

## **Kliphos: Prototype Plan**

### **Proponents (Lawr 4Jers):**

Baldove, Lawrenzo Andrey

Bordios, Zach Alexander

Corpuz, Jhellloh

De Castro, Justin Kyle

Pacifico, Jose Sebastian

### **Plan:**

For the Module 2 examination this **September 6, 2023**, where we are tasked to present the prototype of our game, the Lawr 4Jers have decided to present a Prototype draft composed of **THREE (3) STAGES**, in accordance with our professor's suggestion.

#### **a.) THE LEVELS – all under “Latent Aegis”**

1.) Brute\_Cloud

2.) Maiden\_Cloud

3.) Maiden\_Updraft

#### **b.) THE MECHANICS**

**ENSURING THE CORRECTNESS/BALANCE OF LEVEL DESIGN** is the **top of the topmost priority** for the development of **Kliphos**. The **drag-and-drop aspect of the game, as well as the different card types and effects**, will be made the next top priorities in terms of programming. **Brute and Maiden behaviors** also belong in top priority, because what would the cards interact with if not them? **The metroidvania (keys) and deckbuilding (free-to-choose) aspects of the game will be put aside and into future development**, so as to prioritize the creation of Kliphos' proof-of-concept version.

**The main programmers, Corpuz and De Castro**, will focus on this area.

### c.) THE DESIGNS

**Spritework is the second topmost priority**, with the background and foreground details taking the spotlight to give the game a look that is closer to the envisioned complete product. **Character Spritework**, especially for the Sandrens, Brute, and Maiden, will get priority after the level assets are done. **Card art is given the second last priority for this category**, as simply different colors can allow the player to differentiate card effects from each other.

**The creatives, Baldove, Bordios, and Pacifico**, will be committing to this area.

### d.) THE FLOW

The way the “scenes” for Kliphos in Unity terms go into each other is the third priority for Lawr 4Jers. **Scenes mean the main menu screens, the options, the pause, the levels, the selection screens, restarts, and quit dialogues in this context. CUTSCENES** will be implemented if there is time before the presentation. Otherwise, this remains the last to do in the third priority.

### f.) THE IMMERSIVE DETAILS

There's two parts to this fourth priority, namely, the **Audio Design** and the **Visual Responsiveness**. **Audio Design** includes **the SFX** that will play when clicking certain buttons/interacting with objects, especially in the drag-and-drop, as well as the background music, and the prospective voice acting of the dialogue. **Visual Responsiveness**, then, is the **additional VFX upon players' interactions with in-game objects and features**, or when game objects interact with each other or established mechanics. An example would be setting up a bevel for buttons to make the users feel like they are pressing them, or, for the second part, a subtle lift to the maiden's gown when it's in the air/caught in an updraft. **Such things draw the player closer into the game, which enhances player retention, and add an oomph that players will feel and be satisfied with as they interact with Klihos.**

### **e.) THE STORY**

For now, **the group is content with how Kliphos' story is.** If there are any changes we think of, it will be the last priority.