

Time Space Regs Concept art + developmental archives

CONTENTS

World map & geographical map

early story control city layout - earth present &

Chapter 0 flowchart

Character profiles I

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Notes I

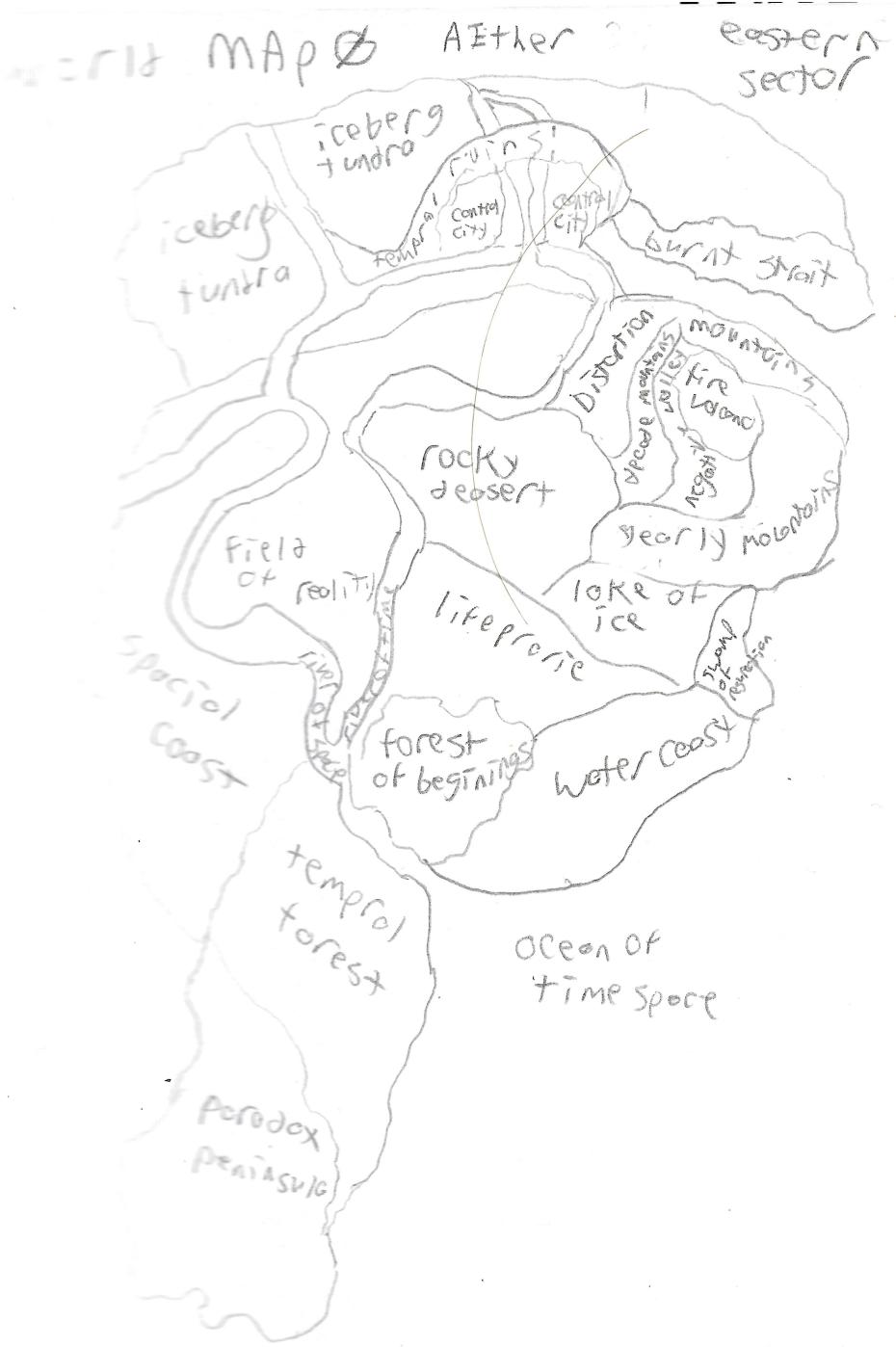
Notes II

Counter-field of reality (ay) of lands

Chapter 1 flowchart

Chapter 2

PRE
2019 ver



Created late May
2015

by
Explorax
Contestax

world map Aether western sector



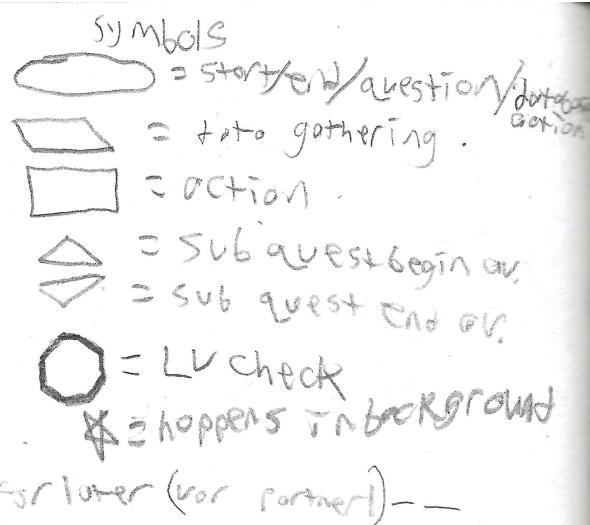
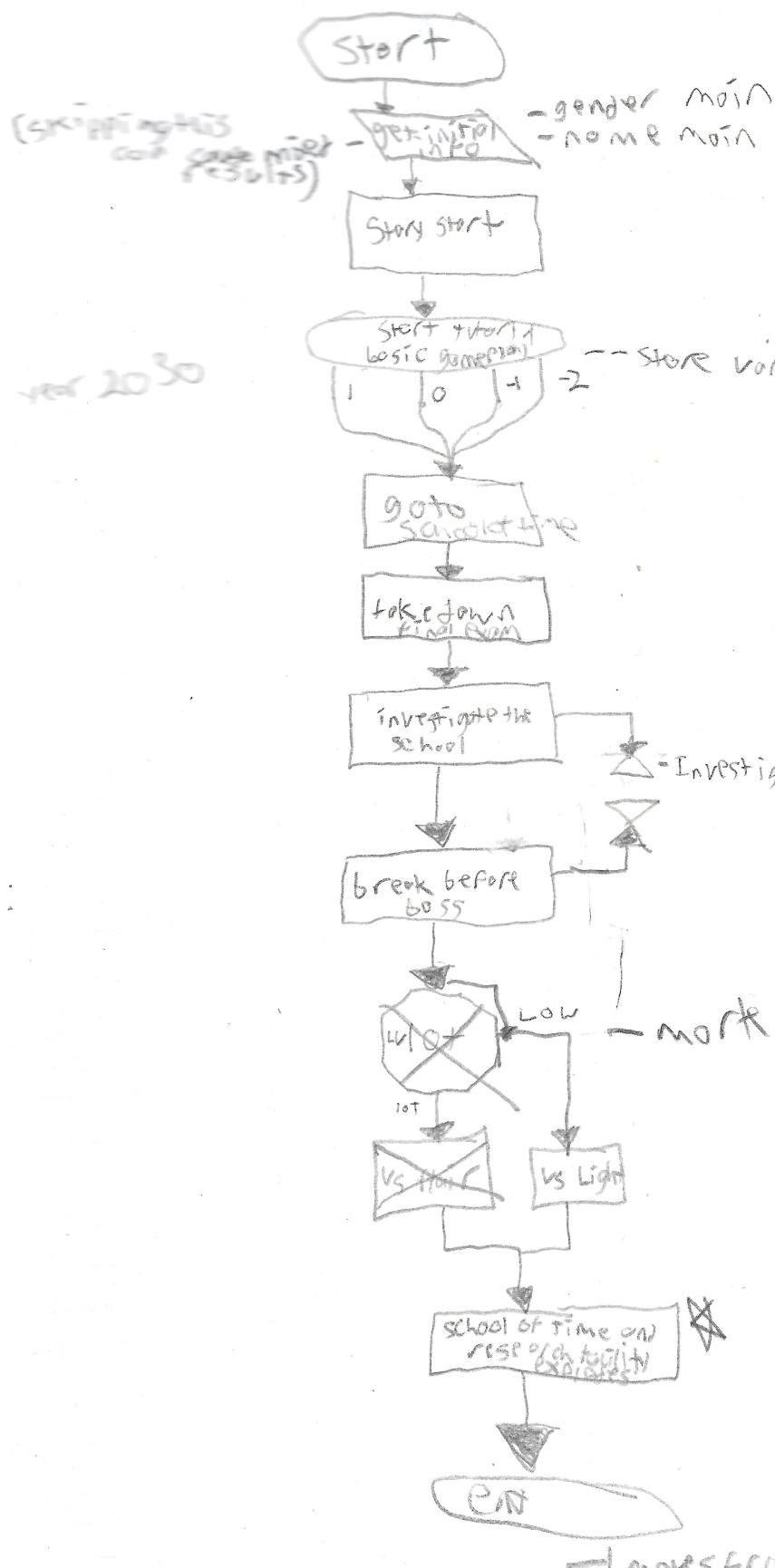
A city that cuts a river

first

control city layout



Chapter 8 flowchart story map



Name: chris space time
gender: M
personality: defined by player
race: Human
start LV: 5
first join opportunity: chapter 0.
notes:
one of 2 selectable start characters
(defines the gender var)

Name: jewel timespace
gender: F
personality: defined by player
race: human
start LV: 5
first join opportunity: chapter 0
Notes
one of 2 selectable start characters
(defines the gender var)

Name: flare Light breaker
gender: M
personality: rough to others but likes
jewel and cris
race: human
start LV: 10
occupation: instructor
first join opportunity: chapter 0
notes: defines
minor story var Rel

Name: Light zero
gender: F
personality: ruthless to most but
on Chapter 15 starts opening
upto chris and jewel
race: Zombified temporal
start LV: 50
occupation: mercenary
first join opportunity: chapter 15

Chapter 0
Unknown character
Name: Sore of light
personality: dark and unknown
race: human?
start LV: 66
gender: F
notes: for majority of the game
sore rejects teachings from
her village elders and delves
in darkness

(Chapter 1)
alias: NW Master gal
real name: unknown
gender: M

Weapon
List + I

NAME	CLASS	DESCRIPTION	HP	MP	ATK	DEF	SPEED	LURE
Dagger	generic	A small blade that is EASY to concealable	0	0	+1	0	+2	+1
Short sword	generic	A sword just bigger than a dagger	0	0	+2	0	+1	0
Long Sword	generic	A full size sword	0	0	+3	+1	0	-1
Rune sword	magic	A sword with runes inscribed	0	+1	+1	0	+1	0
Knife	generic	A small blade used by Assassins	+1	0	+1	0	0	+2
Throwing knife	generic	A perfectly balanced knife used for throw	0	0	0	0	0	0
Whip	Unknown	A black laced whip made with synthetic leather	+1	+10	+2	0	5	1
Sabored Eclipse blade	Legend		20	20	20	100	500	20

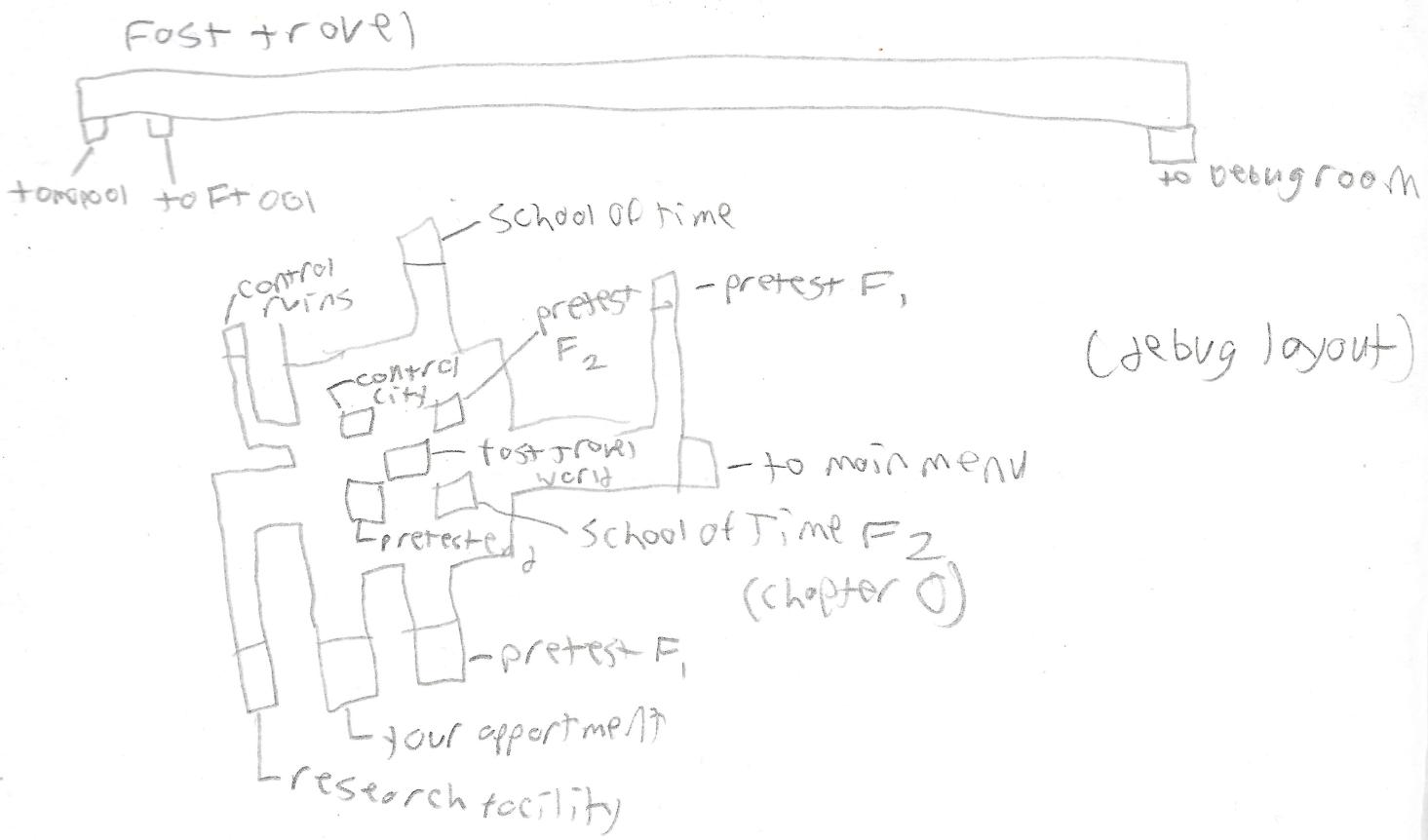
Chapter 0

V paper
list

S. ATK	STR	extra abilities	cost	sell	gener sp	ocesp	disappears on ws
0	0		100	80			
0	0		200	150			
0	0		300	250			
+1	+1		200	175			
0	0	Low power HP regen instant damage: Atk x 3	100	90	Magic boost Morn		
0	0		10		merging		
2	0		100	50			
50	150	rest blind					yes

created
2016
updated
2019

NOTES I



debug item

└ more

 └ debug

 └ more

 └ fast
 └ trove

weapons }

normal grade

- ~~\$ wood sword~~ 1. Grass sword
~~2.~~ 2. Wood sword
(pre set classes) 3. Dirt sword
4. Tin sword
5.

minimap Locations notes:
1. Control City
2. Prefect F2 *

* after finding map pieces

Fast travel locations along (chapters 0-5)

1. School of Tim & F3

2.
3.
4.
5.
6.
7.
8.
9.
10.

Notes II

Standard crit damage = damage × 3

Crit Up Crit damage = damage × 4

Unleashed crit damage = damage × 6

Unleashed crit Up crit damage = damage × 24

team skills	target	extra effects	does damage	special effects
team cheer	self	Var team cheer +1	No	No
team attack OC	single enemy	No	Yes	No
team unleash	team	Var team cheer +2	No*	No
team attack P	All enemies	Var team cheer -1	Yes	No
team shield Y	self	Immunity damage	No	Yes
team shield Δ	team	Immunity damage	No	Yes
team SKILL E	* team	meals only 10 mono no to cost decreas tankness by 1 heals team	No	Yes
team skill Z	self	Used in persuasion * does 20 damage to user	No	Yes

info user means coster/activator
not the whole team necessarily)

* means Secret Skill

** means can't be used anywhere

** means this skill can only be used

from the game menu instead of battle

turn order switch attack, 10%
 team shell } mis. team
 enemy/team turns } skills can be placed anywhere
 team attack } depending on the skill if
 they aren't in these categories

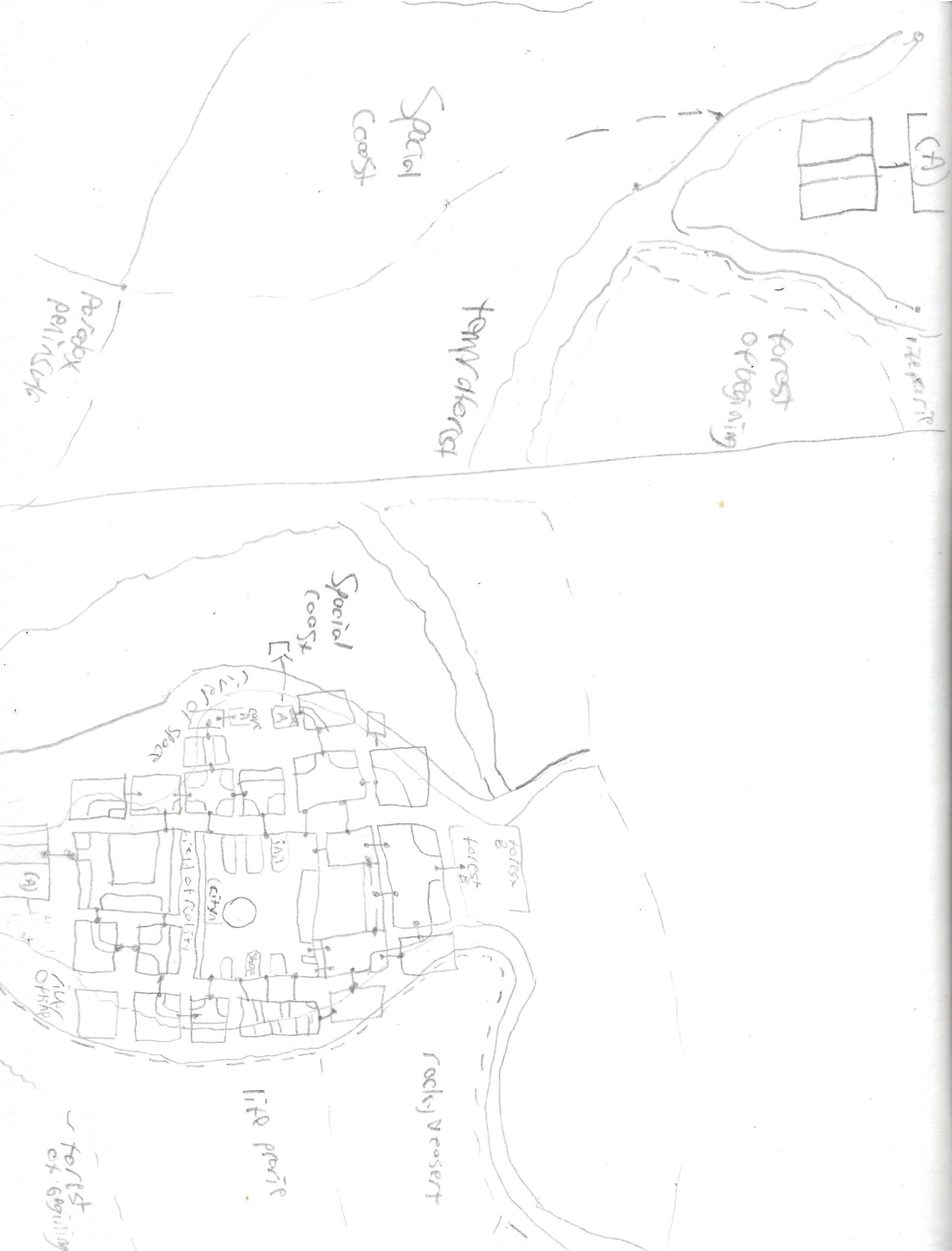
Unleashed mode

activates true potential of characters stats
 characters that obtain alternate sprites

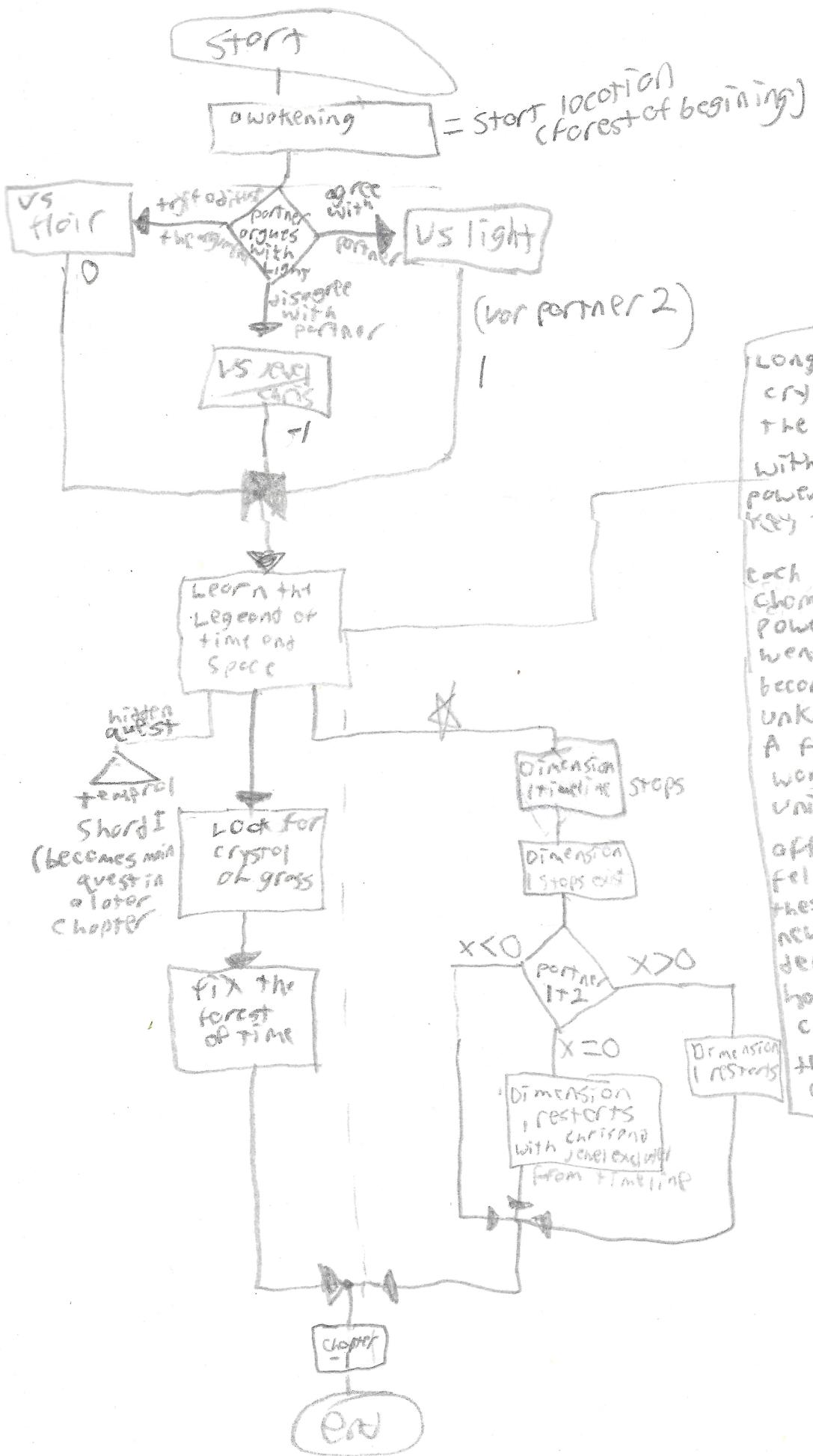
during Unleashed mode and

1. chris
2. jewel
3. flor
4. light
5. MWMaster901

Unleashed mode skills require dimensional energy (des) [dimensional energy system]
 these skills are more powerful and can only be activated in
 Unleashed mode



Chapter 01 flowchart story map



0010010110111

Long ago there was 8 crystals that governed the known universe. With the balancing of their powers they can be the key to everlasting peace. Each crystal had a champion that embodied its power. However one went on the champions became corrupted by a unknown dark force. A force that started a war that shattered the universe into multiple after the last champion fell into corruption these crystals chose new champions that defected the darkness however sealing the crystals. The darkness was gone or so we thought.

Chapter 82 flowchart story map



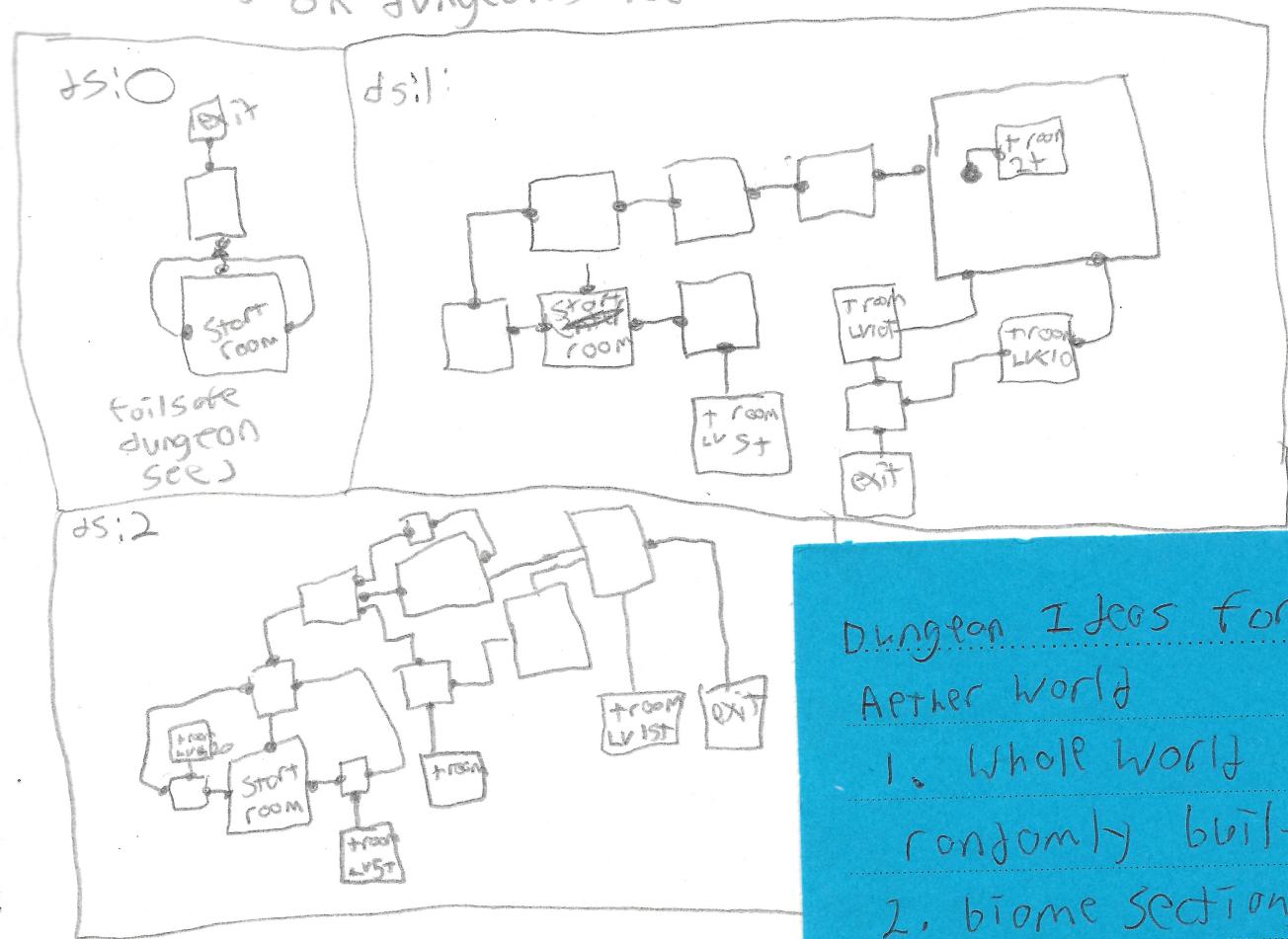
page

created late 2018

Abandoned 2019

Debug Random Dungeon

- (D) dungeon seed - determines dungeon layout (1-8)
- (T) dungeon + treasure - determines Loot LV (how often + treasure spawns)
- (E) dungeon encounter - determines average enemy difficulty based on dungeon's location



Dungeon Ideas for Aether World

1. Whole world randomly built
2. biome sections randomly built
3. certain areas randomly built

Full legend of time and space

instance I

Long ago there were 8 crystals that governed the known universe

With the balancing of their powers they can be the key to everlasting peace or destruction

Each crystal had at least one champion, these champions embody the powers of these crystals

This embodiment eventually corrupted these champions. This corruption slowly started a war that shattered the dimensional barrier.

After a long hard fought battle the corruption was destroyed...

Or so we thought

Instance II characters: chris, jewel, flair, mmastergol

chris: mmastergol how did you become the gross guardian.

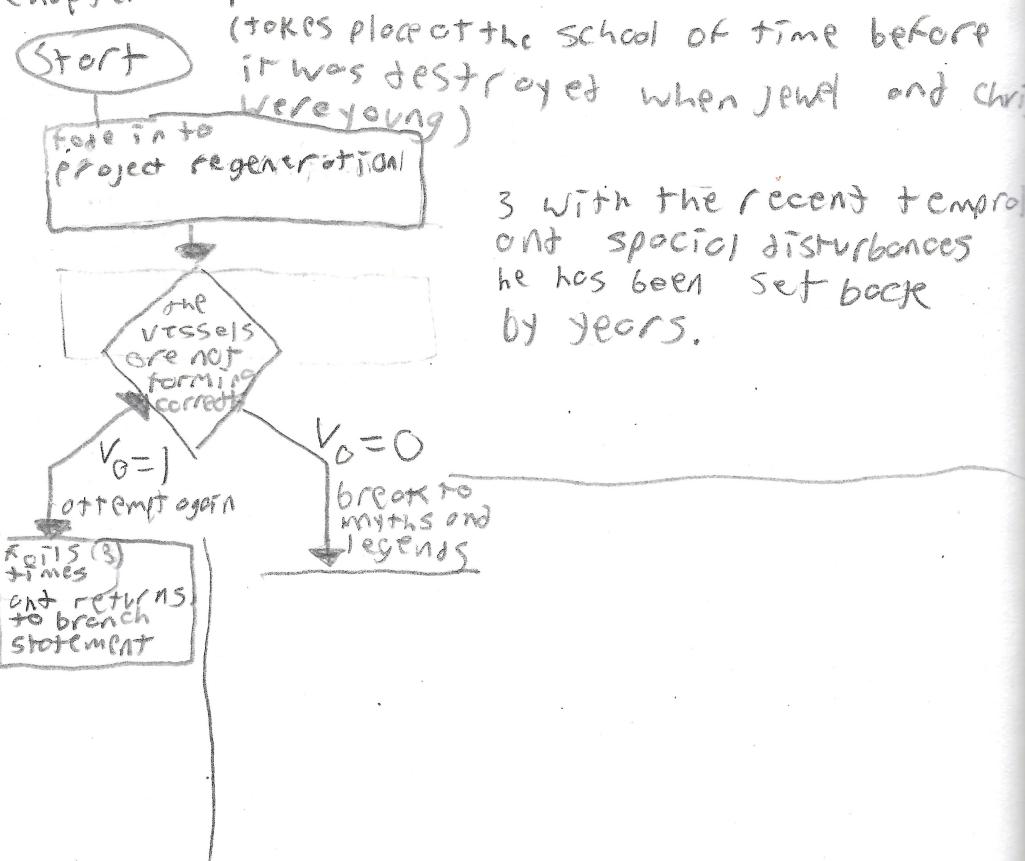
mmastergol: that is the like guardian and I was selected by the previous guardian.

jewel: is it possible to be chosen by the crystal instead?

Time Space RPG Chapter -1

- 1 project regeneration
- A project went to rebuild the world after time travel broke most of the world

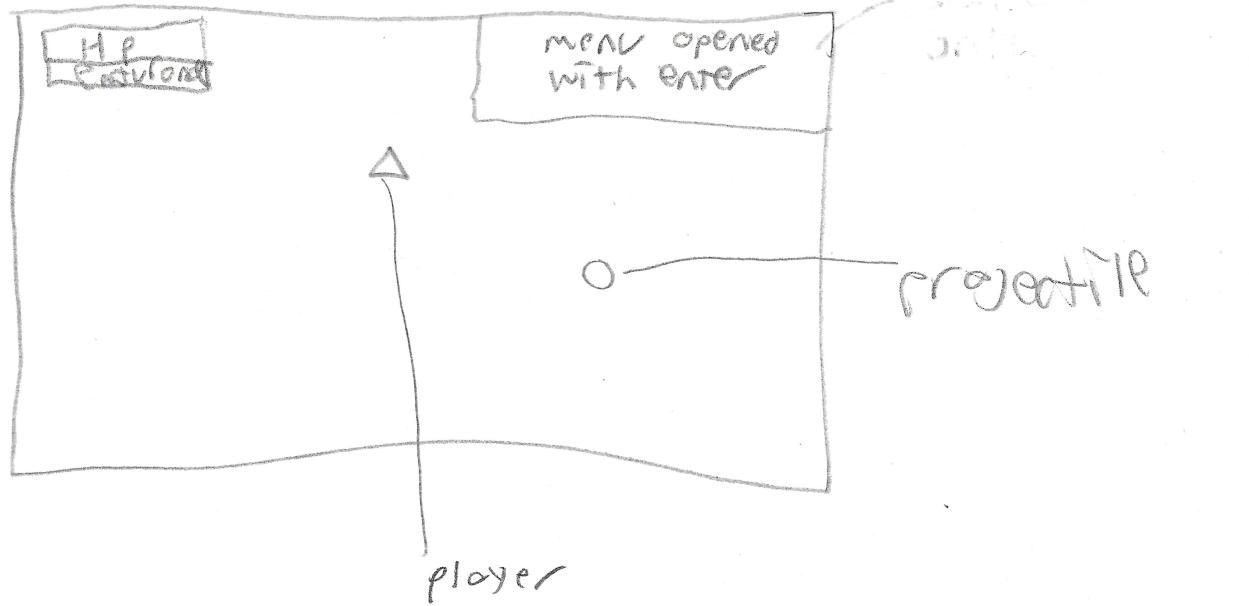
- 2 flour light brecker was assigned to the project to create a being that is immune to both the effects of temporal and spatial disturbances



3 with the recent temporal and spatial disturbances he has been set back by years.

Game maker era 1.0 + 2.0
notes RPGEX

battle menu random encounter



2017

modern viewpoint

this was abandoned late 2019 after the jump to

GM 2.0

I have no idea why I didn't notice this earlier

but there was no enemy HP

only the escape command works

only one type of attack

used the physics engine for everything

A abandoned due to the physics engine was
slow and tedious

Sometimes x, y data were adjusted after battle
(sometimes into walls)

major segments

- = 2021
talking

- 2 choices of customization
- | | | |
|--------|---------|---|
| name | - added | clothing color |
| gender | | hair color |
| | | eye color |
| | | skin type }
character types } not chosen by player |
| | | skin color } one time choice |

Stats

LV - removed in 2.0 Jump

HP

endurance

Speed - added attack, defense

features

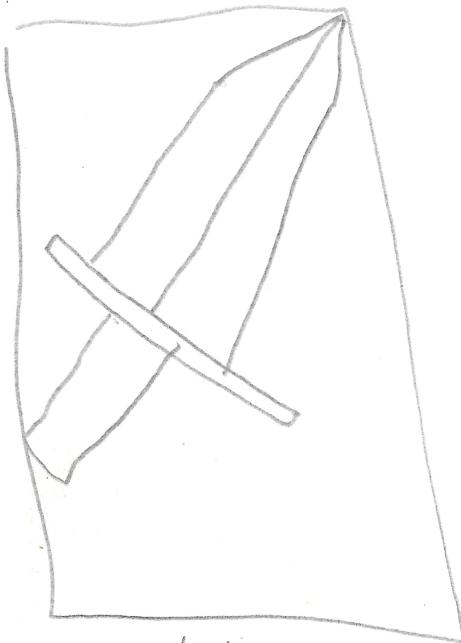
bottle system - broken and flowed

always used the physics engine - as said in bottle slow and tedious

used RPG maker assets - eliminated upon 2.0 ver

walls had unique textures - with terrible scaling

gui background



menus had no nine slice

Used grid data structures for items - slow, slow, slow.
not large number of global vars - gm 2.0 caused so many problems with this