

## game dev goals stage 0 preset checklist

- create player ✓
- move player ✓ arrow keys
- sprint player ✓ shift
- tile sets ✓
- create base menu ✓ (no other actions available)
- create basic collision ✓
- create doors ✓ (must define other doors before using)
- create basic save system ✓
- create dialog boxes ✓ refer to interact obj

### progress

shift to double txt spec

- add features to dialog boxes ✓ + images ✓
  - + background ✓
  - + fonts ✓
  - + basic speed control ✓
- add the ability to use bitmap fonts ✓
  - must be a animated sprite with the frames being in the following order
- added name changer ✓
  - must change rooms for dialog to take effect
- added sound control scripts & objects ✓
- item system ✓
  - battle system
  - choice of dialogs (other than save menu) ✓

### stage 1

- flesh out the story
- move start room not in test room
- shut off test room to debug mode only
- fix bugs in stage 0

### stage 2

- build story and locations
- build sprites
- test on a different computer
- fix any unseen bugs

# graphics sizes

4x4 obsolete smallest

8x8

16x16 smallest recommended \*\*

<sup>Avg</sup>  
12x24 = player / 1.1c size  
↳ 4 frame animation

32x32

64x64 - Average portrait size

128x128 largest recommended

256x256

512x512 largest base tile/object size

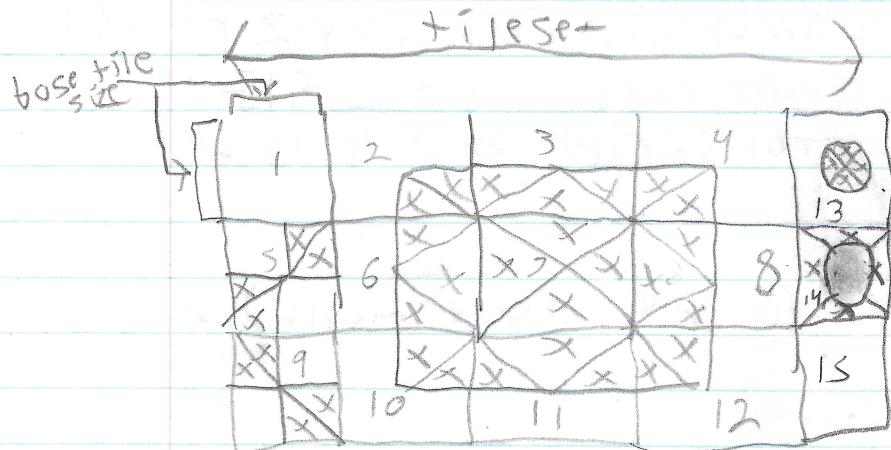
1024x1024 backgrounds only beyond this point \*

\* Seldom use as it will take longer to load

\*\* used for testing only for final game use 32x32 or larger

What is meant by base tile size  
in a tileset it is the size of the individual tile

Example tile set



Steps to release

All 4 playtest QC tests complete

All story playtests complete

All bug finding tests complete

Sound types accepted

.ogg

.mp3

Save file name

Save, begocrop

uses .ini file base

control scheme currently  
arrow keys - move player / manage menus  
shift - sprint / speed up dialog  
enter - interact / menu accept  
control - mcv  
escape - end game

~~Item indexes~~

0 = null item

1-199 = healing / status

200-299 = armor

300-499 = weapons

500-700 = key

701-999 = misc

~~item indexes~~

0 = null item

1-199 = healing items 200+ = key / misc.

Equip indexes

200/0 = null equip

1-199 = armor

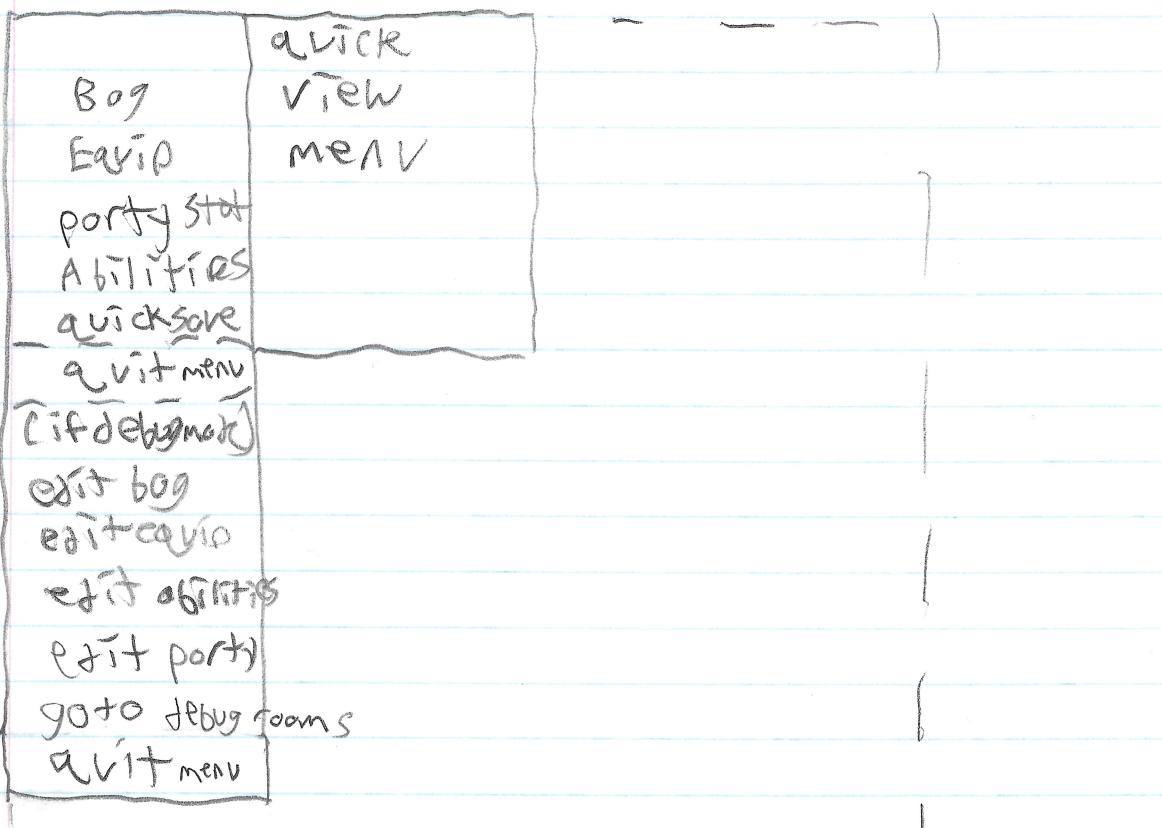
201-399 = weapons

number	name	type	minimum effect
000	empty	None	none
001	revival bacon	healing/stat	FULL health o K.O. or Kill
002	bacon	healing/stat	heals a Knob Ally to half
003	bacon bits	healing/stat	heals a Knob Ally to quarter
004	mastered potion	healing	heals ally by 200HP
005	expert potion	healing	heals ally by 100HP
006	vitro potion	healing	heals ally by 50HP
007	potion	healing	heals ally by 25HP
008	pity potion	healing	heals ally by 5HP
009	apple	Stat	extends max endurance consumption
010	stamina potion	Stat	extends max endurance consumption
011	hi-stamina potion	Stat	... by 100
012	expert stamina potion	Stat	... by 150
013	mastered stamina potion	Stat	... by 250
014	experience potion	Stat	increases experience by
015			
016			
017			
018			
019			
020			
021			
022			
023			
024			
025			
026			
027			
028			
029			
030			
031			
032			

# Armor & Equipment

number	name	type	stats	Character
000	none	null	+0 +0 +0	All
001	regular clothes	Armor	+1 +0 +0	All
002				
003				
004				
005				
006				
007				
008				
009				
010				
011				
012				
013				
014				
015				
016				
017				
018				100
019				500
020				800
021				1000
022				1200
023				1500
024				1800
025				2000
026				2200
027				2500
028				2800
029				3000
030				3200
031				3500
032				3800

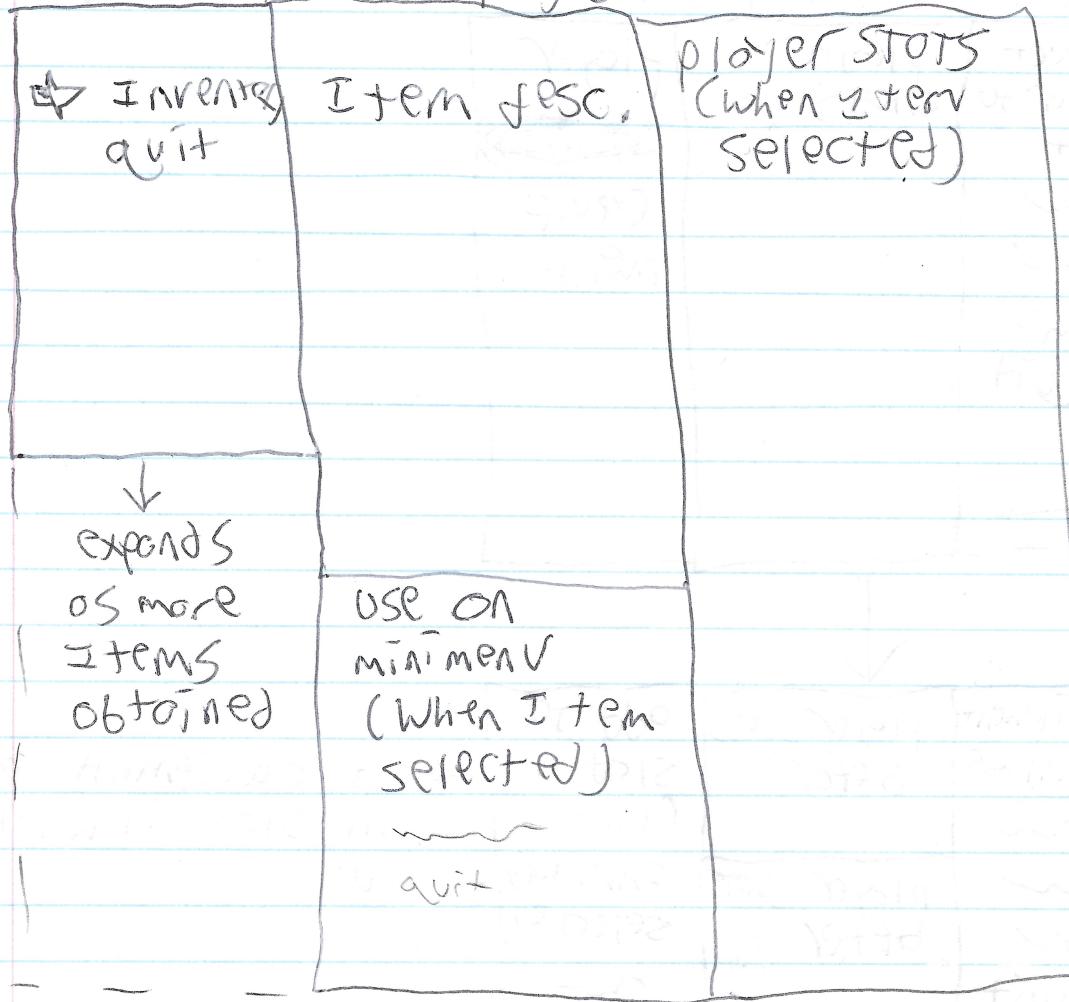
# game menu



## quick view panes

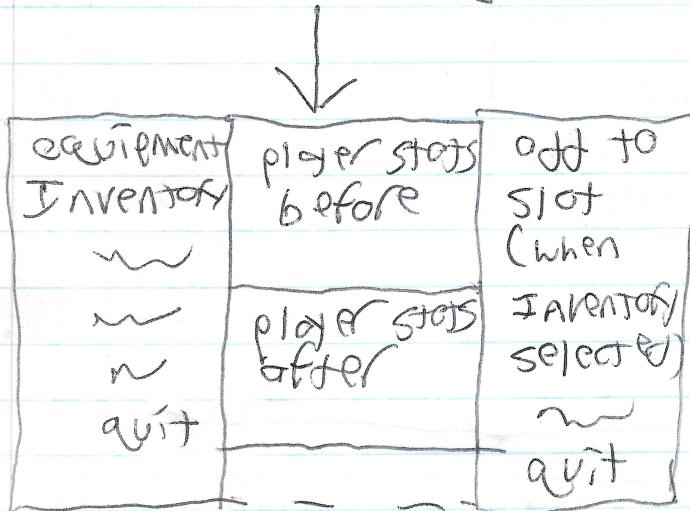
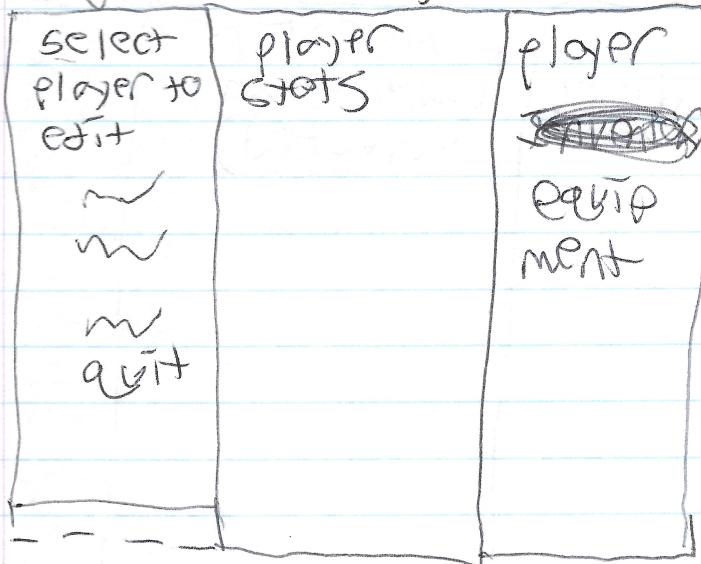
(bog)	(equip)	(party stats)	(abilities)	(quicksave)
item 1 x ...	equip inv 1	party leader	or - party	
item 2 x ...	equip inv 2	stats	:	
item 3 x ...	equip inv 3		:	
item 4 x ...	equip inv 4			

## Item menu layout



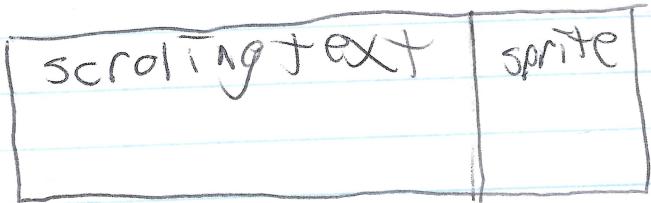
- The default overworld sprite for a item is • Sparkling lights
- the overworld item odd is in test room 2

# Equipment Layout



\* if equipment already in slot it will swap out

# Dialogue box layout



## key bindings

shift - multiply scrolling speed by  
2 when held

enter - confirms the dialogue  
overworld spawn creation values

messages [0-n] = "dialogue + text here"

images [0-n] = dialogue sprite

mspeed [0-n] = dialogue min speed set to  
a negative value for instant dis-

font [0-n] = dialogue font

font\_color [0-n] = dialogue color

~~sprite\_(direction)~~ =

sprite\_up

sprite\_down

sprite\_left

sprite\_right

padding = distance between text and gui edge

scalex [0-n] } = text scaling for

scley [0-n] } = large fonts

disox } x,y coordinate for dialogue box

disoy }

sprite [0-n] = background sprite

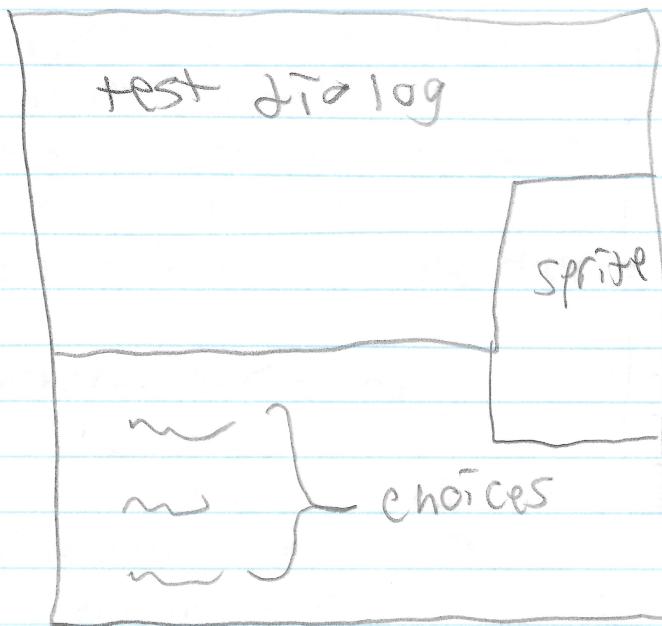
end\_action } comment when finished

end\_aocs }

end\_lois }

trackplayer = self-explanatory

# Choice box men V



## Name Select

A	J	R	Z
B	I	S	
C	K	T	<
D	L	U	>
E	M	V	=
F	N	W	.
G	O	X	
H	P	Y	cops
.	Q	,	enter

97 201 3000 0.00

2009

Combat

Stats

HP/MHP - Health Points

Endurance/meritance - Turn Points

ATK - damage

Def - damage reduction

SPD - how fast the recharge bar fills

2009

recharge bar - Indicator of how long to another

endurance recharge

endurance is full health 5% of your hp

SP menu - choice of critical attack

meritance open

menu

2009

2009

2009

run away & full endurance - 1% of

the menu

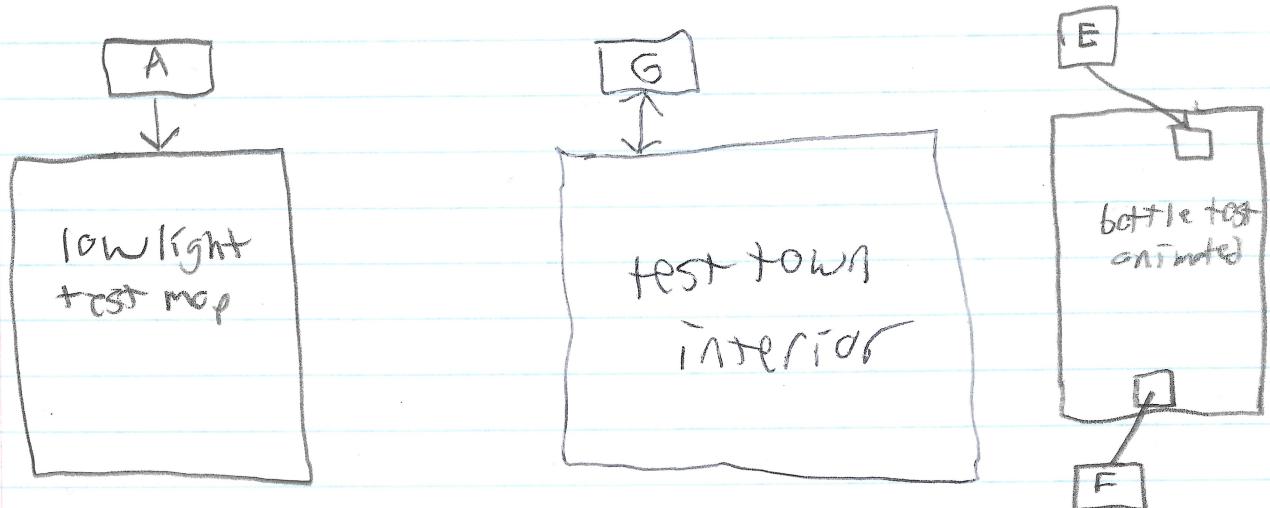
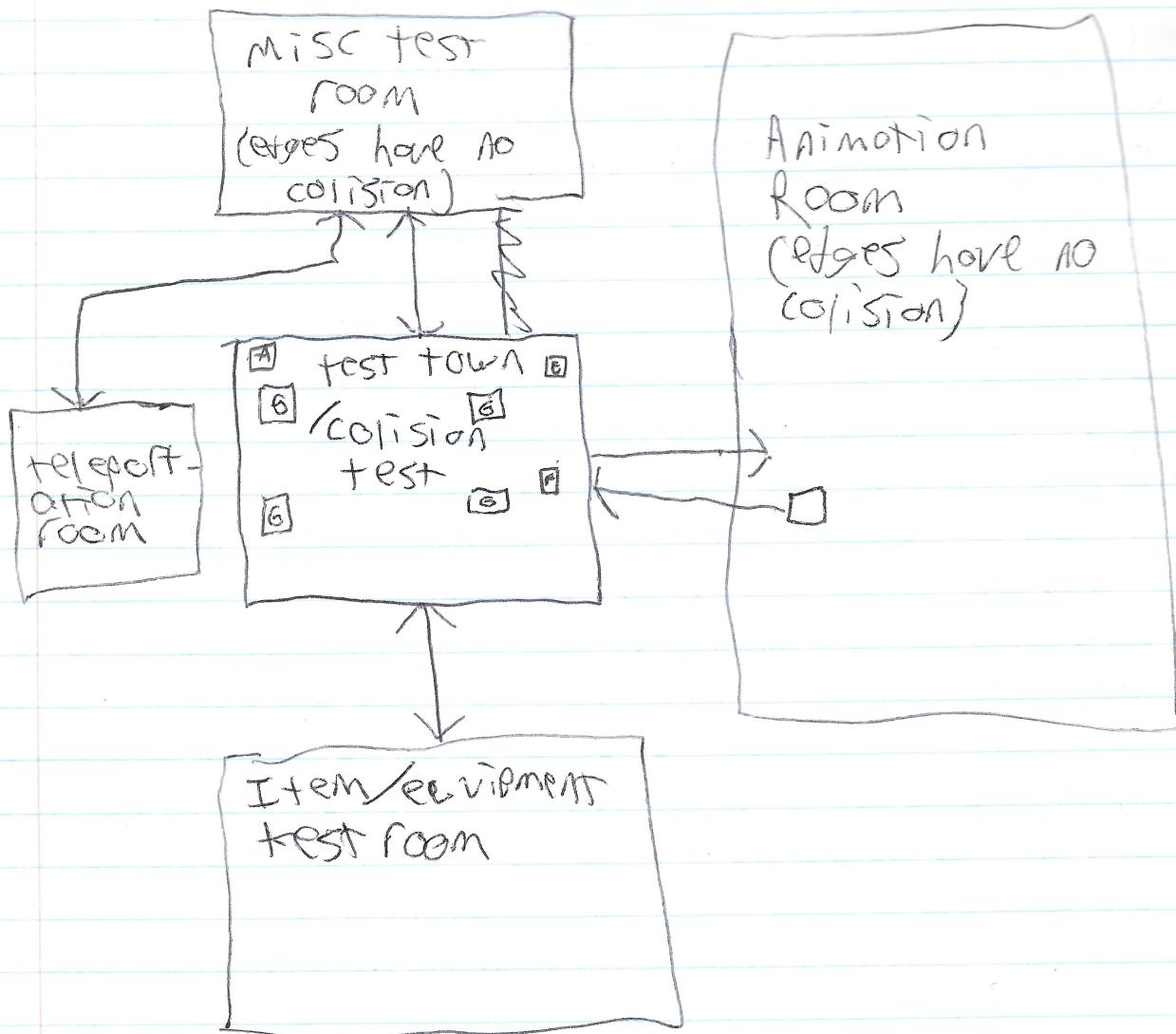
HP Recharge	ATK	SPD
Endurance	Ability	Turns
Run	Item	Cost

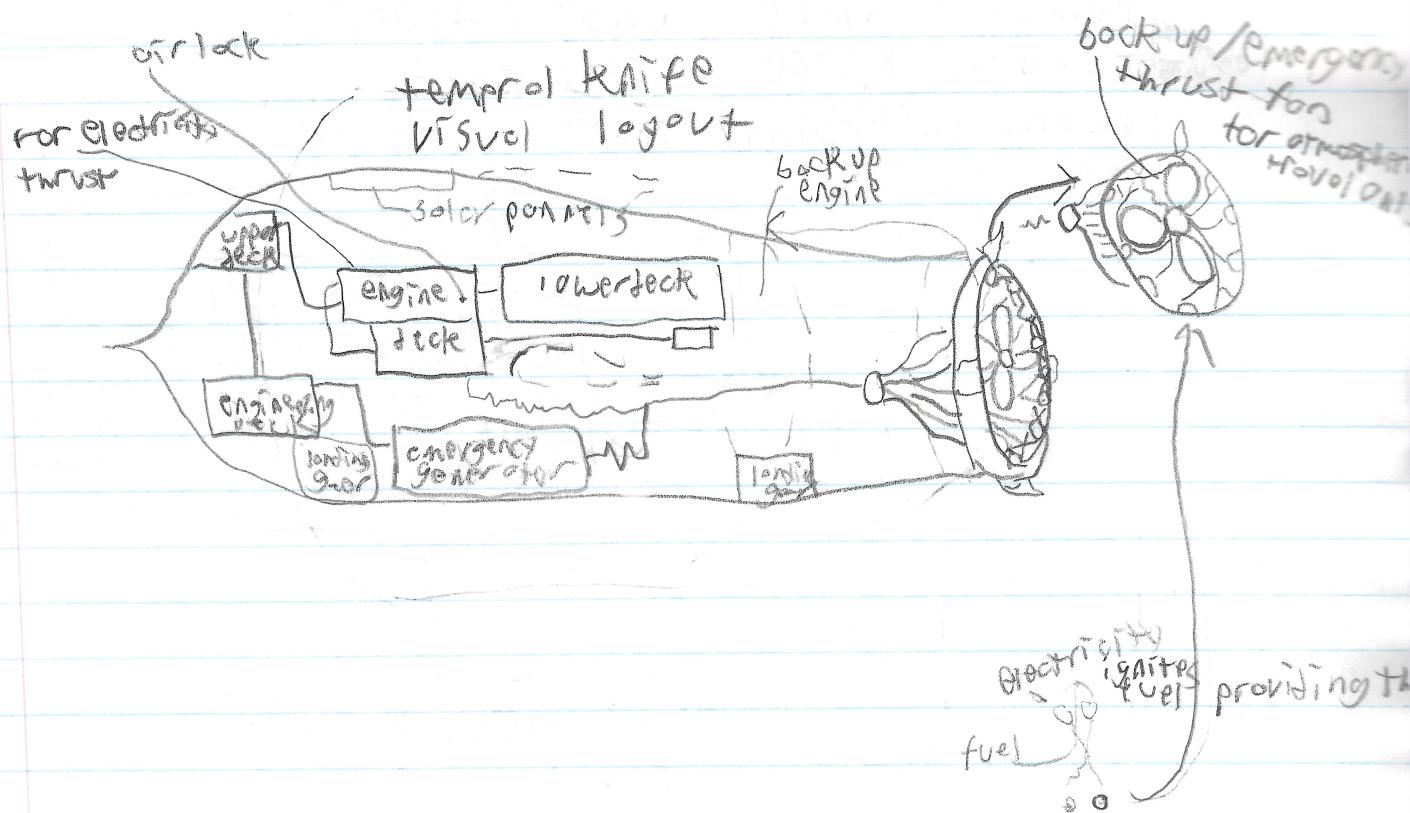
## Abilities

bo = battle ONLY  
ovo = overworld ONLY

number	name	effect	format
BO:000	null	no effect	
BO:001	Attack	just a normal attack	OTK * rand(.5-3) / cm

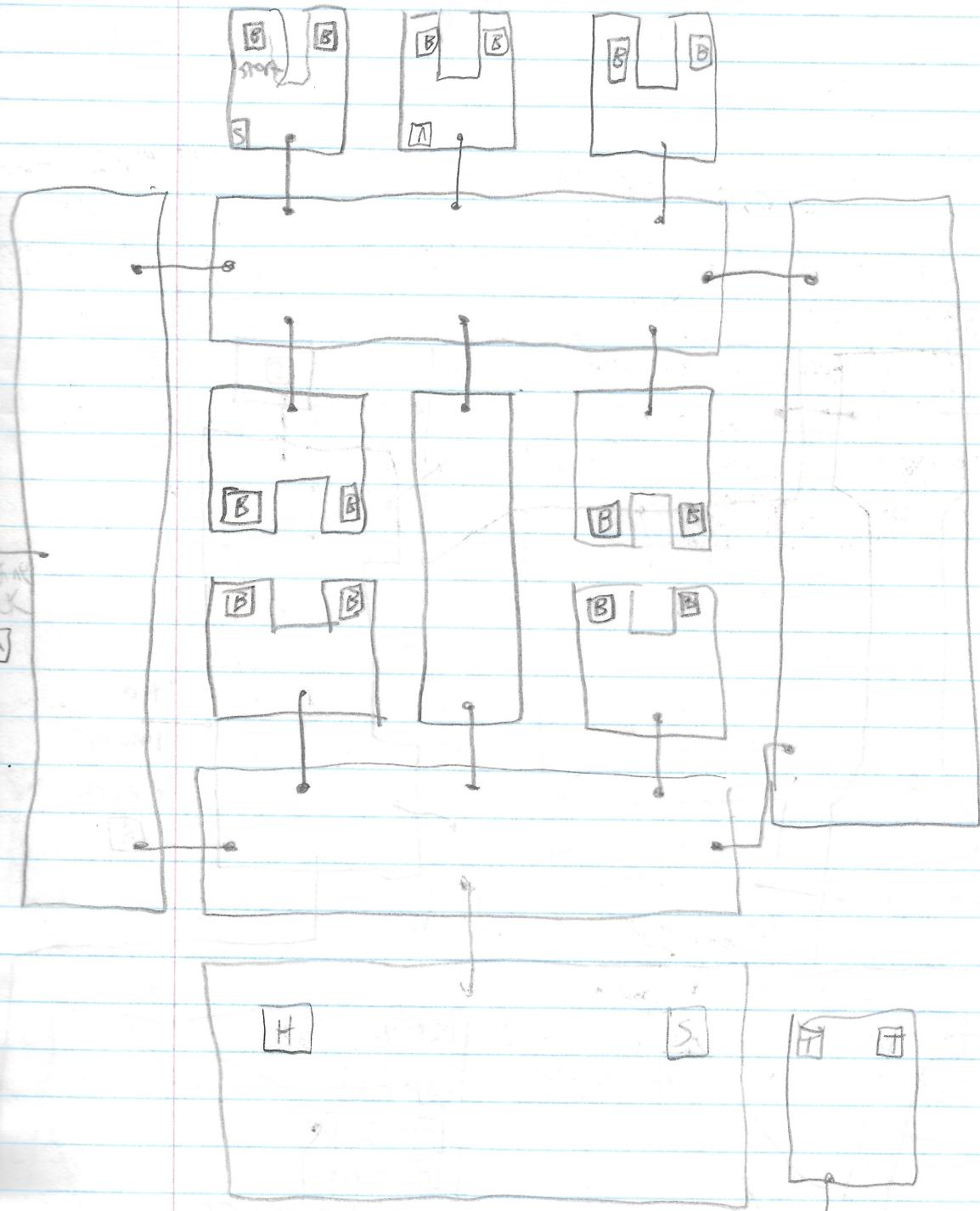
# Test Room's Toy of lands





futuristic space ship  
CONSTRUCTION JETE  
May 13, 2013 alt. timeline

# Loy of Lendas temporal knife lower deck



## KEY

- Bed

- Sove = Treasure

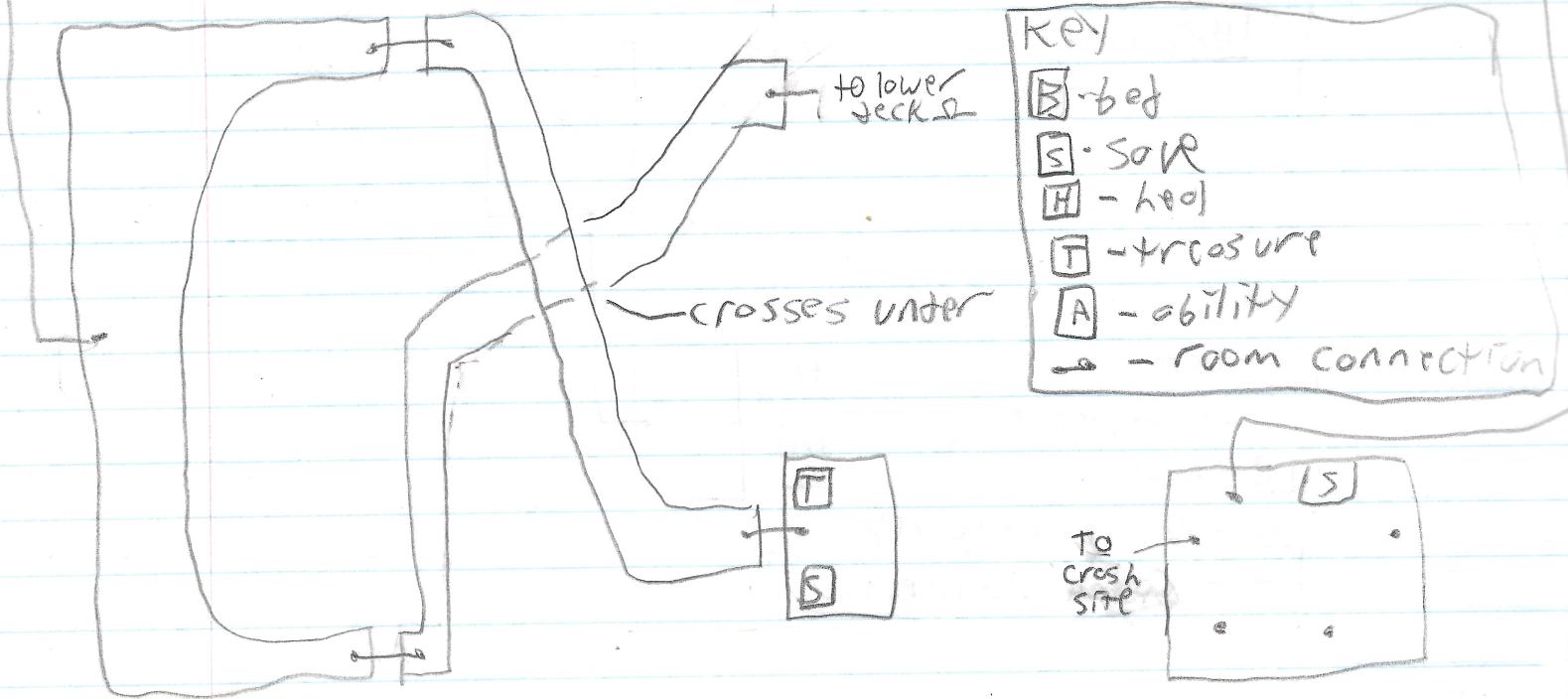
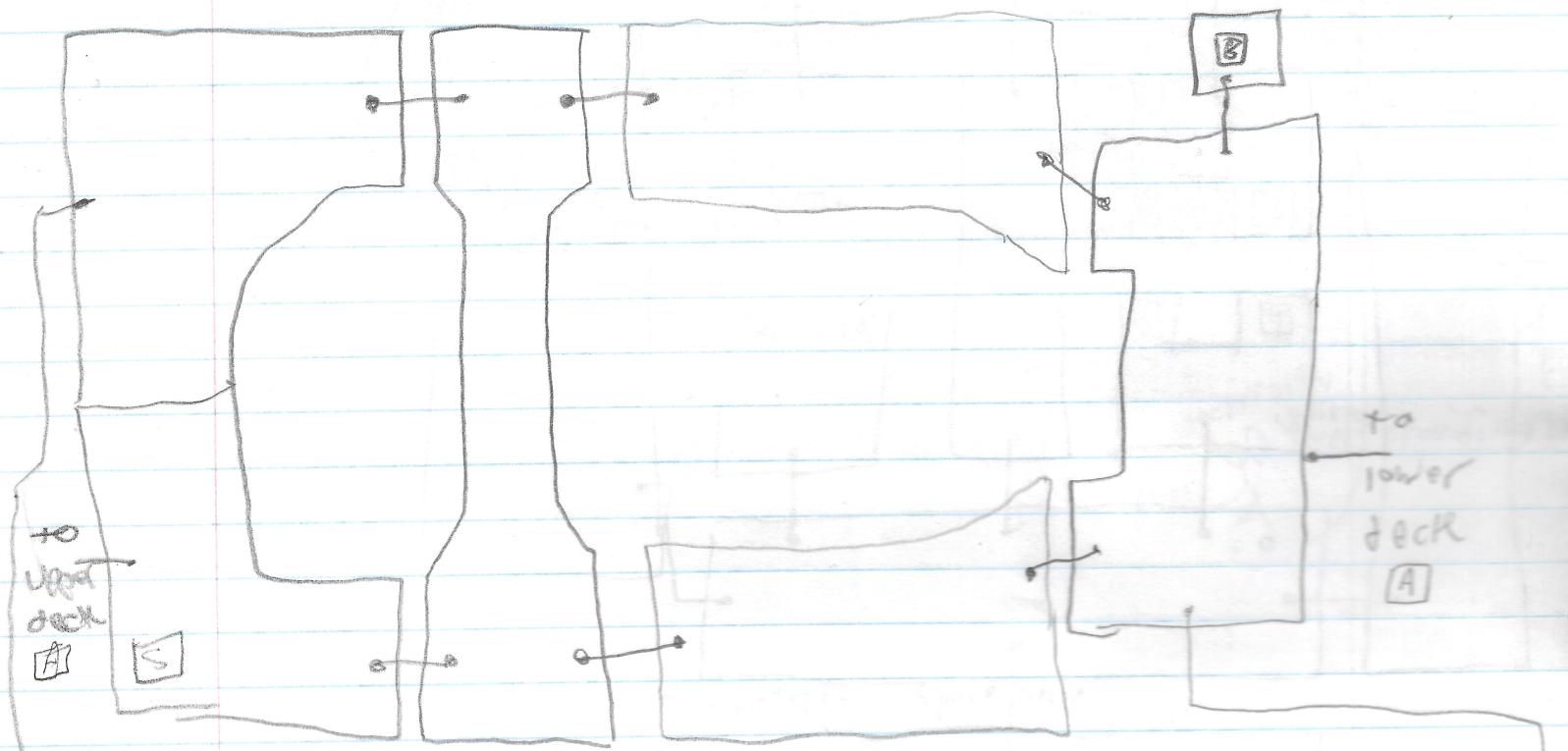
- Heal

- Ability required

- Room connection

to  
engine  
deck

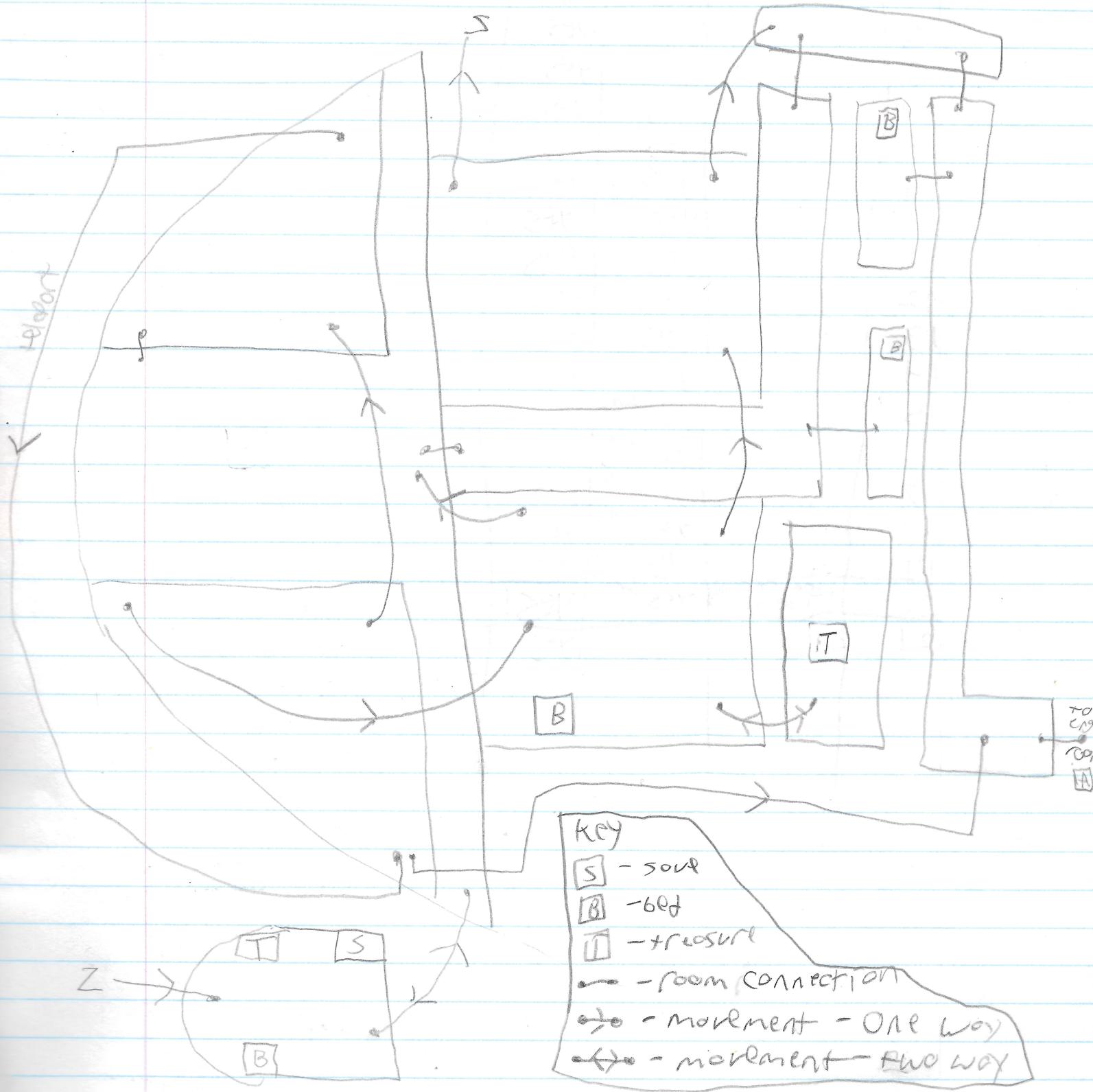
toy of lands temporal knife engine tech



lot of lands

time space knife

upper deck

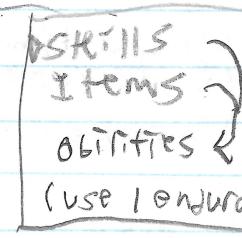
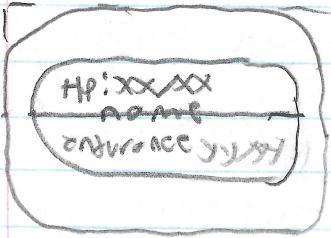


# Speed tests

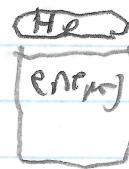
no	notes default working speed	playable	fast	
1		yes	no	
2	default run speed	yes	no	
3		yes	no	
4		yes	no	
5		yes	yes	
6		yes	yes	
7		yes	yes	
8		yes	yes	
9		yes	yes	
10		yes	yes	
11		yes	yes	
12		yes	yes	
13		yes	yes	
14		yes	yes	
15		yes <sup>barely</sup>	yes	
16		yes <sup>barely</sup>	yes	
17		yes <sup>barely</sup>	yes	
18		yes <sup>barely</sup>	yes	
19		yes <sup>barely</sup>	yes	
20	edge of running speed	yes <sup>barely</sup>	YES!	
21		no	YES!!	

# Hybrid bottle system

bottle overlay



Player  
Follows



boss  
Name

boss HP

only visible when near bosses

## controls

p - toggle party member (player options + health)

Enter (when not near a interactive) - open player options

menu

control - open game menu (3 sec after last enemy attack)

wasd - manage player options

z - confirm player options

a - regular attack

player following removed due  
to high lag with enemies

# hybrid battle system weapon + traits

type name	Damage times	Cooldown	Damage formula	equip type
horizontal strike	med	low	$= \max(\text{atk} + \text{watk}) - \text{edef}$ ↳ 1)	weapon melee
vertical strike	med	low	$= \max(\text{cattk} + \text{watk}) - \text{edef}$ ↳ 1)	weapon melee
circle strike	high	high	$= \max(\text{atk} + \text{watk}) - \text{edef}$ ↳ 1)	weapon melee
linear shot	5 shots	med	$= \frac{1}{5}((\text{cattk} + \text{watk}))$	weapon range
tracking shot	2-3 shots	high	$= \frac{1}{2}((\text{cattk} + \text{watk}))$	weapon range
tracing shot	4 shots	low	$= \frac{1}{4}((\text{cattk} + \text{watk}))$	weapon range
Version Shot in Glimmer	circle volley	20 shots	Very high depends on shot used	weapon range
	worping strike	med	normal med crit none	vertical strike weapon special
circle of swords	on contact start life 1-5sec	none but limited on swords	$= \max(\text{cattk} + \text{watk})$	weapon special
horizon draw	med	low	$= \max(2(\text{atk} + \text{watk}))$ ↳ edef, 10	weapon upgrade
vertical strike	med	low	$= \max(2(\text{atk} + \text{watk}))$ ↳ edef, 10	weapon upgrade
(circle strike + circle roll) circle of damage	high	high	(based on attack type)	weapon combo
* unenting + trait	1 step higher than normal	one step lower than normal	normal trait normal damage	weapon modifier
modifies another trait	unenting + trait	normal trait	= trait but swap atk with watk atk with watk edef with edef edef with edef	weapon modifier

atk = character attack

watk = weapon buff

cattk = current attack

edef = max endurance

cattk = enemy attack

edef = enemy defence

espd = enemy speed

spd = character speed

\* = core

# Character profiles

Name/charfis/jewel

hair color: player choice

eye color: player choice

editing stats

gender: player choice

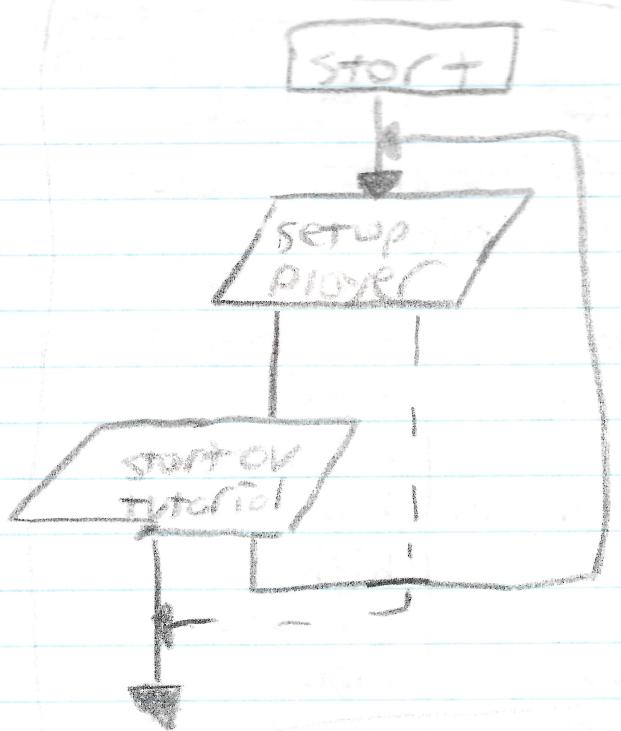
alignment: generally neutral

clothing color: player choice

Stat	hard/pacifist	medium/neutral	easy/genocide	↑ Impossible very high
HP	low	normal	high	high
ATK	med	high	Very high	normal
DEF	low	normal	high	med
CHARACTER	med	med	high	low
Speed**	low	low	normal	
enemy ATK	low	normal	high	
enemy DEF	high	normal	low	
enemy Speed	low	normal	high	

\*\* = player choice affects this row and may be different

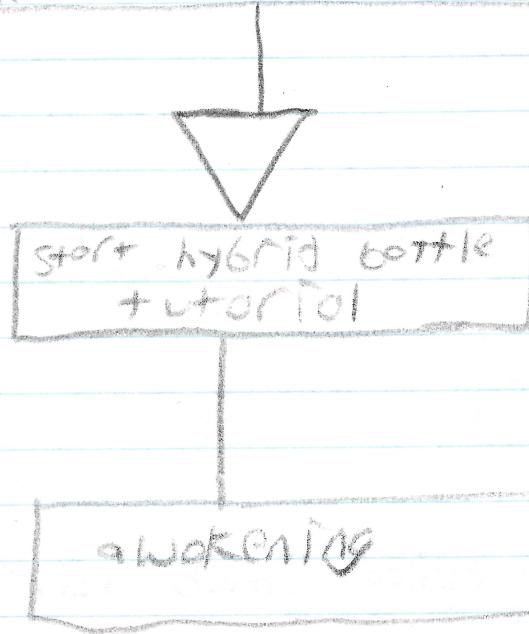
\* = player can override this



off party member  
Name: chris/jewel  
HP: 50/50  
Endurance 5/5  
Atk: 10  
Def: 10  
Spd: 1  
Weapon: none      Default quick attack: horizontal strike  
Orientation: none



8/17/2020



## enemy lists

1. Flare warrior (red spirit)

Category: tutorial mealle

HP: 250/250

ATK: 11

DEF: 5

SPT: 1

poth ori: basic mealle

2. Flare spirit (blue spirit)

Category: tutorial ranged

HP: 150/150

ATK: 5

DEF: 5

SPT: 1

poth ori: basic ranged

3. Flare healer (green spirit)

category: tutorial healer

HP: 111

heal: 100 (10 player)

DEF: 0

SPT: 1

poth ori: basic healer

4. Flare boss (white spirit)

category: tutorial boss

HP: 1000/1000

ATK: 20

DEF: 5

SPT: 1

Summoner speed

poth ori: basic mealle

```
function xp_collective() {
    xp_max( boss_xp * enemy_xp * ( damage_left / damage_recived ), b )
    return xp
}
```

## ShopKeep design

### Variables

assignment : boolean

random seed : int + first use if assignment = true

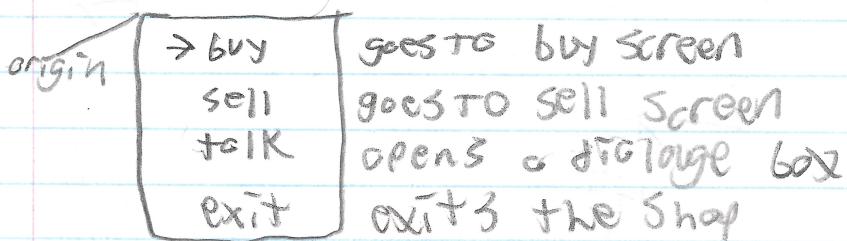
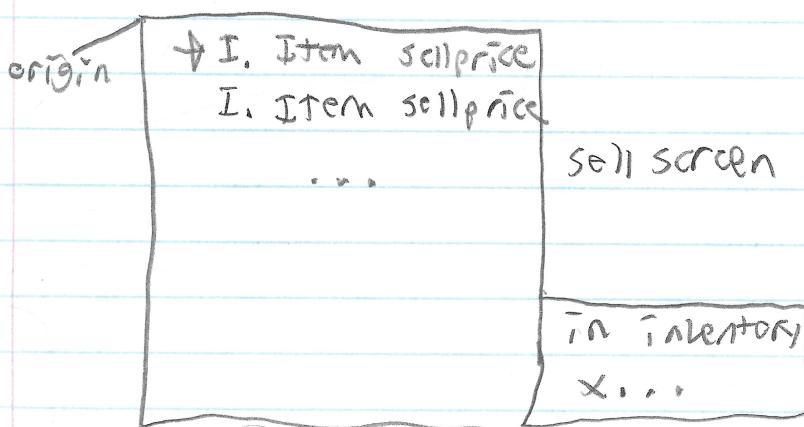
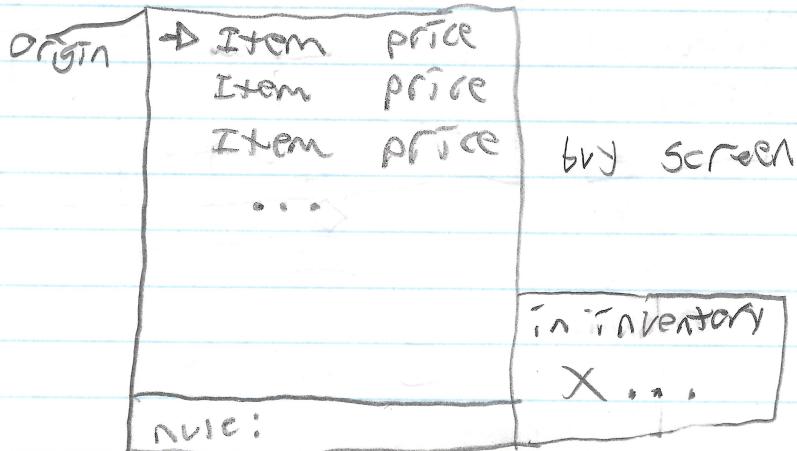
item\_array : items to sell

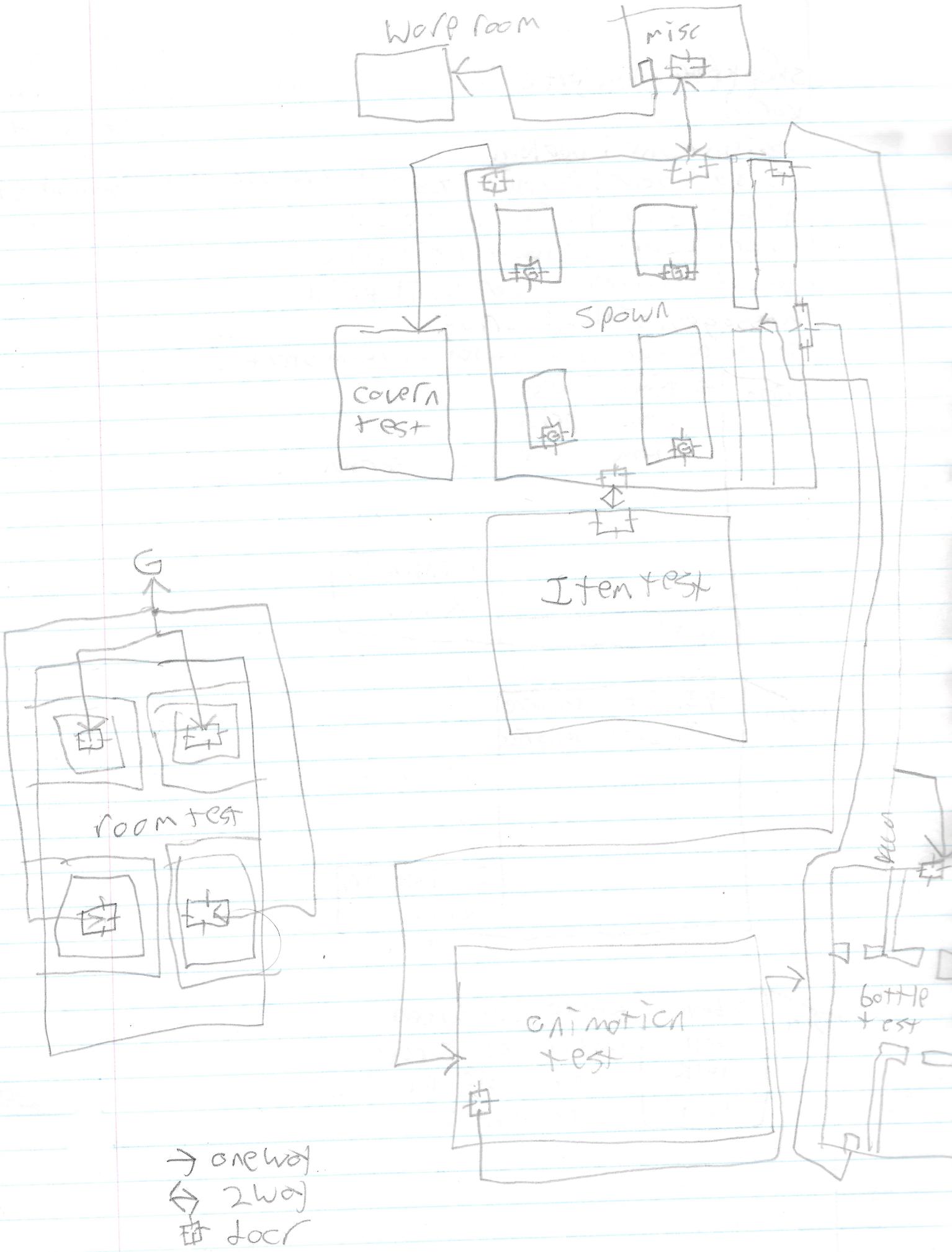
low\_price\_array : lower limit price

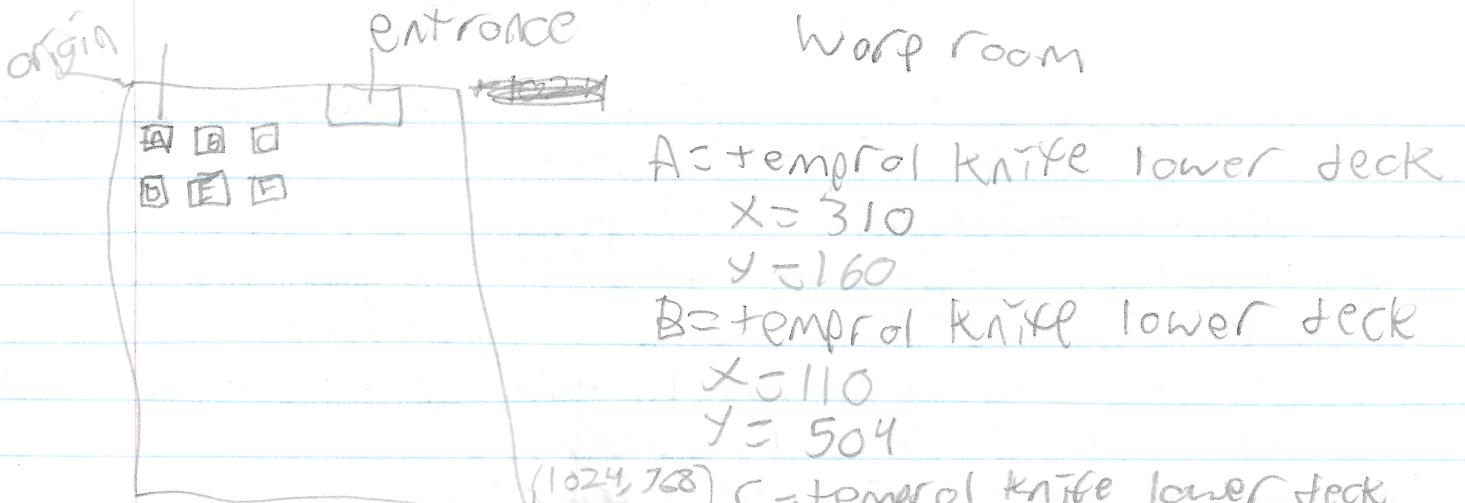
high\_price\_array : upper limit price

messages : dialogue array

sell price randomly created at room start







A = temporal knife lower deck

X = 310

Y = 160

B = temporal knife lower deck

X = 110

Y = 504

(1024, 768) C = temporal knife lower deck

X = 924 (Secret Item)

Y = 880

D = E

F = start location (chokeden ruins)

X = 700

Y = 436

C-E were testing of the door system after 2.3 game maker update

## Overworld nonbattle maps

arrow keys - move character / manage menus  
enter - confirm / interact  
shift - sprint  
control - open game menu  
p - cycle party members

overworld battle maps game menu not open

arrow keys - move character

enter - battlmenu / confirm

wasd - manage battle menu

z - attack

p - cycle party members

control - open game menu

battle menu not open

overworld battle maps game menu open

arrow keys manage menus

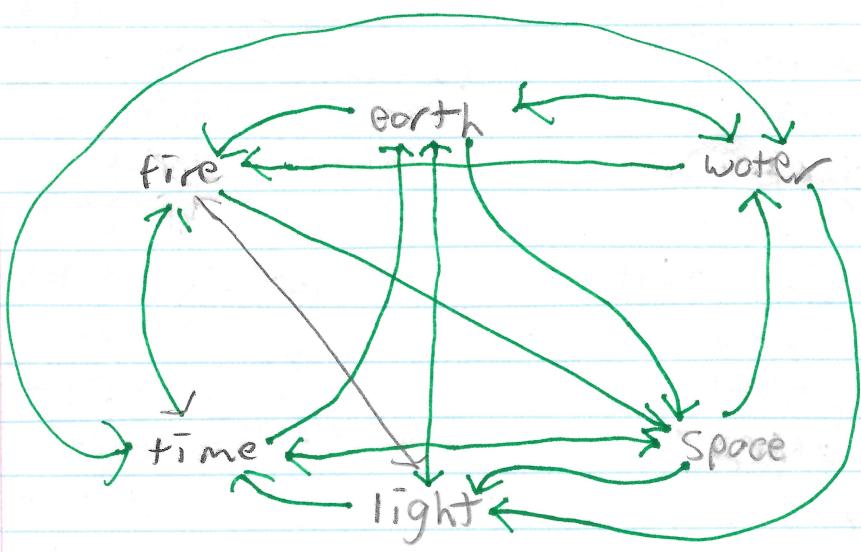
enter - confirm

## Global Keys

page up - increase master vol

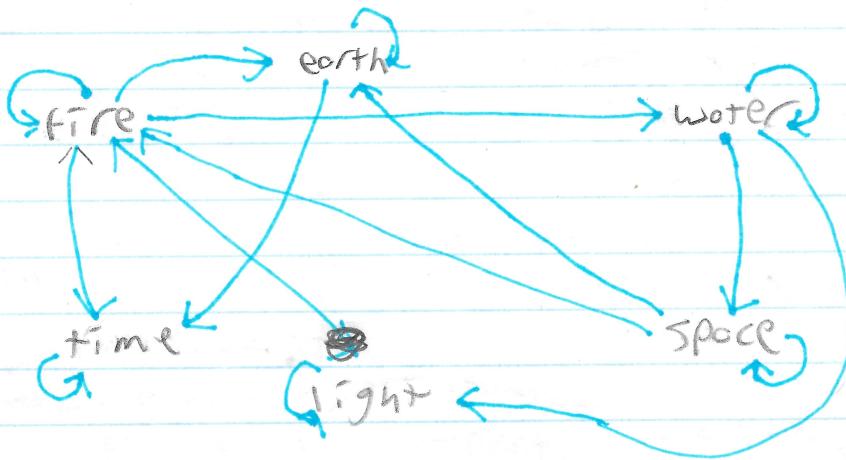
page down - decrease master vol

escape (hold) - exit game (when in overworld)



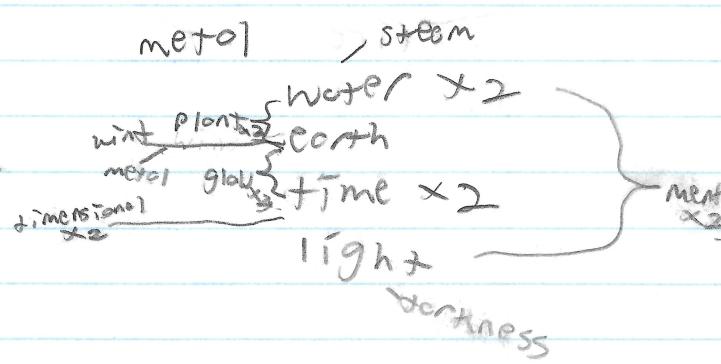
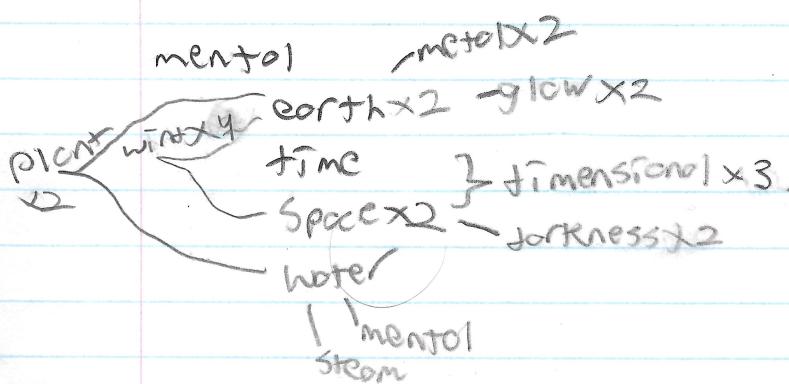
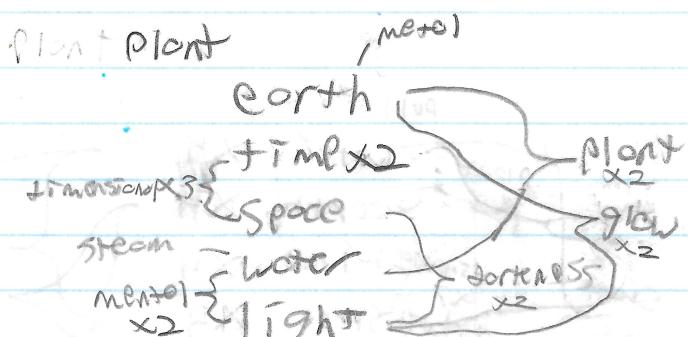
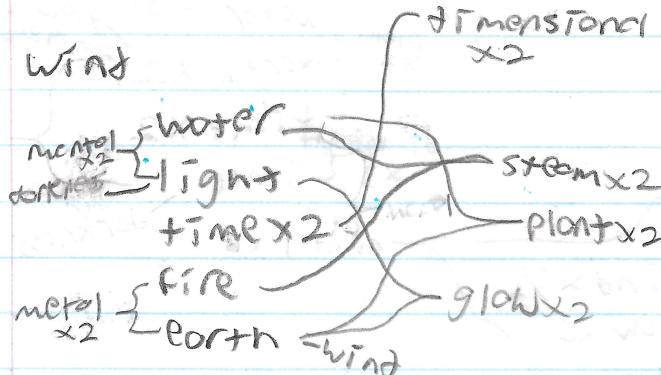
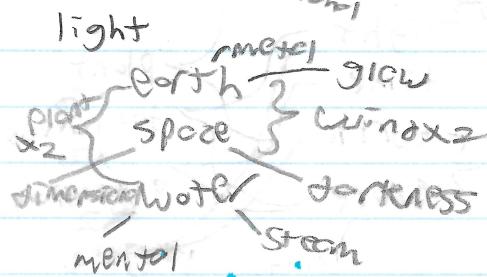
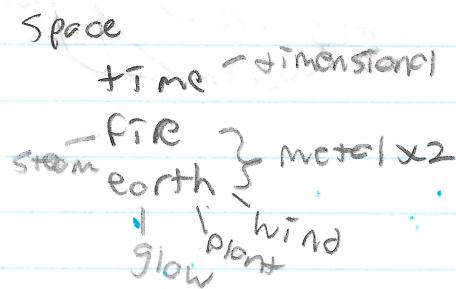
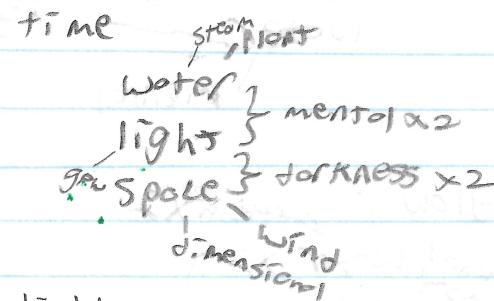
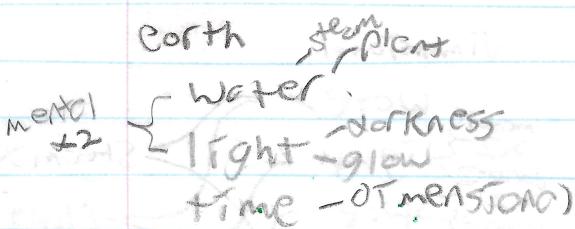
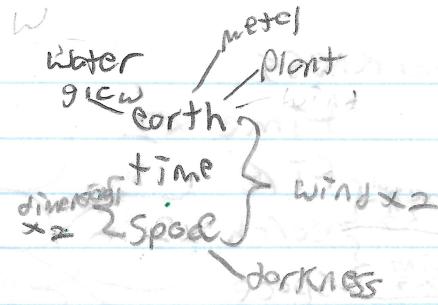
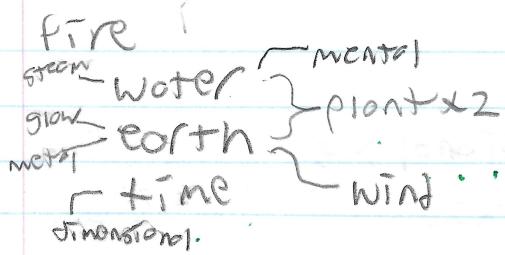
weaknesses

arrows point away from weaknesses



resistances

arrows point away from resistances



## DARKNESS

