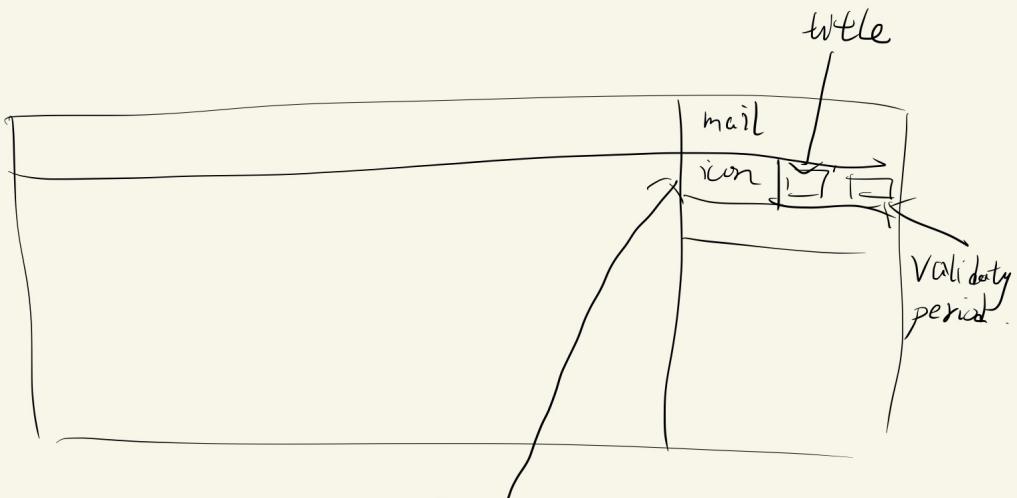
# Mail (for ROM).



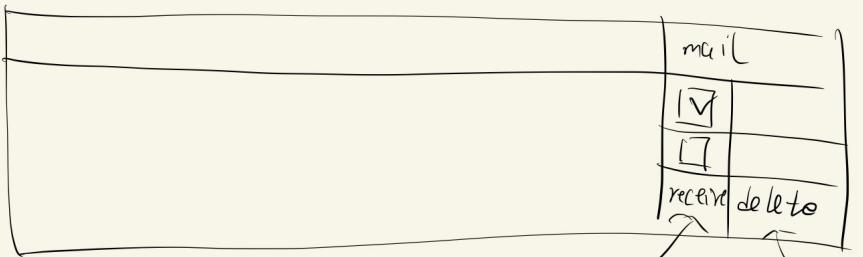
mail clicked:



click other position to back to mark



when click a mail's icon  
it change to a checkbox for selecting



after selected checkbox occurs  
button to select  
receive mail or delete.



read and exit mail without receive/delete  
will make the opened mail's color turn to  
grey (Unread is green text color)  
(title)

mail
<input checked="" type="checkbox"/>
<input type="checkbox"/>
<input checked="" type="checkbox"/>

if selected mail and clicked delete:

no attachment: delete ✓

with attachment:

pop up a message box for reminding  
 player receive it. DO NOT ALLOW  
 DELETE when there's attachment  
 exists.

VFX = after receive a mail's attachment,  
 occurs a short video.

after all of aboves has been done,  
 trans this task to QC for testing  
 (refer to this document).

日历

空间设置

快捷方式



此空间中没有快捷方式

内容



New Operator

**Name:** Tenga Ryan

**Code Name:** Owen

**Position:** Attack

**Speed:** 3/3

**Health:** 100

**Difficulty:** 1/3

**Skill:** DMG signal scanner

**Skill intro:** With causing dmg to enemies' times, obtain a count. If the count is enough, it could locate a enemy with the most HP.

**How to use skill:**

1. When your team has caused dmg to a not injured enemy, the count will plus one.
2. When the count bigger than two, press mouse wheel. Two seconds later, the enemy with the most HP will expose his position.

**Detailed description:**

1. It couldn't use when the count less than two.
2. Whatever the number of dmg caused, the count will always plus one.
3. If the enemy has been healed to full HP after taken dmg, he will not plus the count again.
4. The count must bigger than two(include two).
5. After the skill used, your team will get a icon of the enemy with most HP's position on heads up display, but can not know what operator he is.
6. At one time can only expose one enemy and reduce one count of scanner's.
7. If there's two(or more) most HP enemies, expose the one the most far away from Owen.
8. The scan will keep 4 seconds and per second get his location.
9. Count will return zero when Owen dead.
10. If the enemy were taken dmg near Mute's jammer, the count will not plus. With the same condition, scanning will be banned by jammer.

**Weapon:**

552 Commando (1x, 1.5x) / ITA12L

USP40

flash \*3 / smoke \*2

# New Operator

height: 176cm

weight: 62kg

country/region: Dublin, Ireland.

race: White.

gender: male

age: 26

favorite: football

outfit style: like Ash & bandit.

camp: Nighthaven.

position: information.

Tenga "Owen" Ryan

Owen / Attack

DMG signal scanner.

can't use near jammer.

can't fire when using (0.8s cost).

real-time occurs the position after 0.8s the button clicked.

count displayed in screen, start with 0.

Twitch's elec shoot can plus a count also.

more than 2)'s self-dmg can add count.  
(So, Ox can't add it within single rush.)

add-ons.

for prod:

programmer:

Detect enemies' health. If he injured & not near jammer, Owen's skill plus 1.

While count more than 2(include 2), Owen can use it quickly.

Don't display the enemy's operator. Instead of quiz, mark.

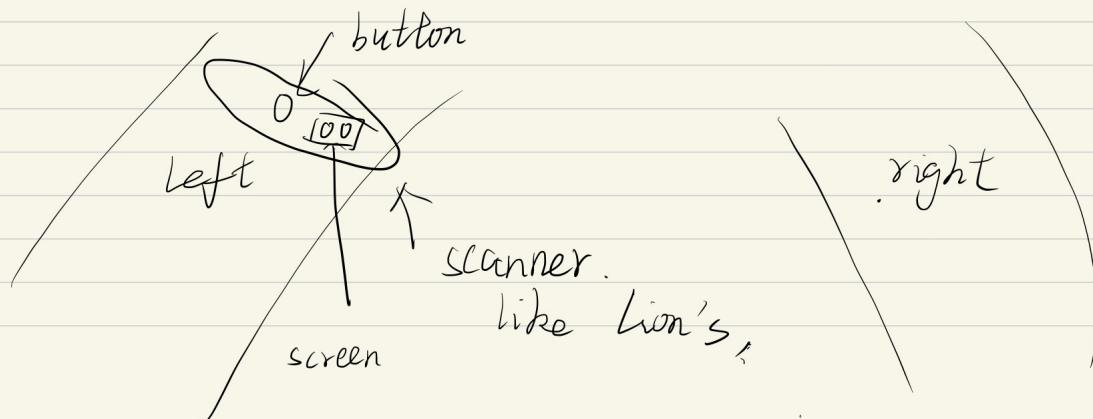
Artist:

a device bonds on Owen's left wrist.  
with a button and a small LED screen.  
The device like:



The red button.

while pressed mouse wheel, right hands  
click the button (cost 0.8s), and return  
to normal after 0.8s.



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- Function
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- MISSION

## KINA\_Design

## TA

- Mail System

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## Y1S1

## Social System with invitatio...

- invitation & message | L0

## Y1S2

## KINA\_PM

## Time Line

- TL20230918

## KINA\_QC

## invitation &amp; message | L0



负责人: Hangcheng "Aci" Liu ...  
最近更新日期: 大约1分钟以前

**This page made for R6M!!!**

With the function of creating room published out on UBC recently, There should have a place for the player who don't have enough groups or friends to start a game for 5V5.

In that case, we could make a social system on home page.

All the player could communicate here with a limit how many messages they can send(maybe 5 per minute or no limit?).

Player could invite others in social channel also.

With this system deployed, players would have a good improvement on social attributes.

+ 添加标签



成为第一个添加回复的用户



写评论...

快速入门

hclgames.atlassian.net/wiki/spaces/Kina/pages/1441972/MISSION

# Kina / ... / Basic / MISSION

## MISSION

负责人: Hangcheng "Aci" Liu ...  
9月 23, 2023

# Mission Design

```
graph TD; AllMission[All Mission] --> MainMission[Main Mission]; AllMission --> SideMission[Side Mission]; MainMission --> Expansion[Expansion]; MainMission --> NormalMain[普通主线]; MainMission --> ContractMain[合约主线]; SideMission --> PartialBranch[需要部分分支必打]; NormalMain --> NormalSub[普通支线]; ContractMain --> ContractSub[合约支线]; Expansion --> RepeatingMission[Repeatable Mission];
```

The flowchart illustrates the mission design hierarchy. At the top is 'All Mission', which branches into 'Main Mission' and 'Side Mission'. 'Main Mission' further branches into 'Normal Main' (普通主线) and 'Contract Main' (合约主线). 'Normal Main' leads to 'Normal Sub' (普通支线). 'Contract Main' leads to 'Contract Sub' (合约支线). 'All Mission' also leads to 'Expansion' and 'Repeatable Mission'. 'Side Mission' leads to 'Partial Branch' (需要部分分支必打).

All Mission

Main Mission

Normal Main

Contract Main

Normal Sub

Contract Sub

Expansion

Repeatable Mission

Side Mission

Partial Branch

负责人: Hangcheng "Aci" Liu ...  
9月 23, 2023

All Mission

Modified 2 months ago

+ 添加标签

快速入门

hclgames.atlassian.net/wiki/spaces/Kina/pages/1409118/Process

# Process Design

## Process

负责人: Hangcheng "Aci" Liu  
最近更新日期: 9月 24, 2023

### Figma

```
graph LR; Play[Play] --> Change[Change information]; Change --> NewTravel[New Travel]; NewTravel --> CGMM00[CG-MM00]; CGMM00 --> CGMM01[CG-MM01]; CGMM01 --> CGMMStudio[CG-MMStudio]; CGMMStudio --> RRNM01[RR-N-MM01];
```

Untitled Edited 2 months ago

Visible to people invited to this file

+ 添加标签

写评论...

快速入门

Gamemode: Bomb.

for CS.

Map name: The secret one / 秘密之城

Map size: 130m / 140m

Pacing: Quick

Designed a map

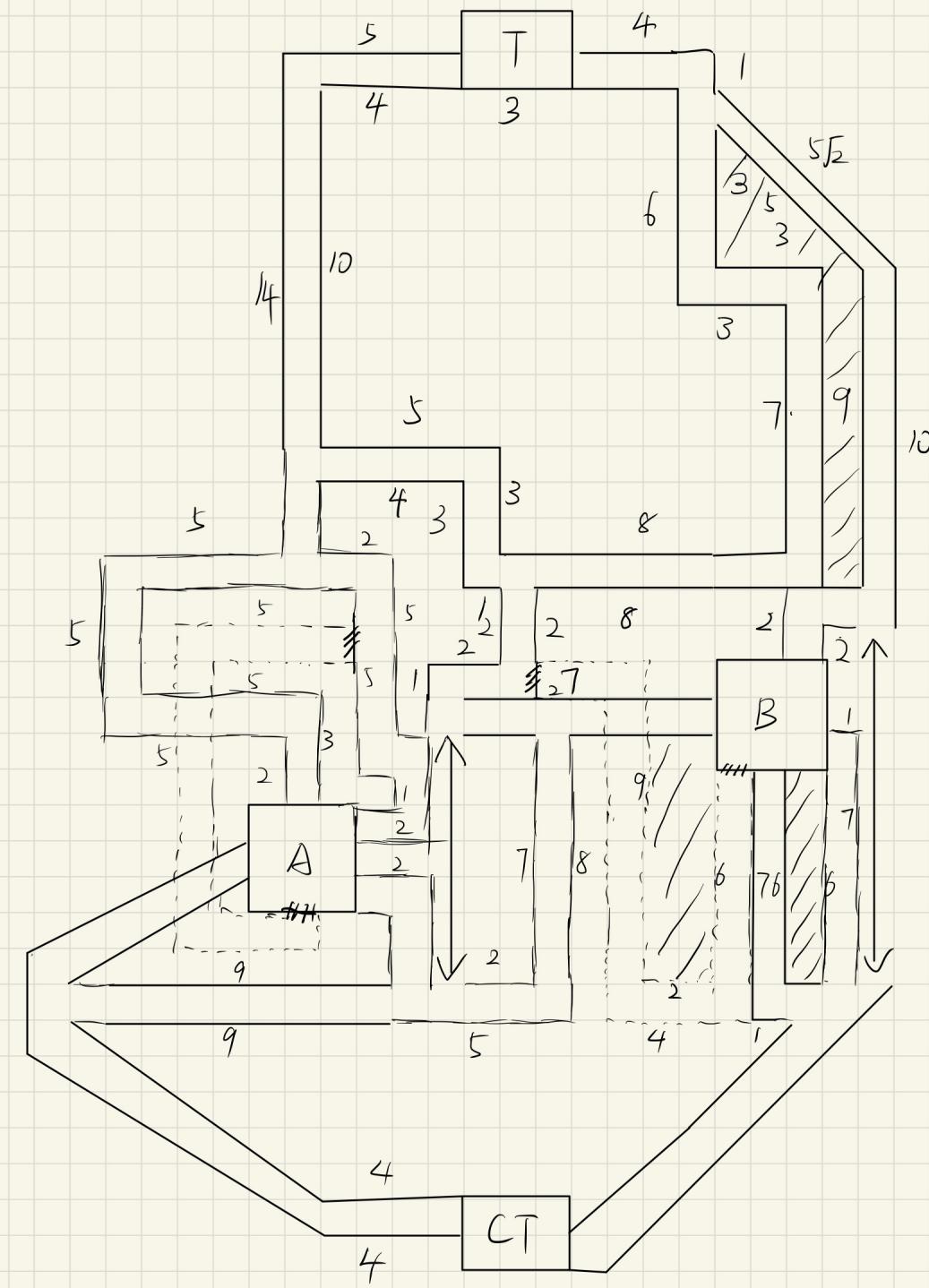
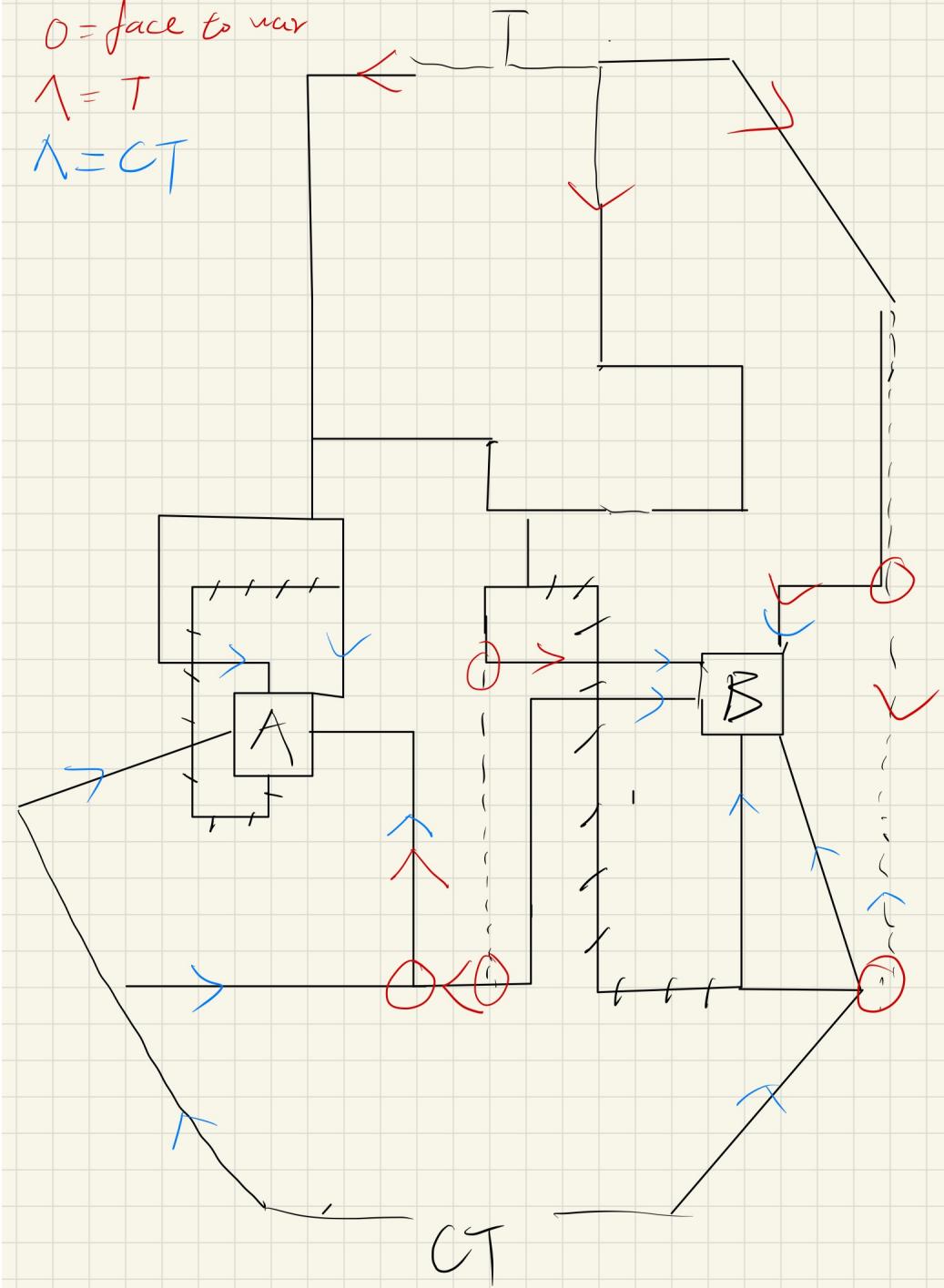


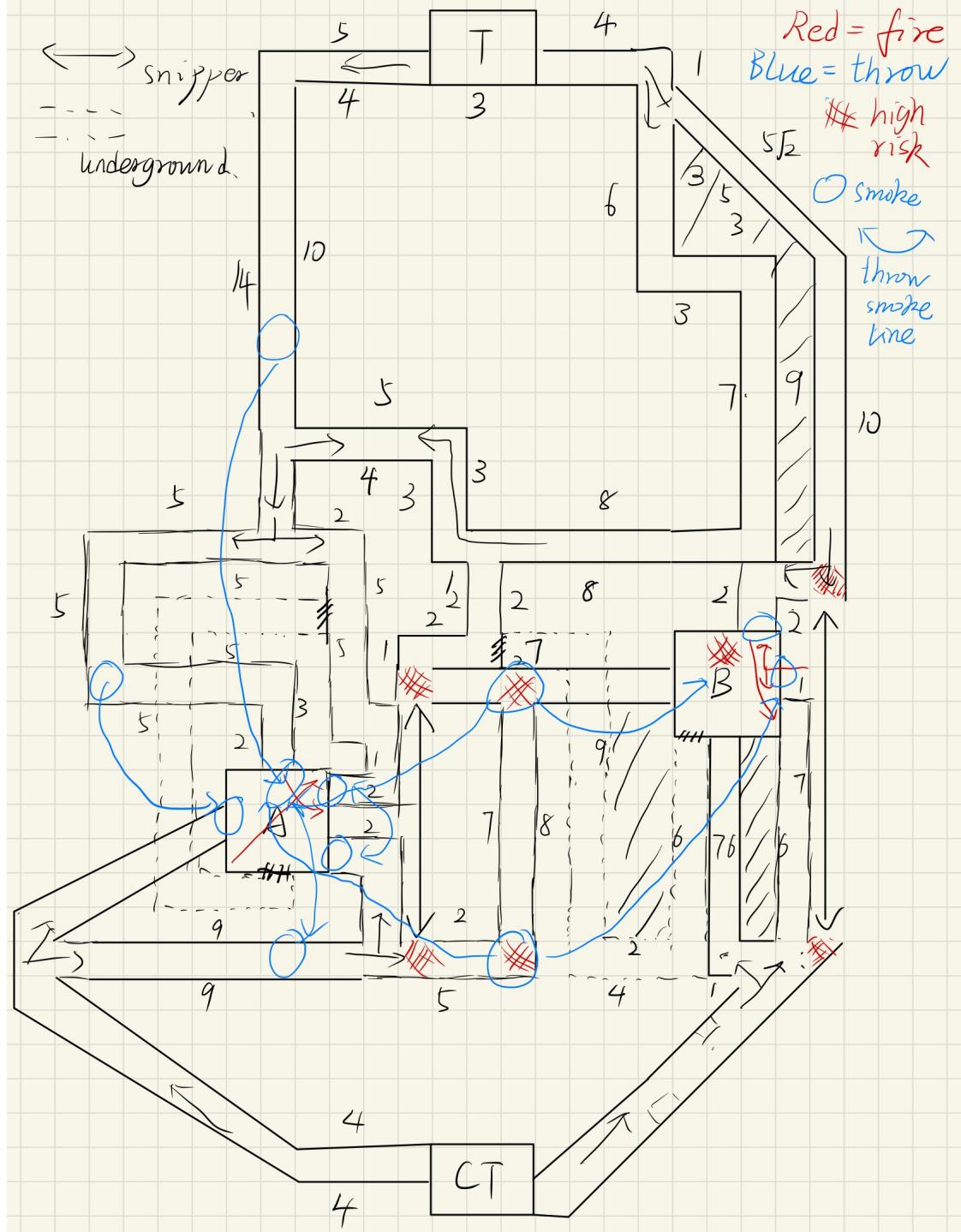
The secret one ↗

$O = \text{face to user}$

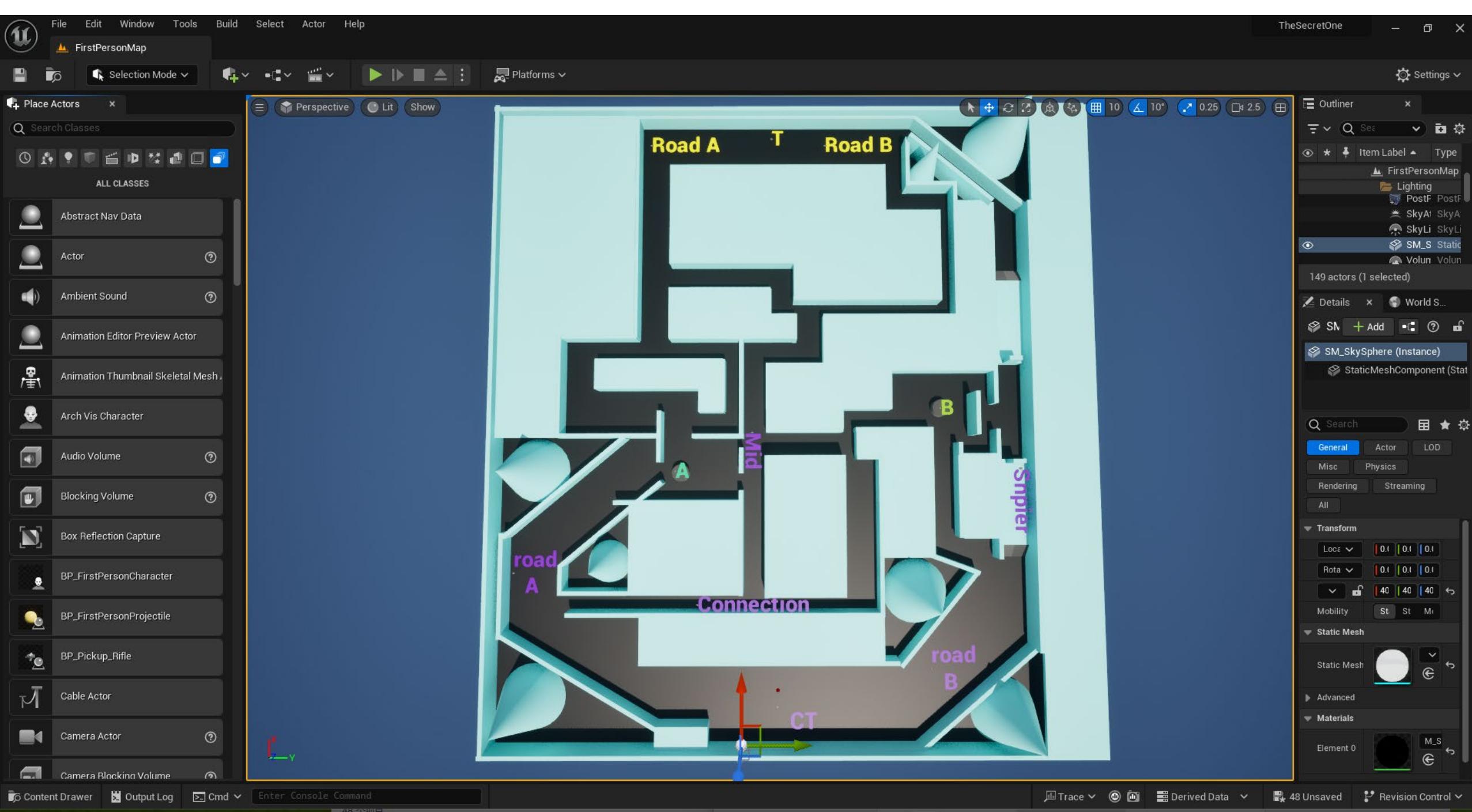
$\Lambda = T$

$\Lambda = CT$





$CT \xrightarrow{B.J.} B$	$\approx 15s$
$B \xrightarrow{\text{connect}} A$	$\approx 10s$
$A \xrightarrow{A.Z.} CT$	$\approx 15s$
$CT \xrightarrow{A.Z.} A$	$\approx 15s$
$CT \xrightarrow{\text{A}} A$	$\approx 20s$
$T \xrightarrow{A.Z.} A$	$\approx 18s$
$T \xrightarrow{A.J.} A$	$\approx 20s$
$T \xrightarrow{\text{A}} A$	$\approx 18s$
$T \xrightarrow{\text{A}} B$	$\approx 23s$
$T \xrightarrow{B.J.} B$	$\approx 13s$
$\Delta CT > \Delta T$	
$T \text{ throw} > CT \text{ throw}$	



Code name: Kina

Project establishment time: Sept. 17, 2023.

Game mode: TPS

Gameplay: PVE, PVP, PVE, PVP(Future)

Introduction: 2078年, Outsiders 向 Riden(莱登)全境使用了秘密部署已久的末世生化武器, 数以万计的平民与部分奋起反抗的将领全部离世。经此 Original Attack (原初之战)后, Riden 被迫分解为三个Region(区域): 北部的 Republic(瑞流共和国), 西部的 White Arms(白壁), 东部的 Empire(翼阿)。主人公将从保留着人际交往的 Republic 开始, 培养起自己的配置, 逐步发现 Outsiders 的真相。

背景设定在2078年, 因此会有众多 DIY 项目:

① 因为 White Arms 的存在, 实际上 Riden 内众多领域都含有众多 Weapon/Gear 制造商, 不同制造商提供不同数值。

② 地图内场景均应发生在废弃/破坏后的城市设施, 可存在少部分关卡发生于郊区设施

③ 主要玩法为 TPS + PVE, 且具有大量高杀伤性武器, 因此:

地图内可以有大量被破坏的地形但除剧情、隐藏设计外均不可被破坏。

地图内存有大量掩体设计

Weapon Slot × 5, 其中:

Slot 1, 主手, 可携带除 Ultimate(终极)外的所有武器种类

Slot 2, 副手, 可携带除 Ultimate、Club(棍棒)、Portable(便捷)外的所有武器种类

Slot 3, 随身, 仅可携带 Portable

Slot 4, 高危, 仅可携带 Ultimate、Club

Slot 5, 信号, 仅可携带 Consumable(复用)

Gear Slot × 8, 其中:

Slot 1, 头盔

Slot 2, 面具

Slot 3, 胸甲

Slot 4, 背包

Slot 5, 手套

Slot 6, 下装

Slot 7, 护膝

Slot 8, 鞋

# Project Kina's design

FP      ghostrunner + MH + TD2MM  
PVE + PVPVE

GR's vision & action

MH's mode

No Attribute on weapon/gear

online project. NTH scalable map.

No more DLC selling, need to add some pay point  
Wanting for a base game and a large DLC

TBD a secondary DLC

for free to update

every DLC comes with at least one large feature update  
like TD2's watch NY

as a PP both with sword and gun

looking back to Tencent's ~~穿越火线~~ a TPS,

painting style tolerants both animal and reality

or animal skin  
R6S

No need to modify ~~true~~ newgun

e.g. loading magazine quickly

or other action

Valorant's skin vs a good case

LD starts

story, bases on a cyberpunk city like 2077.

both sword and gun should be able to use

With Hi-Tech.

Skyrim S vs a good case.

A bit hard-core

Mainly on playability

L is of L, difficult like val from 3 to 10.

L make norm base on Crossfire.

if only charged GUN, seem like FPS.

# Keyboard / Mouse

WASD

movement

TAB

scoreboard

~

mini map. (rader always on).

Q

left hand skill

E

right hand skill

R

prepare [reload for gun, or restore for melee, pressed then click mouse 1 or 2].

F

function

L-shift

run (will put away weapons) (low accuracy)

L-ctrl

silence (medium accuracy)

L-Alt

lie down (high accuracy)

Space

jump.

mouse 1 : left fire

mouse 2 : right fire

default weapon

Double duo (sword), giant (sword)

melee

melee

3C character, camera, control  
character — same model / hitbox

camera — FP, like CS2 (focus on hand, look down for knee and foot).

control — K&M, K, C



left



right

hand or others  
design