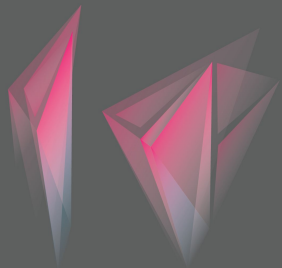
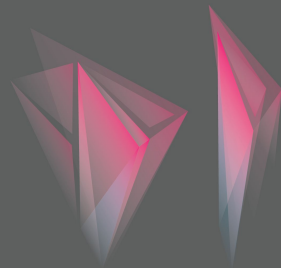


# OUT OF SYNC



## Design Specification



Tektite

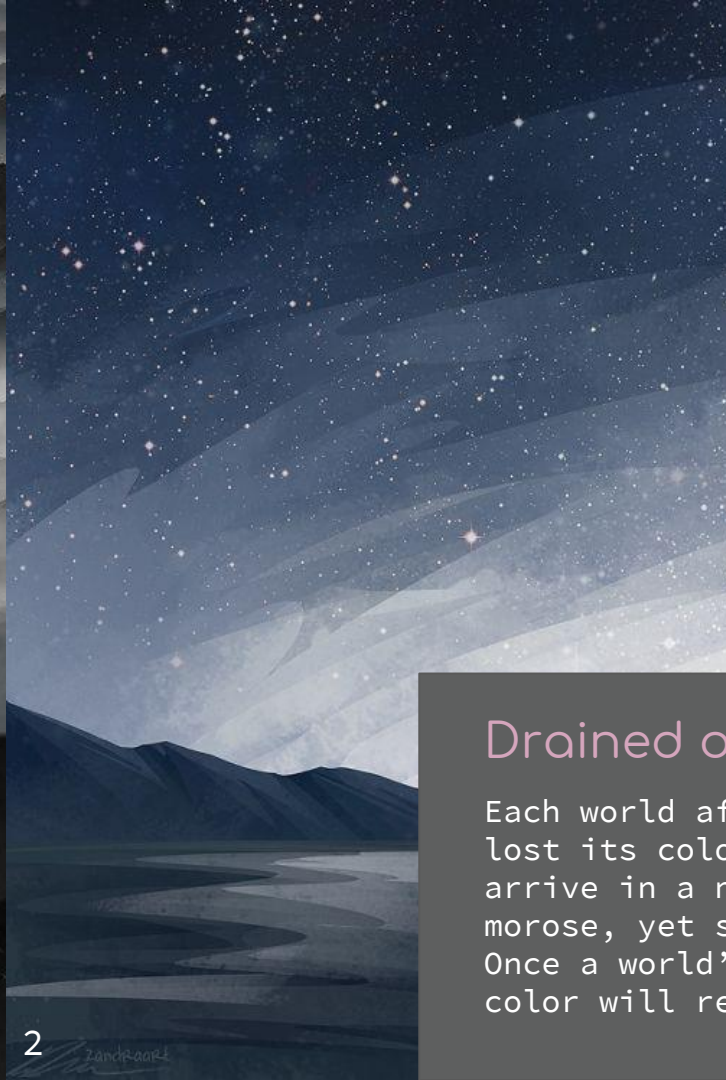
Amrit Amar | Alan Pascual | Brandon Zhang | Luke Shin | Cathy Liu | Sarah Skrutskie

# High Concept Statement

Having accidentally shattered the fabric of reality, a lab assistant must travel to strange and beautiful new worlds through shattered rifts in space, repairing each of them as she goes and restoring life to these damaged universes. However, she will not be alone on this journey. Following her out from this rifts will be an ominous trail of time-lagged duplicates that unceasingly copy her every move. The assistant must dodge these alternates so that she can collect broken shards of space, restore them to the rifts, and repair the universe.

CHAPTER ONE

MOOD



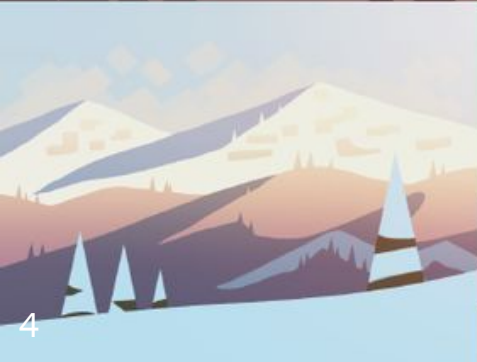
2

Zandoraart

## Drained of Color

Each world affected by the rifts has lost its color. When the players first arrive in a new world, the setting is morose, yet still hauntingly beautiful. Once a world's rift is repaired, its color will return.

3



## Minimalistic

Smooth landscape forms create a feeling of tranquility and beauty, a peace which has been broken and which the players must restore.

## ABSTRACT GRAPHICS

### VECTOR BACKGROUND

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Fusce dignissim pretium consetetur. Curabitur tempor posuere magna in varius. Pellentesque viverra nisl eu varius massa. Nullam porta faucibus justo, a feugiat dolor sodales sed. Vestibulum neque nisi, elementum conculare metus sit amet, eros bibendum enim. Aenean a blandit elit, vel rutrum mi. Nunc dapibus.

6

## Shattered Space

The broken areas of space will have a sharp, scattered appearance that will, in contrast with the clean environments, give a clear sense that something is wrong there.

CHAPTER TWO

SOUND

## Sound Effects

We want to reinforce the idea of shattered reality by including the sounds of an element that people commonly associate with shattering: glass.

- [Sweeping Up Broken Glass](#)
- [Wine Glass Resonance](#)
- [Glass Wind Chimes](#)

## Music

The music should have a soft tone to it, fitting in line with the elegant environments. However, there should be faint to moderate technical elements as well to represent the damage that the lab assistant has done to these worlds, and a consistent beat of a reasonable pace to reinforce the need to keep moving and stay ahead of the alternates.

- “Smynk” by Paul Keeley (1:00 to 2:30)  
[https://www.youtube.com/watch?v=zKVuJWu\\_fRqc](https://www.youtube.com/watch?v=zKVuJWu_fRqc)
- “Progress Part 1” by Christoph Schindling (4:00 to 5:00)  
<https://www.youtube.com/watch?v=6hnG2-3NaaE>
- “Consumed” by Plastikman (8:25 to 9:00)  
[https://www.youtube.com/watch?v=fVIXm\\_YIbM](https://www.youtube.com/watch?v=fVIXm_YIbM)



# CHAPTER THREE

# PHOTOS



## Shattered Glass

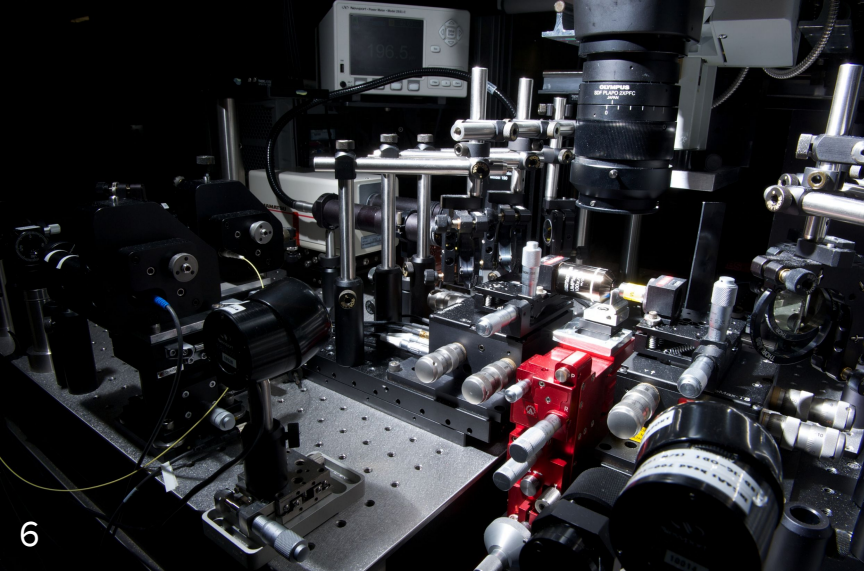
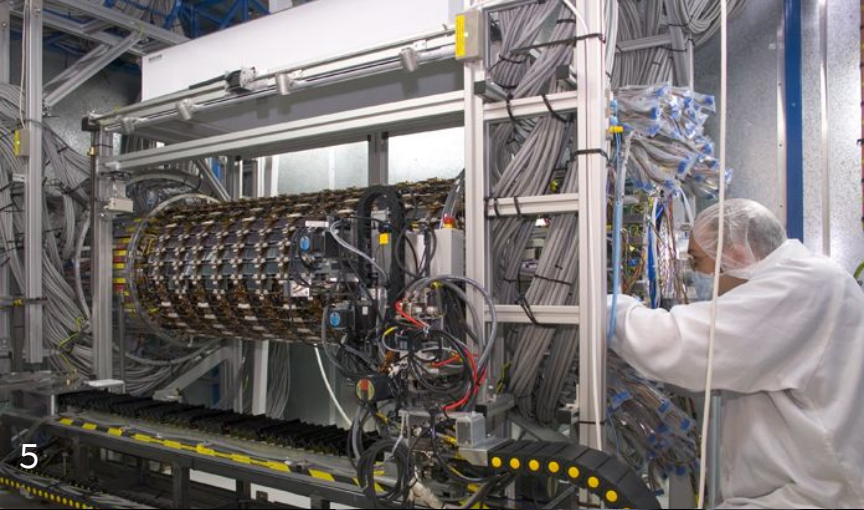
We want to design the rifts and shards to appear similar to shattered glass, to hit home the idea that the boundaries between worlds have been fractured.



## Crystals

The refractive properties of cut crystals are another source of inspiration for damaged space. They have a discordant appearance that almost seems to warp the world around them.





## Scientific Laboratories

The story will begin in a lab, moments after the disastrous experiment that fractured the multiverse. We want this lab to feel cold and technical, with little to no organic forms or colors.

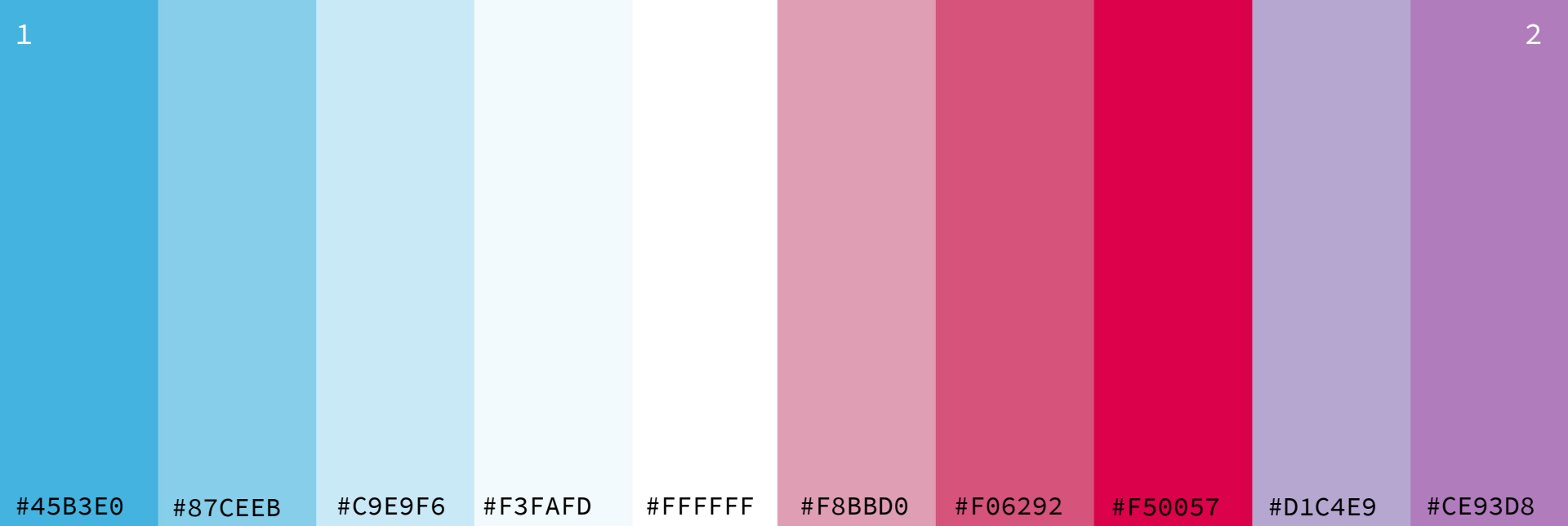
## Landscapes

Once the players begin traveling through the rifts, they will discover a variety of unique and beautiful natural worlds.



CHAPTER FOUR

COLOR SCHEME



## Main Character & Alternates

The main character will have a soothing blue tint which stands in contrast to the angry red and desaturated grey of the alternates and the shattered space.





3

## Assets

The shards, rifts, and alternates will have a sharp red tint to them, like open wounds.



## Backgrounds

Each level begins with a world in greyscale, having lost its colors due to the damage done to reality. Once a world's initial rift is repaired, its colors will return, revealing each environment to have its own unique color palette. These palettes will tend to be monochromatic, so that they will not have too much contrast or saturation that would pull the player's focus away from the gameplay elements.



## Backgrounds - Example Level Palettes



#935034  
#D08F64  
#E2A87F  
#E7C08C  
#EBD29B



#538B84  
#5F9F97  
#8EB9A6  
#ADC9B1  
#C4D4B6

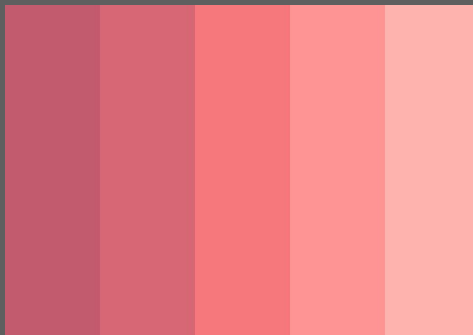


#65355F  
#8A487A  
#AE5B8E  
#D4729E  
#E189AF

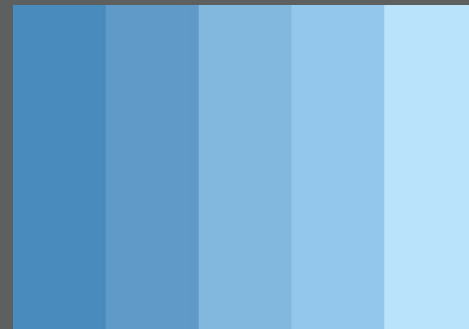
## Backgrounds - Example Level Palettes



#935034  
#D08F64  
#E2A87F  
#E7C08C  
#EBD29B



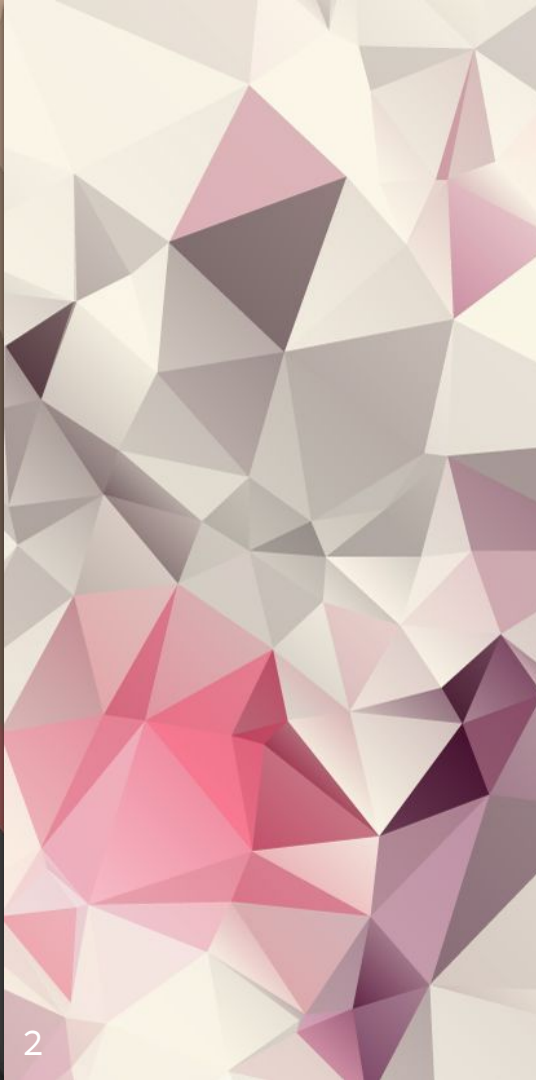
#C25B6E  
#D76775  
#F6787C  
#FE9594  
#FEB3AE



#4A8BBE  
#609AC8  
#82B7DE  
#94C7EC  
#B9E3FB

CHAPTER FIVE

LINES



## Geometric

The crystalline appearance of geometric vector art suits both the simple elegance of the environment and the concept of a shattered reality.



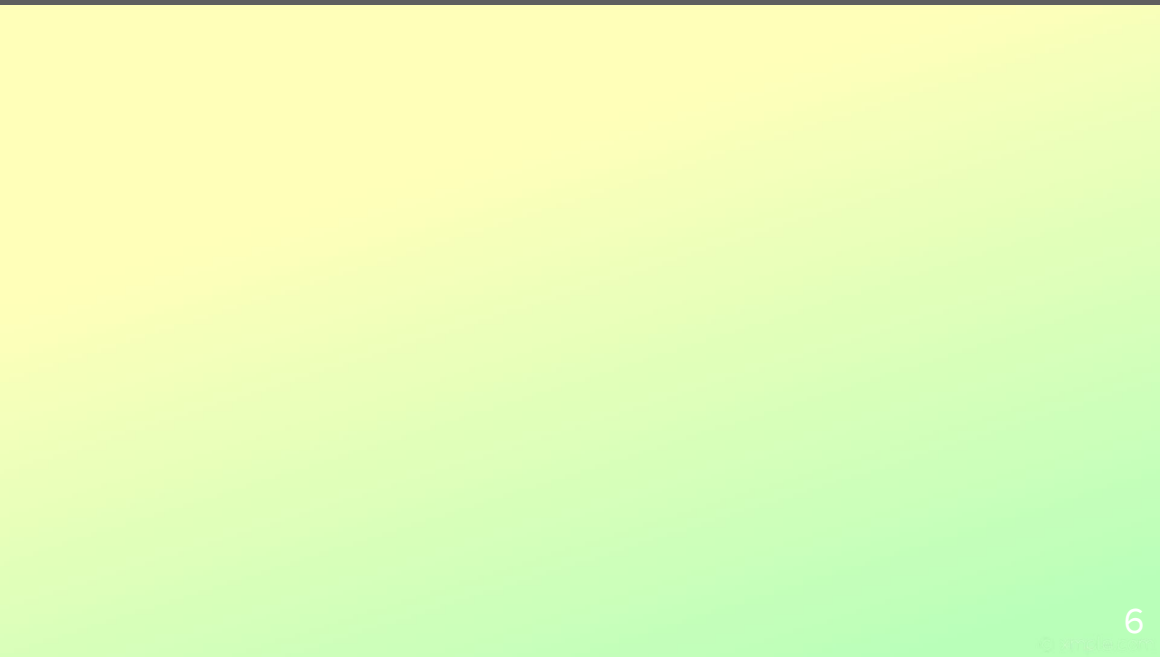
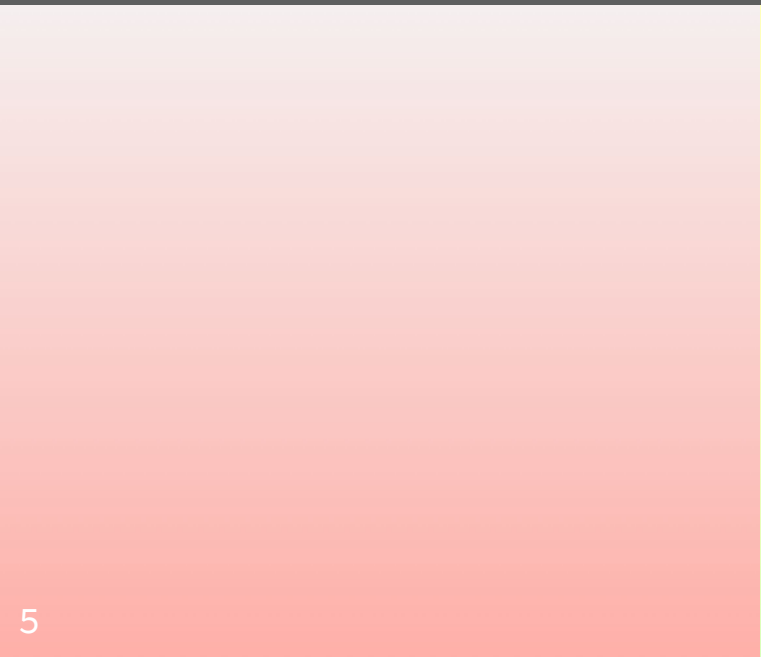
3



4

## Low Poly Characters

We want to apply that same clean-cut feeling to our character designs in a way that is simple yet appealing.



## Gradients

Gentle, pastel gradients will give each world a unique flavor without too much contrast, as well as add a little more dimensionality to the geometric landscapes.

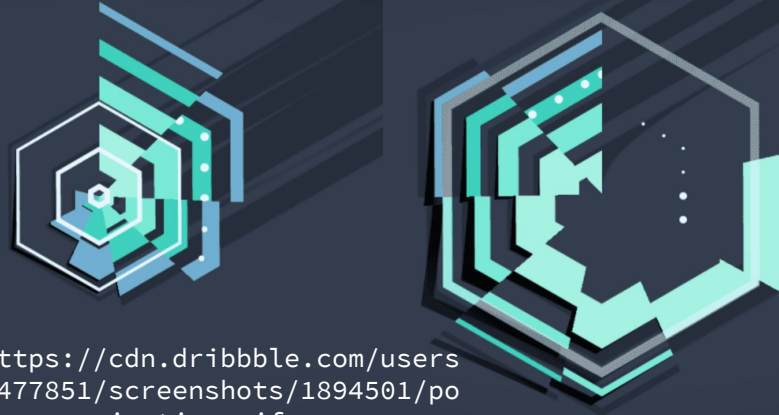
CHAPTER SIX

ANIMATION



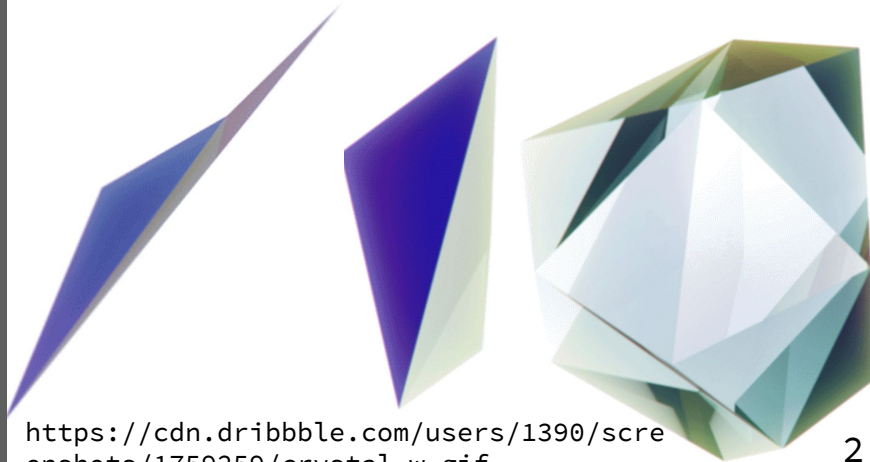
## Smooth vs. Sharp

The movements of the players will be smooth and fluid, similar to reference number one. Areas of shattered space, the shards and rifts, will have sharper, more fractured movement, as in references two and three. When a rift closes, it will do so with the same fluidity seen in reference one, to show its recovery from its former broken state.



<https://cdn.dribbble.com/users/477851/screenshots/1894501/polygon-animation.gif>

1



[https://cdn.dribbble.com/users/1390/screenshots/1759259/crystal\\_w.gif](https://cdn.dribbble.com/users/1390/screenshots/1759259/crystal_w.gif)

2



<https://media2.giphy.com/media/gNlcntbUWI1X0/giphy.gif>

3

## CHAPTER SEVEN

# ADDITIONAL ELEMENTS



## Parallax

Parallax effects will be used to show depth between the foreground and the background.

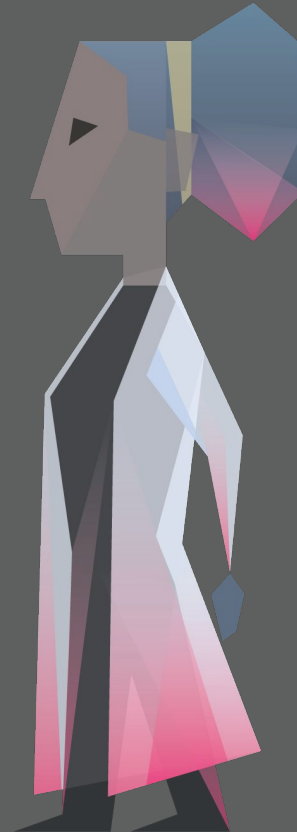
CHAPTER EIGHT

CONCEPT ART

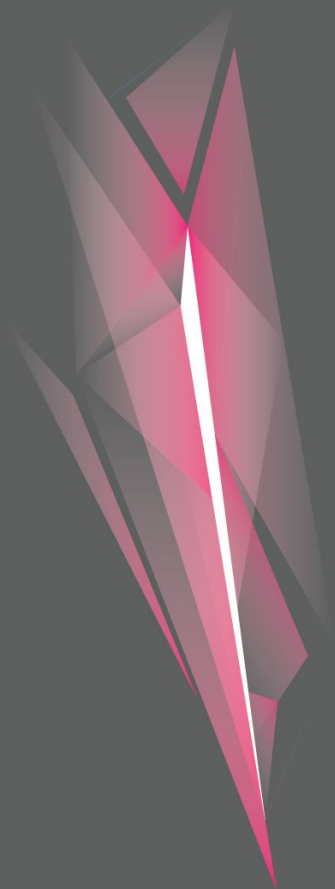
Character



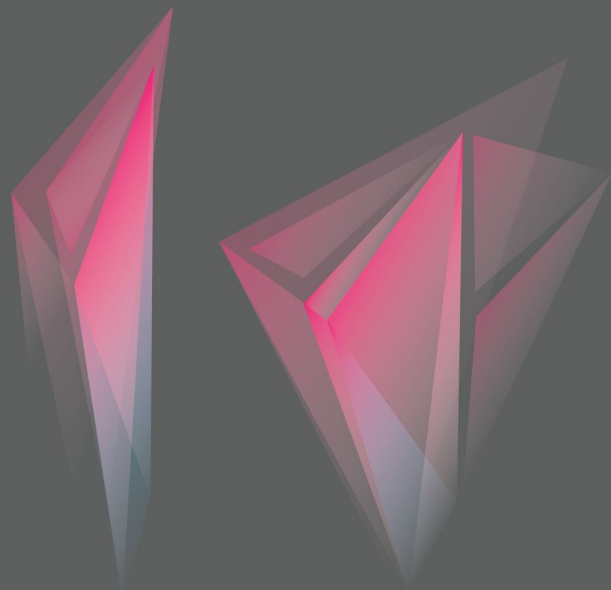
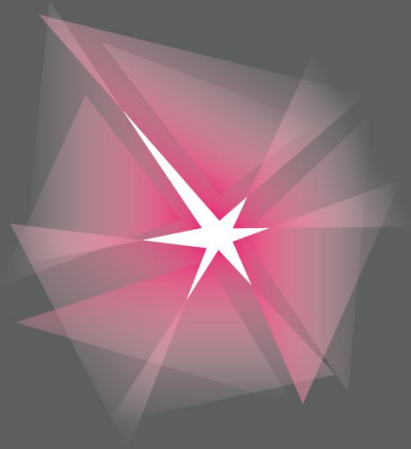
Alternate



Rift



Shard



These are potential designs for the rifts between worlds and the shards of space that players must collect and restore to the rifts in order to repair them.

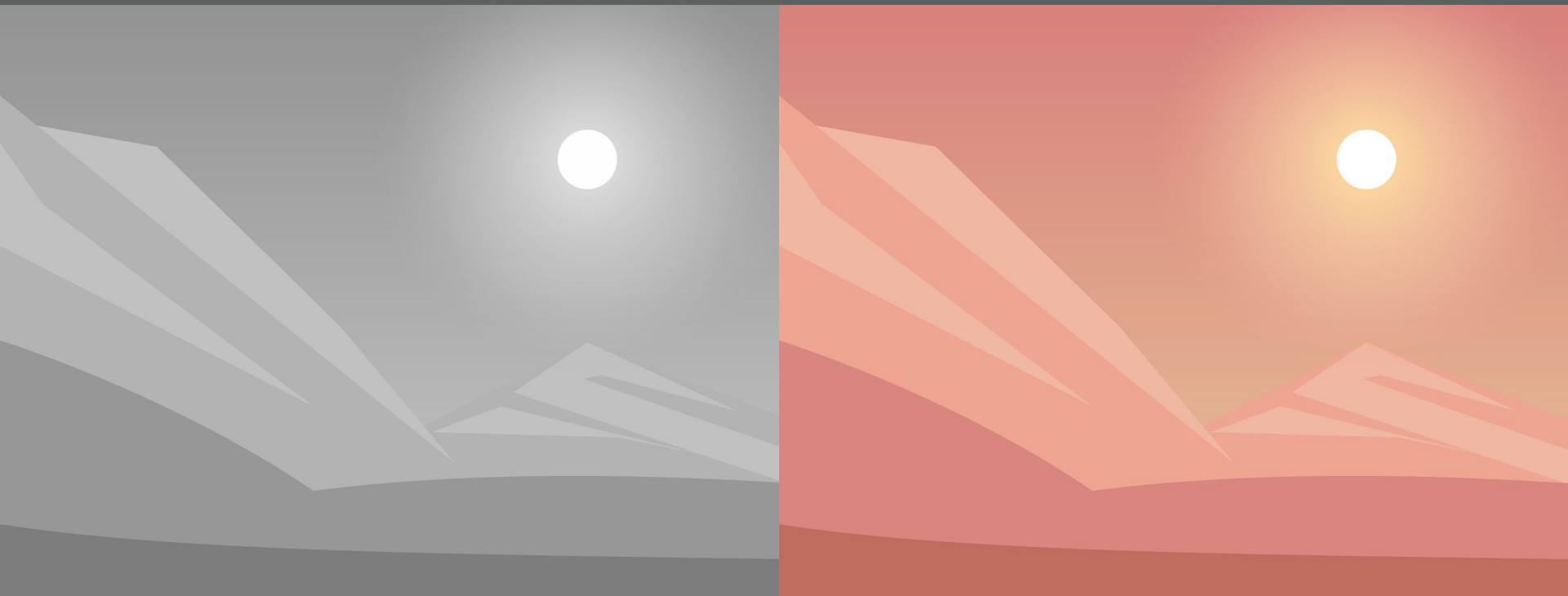
## User Interface



Since the story of *Out Of Sync* begins in a lab, the initial menu screen will display a lab environment.

## Background Design

This is an example of how a world might appear before (left) and after (right) the players repair rifts.





# Tiles



This is an example of platform tiles. The greyscale tiles (left) will regain their color (right) as the players repair rifts.

CHAPTER NINE

# FILE FORMATS

## Static Images

Designers will collaborate with .svg files and save all static images in .png format for programmers.

Depending on the level design, the size of the background will be the number of tiles in the x and/or y direction multiplied by 32. The screen size at any given time will be 1024x576 pixels, but the background will scale depending on the level. The resolution will adhere close to 1920x1080 dpi.

- 1:1 ratio: 1024x576 pixels
- 2:1 ratio: 2048x576 pixels
- 1:2 ratio: 1024x1152 pixels
- 2:2 ratio: 2048x1152 pixels

The naming conventions for backgrounds should be *level\_color.png* where

- *Level* is the level number.
- *Color* is the main color of the level.

## Animations

Each animation will have its own sprite sheet in a .png format. The character animation rate will be 60 fps with one sprite sheet per action.

All animations will be then be combined into a single sprite sheet.

## Sound

All audio tracks will be in .wav format and each track will loop continuously within the title sequence and all levels. A background soundtrack and ambient sounds will play during all levels.

All sound effects will be in .mp3 format. Sound effects will be present for the character entering a level, picking up shards, closing a rift, colliding with an alternate, and exiting a level

The naming conventions for audio files should be *audio\_composer.wav* while the naming conventions for sound effects should be *sfx\_composer.mps*.

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3. <https://www.youtube.com/watch?v=pZw5cCcbzTE>
4. <https://www.youtube.com/watch?v=zkVuJWufRqc>
5. <https://www.youtube.com/watch?v=6hnG2-3NaaE>
6. [https://www.youtube.com/watch?v=fVIXm\\_YYIbM](https://www.youtube.com/watch?v=fVIXm_YYIbM)

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3. <http://altosadventure.com/>
4. <http://altosadventure.com/>