

# **Team Illegal Design Club 『IDC』**

▼ English

## **EdgeDrive**

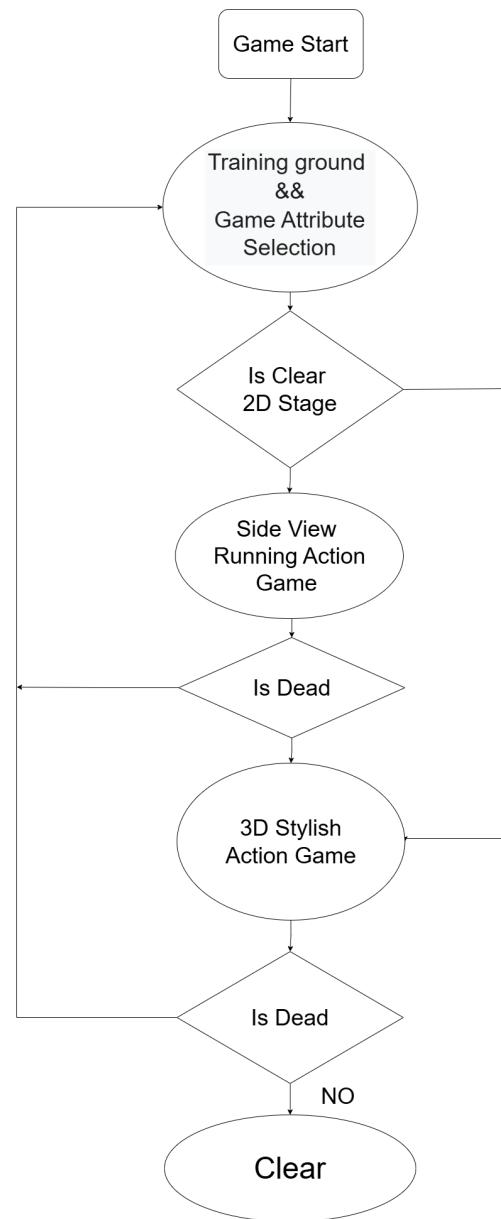
"Break the Limit"

### **High Concept / Introduction**

A game that combines 3D stylish action boss rush gameplay with 2D action running game elements. The unique combat system that transitions between 2D and 3D perspectives is its defining feature.

### **Game Flow**

1. Pressing game start takes you to the training ground
  2. In the training ground, you can practice controls for both 2D and 3D modes and set your abilities
  3. When leaving the training ground, if 2D stage is cleared, you start from 3D stage
  4. After training ground, the 2D action running game begins; death returns you to training
  5. After completing 2D section, transitions to 3D action boss rush
  6. Death in 3D boss rush returns you to training
  7. Killing the boss results in CLEAR
- /



## Main features / Mechanics

### 3D Stylish Action Game

#### Core Combat System

- Various combo-based melee attack patterns
  - Precise character control in TPS view
  - Strategic combat through time acceleration system
- ▼ Time Acceleration

### Basic time acceleration effects

When time acceleration is used, the world appears slower to the user

To non-users, the user appears extremely fast

Uses Kamen Rider Kabuto Clock Up style

[https://www.youtube.com/watch?v=m\\_AMR18CcA4&t=123s](https://www.youtube.com/watch?v=m_AMR18CcA4&t=123s)

Visual effects similar to Cyberpunk 2077's Sandevistan

[https://i.namu.wiki/i/GQ1z7yuHmnT3ghuZkNk9xK-o6vrmkDT11VdkryMXwqoBB6lYwnjMrt\\_JaMQZlwQkDDKYnjpG1kpP3JBjGr0EPA.mp4](https://i.namu.wiki/i/GQ1z7yuHmnT3ghuZkNk9xK-o6vrmkDT11VdkryMXwqoBB6lYwnjMrt_JaMQZlwQkDDKYnjpG1kpP3JBjGr0EPA.mp4)

All equipment used by the player accelerates together, but bullets or thrown items slow down at point of release - basic implant feature

<https://www.youtube.com/watch?v=jNKcloju0SA&t=91s>

Example: Creating acceleration stages where acceleration time decreases but speed increases as bosses are added

### ▼ Training ground ability selection

- Option to select rewards upon boss victory
- Basic Stat Enhancement (Provisional - Shield Increase, Base HP Increase, Base Damage Increase)
- e.g., Final Enhancement is Time Acceleration Upgrade
- Detailed information is provided in the interface.



## Movement and Physics

- Smooth character animation transitions
- Precise collision detection system
- Physics-based hit reactions

## Advanced Combat Elements

- Sophisticated parrying system and dodge mechanics
- Counter system to break enemy attacks
- Special techniques using skill gauge

#### ▼ Parry

- Parrying deflects enemy attacks within a very short timing window (0.2 seconds)
- Successful parries grant chosen returns
- Failed parries result in full damage
- Parry Start: 1/ Parry End: 12/ Recovery: 0 (Total Parry Frames: 12)
- Spamming parry lowers parry success frame 12 to 0

#### ▼ Dodge

- Short-distance dash with brief invincibility
- 5-second cooldown (too long?)
- Perfect timing eliminates cooldown

## Visual Elements

- Stylish effect system
- Dynamic camera direction
- Impact-enhancing particle effects
- Vibration feedback for successful parries
- Environmental slowdown during time acceleration
- Visual effects maximizing impact
- Screen effects and vibration on hits
- Visual effects for boss patterns
- Time acceleration gauge display, dash cooldown indicator
- Shield recovery effects

## 2D Action Running Game

### Core Combat System

- QTE to break boss attacks
- Avoid area attacks through character movement

### Boss Rush

▼



- Consecutive boss battles without regular stages
- No regular monsters, only elite-level combat

## Boss Concepts

### 2D Bosses

- Mechanical bosses
- Missile and laser attacks for player to dodge
- ▼ Area attacks

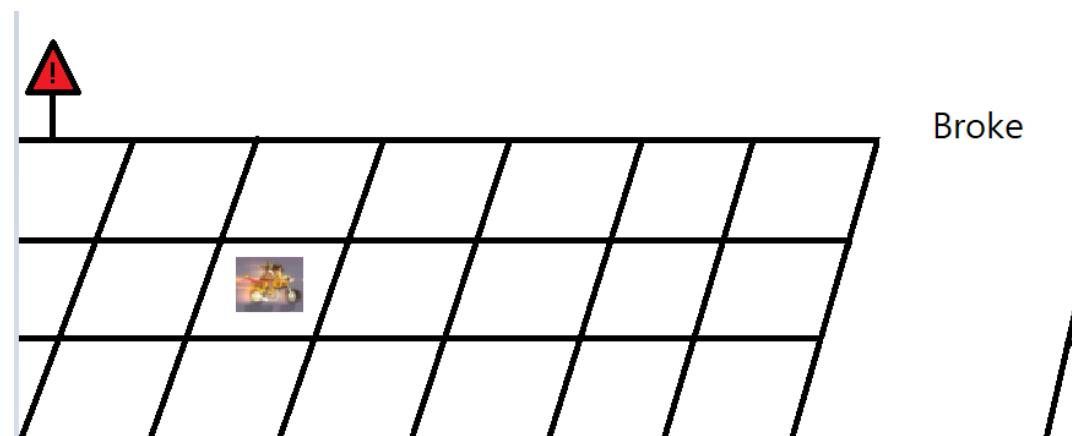
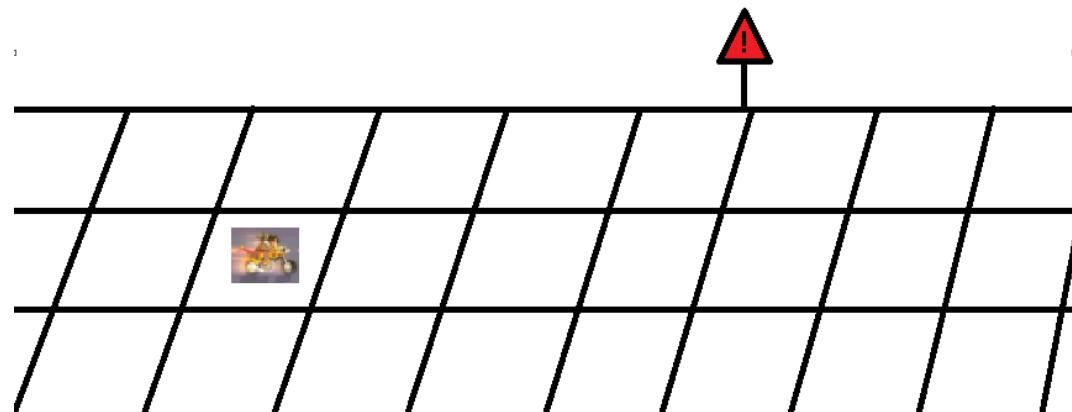


- ▼ Target attacks

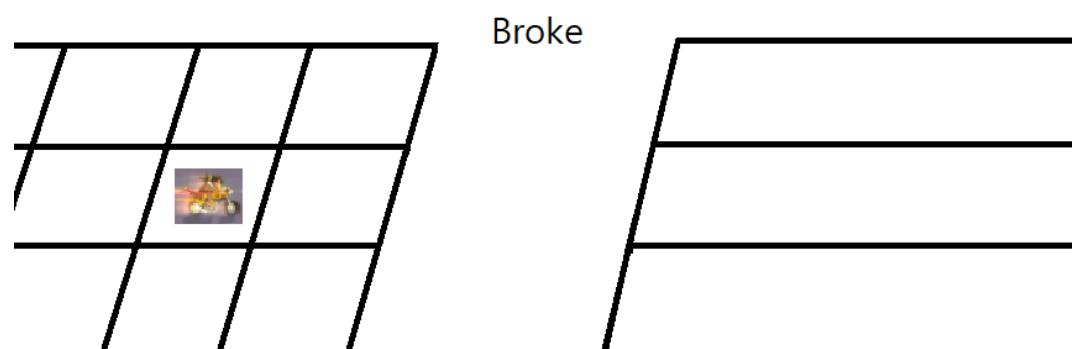


▼ QTE

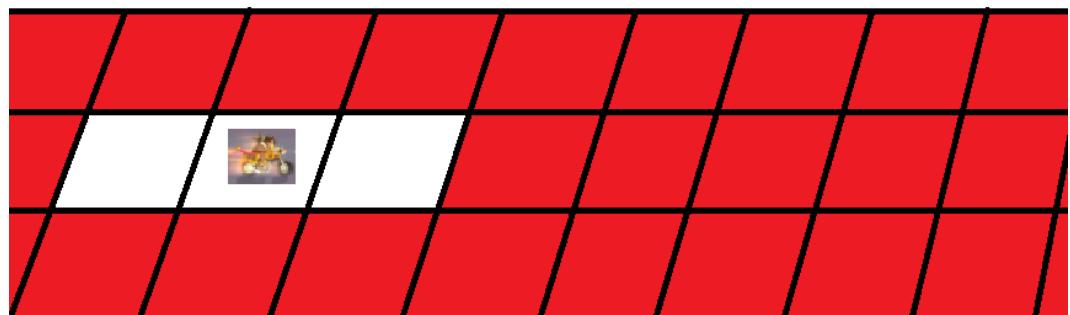
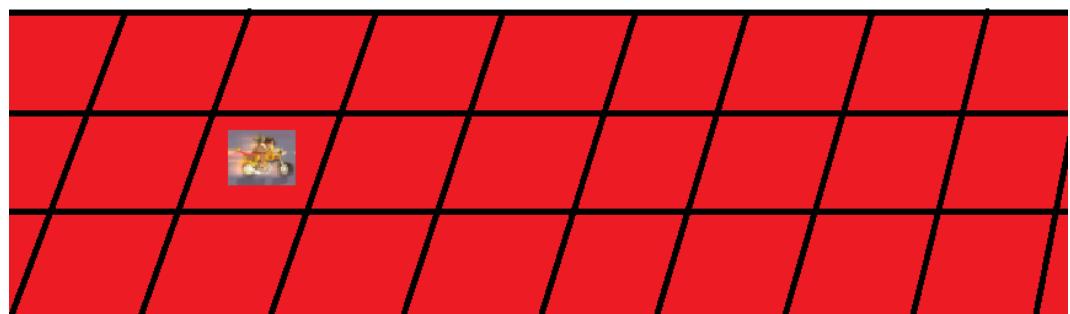
- ▼ Single key QTE events (jumping)



Need to press Space



- ▼ Full-screen attacks with rapid QTE sequences



## 3D Bosses

1. First 3D Boss
  - Humanoid boss
  - ▼ Concept Art



- **Attack Pattern**(The patterns will be continuously adjusted during development.)
  - ▼ **Melee Attack 1:** Triple Consecutive Strikes (Upward Swing → Downward Swing → Upward Swing)  
**Animation:** `Attack_Melee_B → C → A`
  - ▼ **Unblockable Melee Attack:** Single powerful strike with a big wind-up and an aura effect  
**Animation:** `Attack_GuardBreak_C`
  - ▼ **Projectile Slash** (Fires 2 consecutive slashes)  
**Animation:** `Attack01 → Attack_GuardBreak_A`
  - ▼ **Ranged Attack 2:** Dash Strike  
**Animation:** `cast → Attack_Melee_C_Dash`

After the casting animation finishes, the character creates an impact effect (disappearing momentarily) and reappears right in front of the player to strike.
- **HP Patterns**
  - 70% ~ 30%: Time acceleration technique
    1. Player can counter with time acceleration
    2. Nullify all attacks through parrying

## 2. Second 3D Boss (Temporary)

- Large-scale boss

### ▼ Giant boss

- Wide-range attack patterns
- Slower than humanoid boss
- Special attacks include missiles or fire-based area attacks

### ▼ Image





## Controls

### 3D Part

#### Basic Movement:

- W,A,S,D - Movement
- SPACE - Dash
- SPACE hold - Run

#### Combat System:

- Left Mouse Click - Basic Attack
- Right Mouse Click - Parry(Guard)
- Shift - Acceleration Ability Skill
- Q - Camera Target (Lock-on)

### 2D Part

## Basic Movement:

- W,A,S,D - Move in all directions
- SPACE - Invincibility (with cooldown)

## Combat System:

- Left Mouse Click - Attack
- Shift - Acceleration Ability skill

## Interface

### ▼ Battle Screen and Training Ground Default Screen



### ▼ Passive Ability Select Window

## Basic Stats

### ▼ Related to Barrier

- ▼ Reduce the time it takes to start recovering the protective shield  
Stay Unattacked 5 Seconds → 2.5 Seconds
- ▼ Increasing the speed of recovery of the protective film  
1.5x increase in recovery rate of protective gauge

### ▼ Related to Health

- ▼ Health regeneration  
Added character power playback (0 → 2% stamina per second)

### ▼ Related to Skill(Acceleration) Gauge

- ▼ Increase skill (acceleration) duration

Gauge reduction is 1.5x slower

- ▼ Increase skill (accelerated) gauge recovery

Increase the amount of recovery in the event of an attack or parry success on the enemy

## Parry

- ▼ Parry return reinforce

Protective Gauge Recovering In Parry Success, Skill Gauge Recovering Doubles

- ▼ Parry performance enhancement

Parry activation effective frame doubled from 12 frames → 24 frames

## Dodge

- ▼ Dodge return reinforce

Avoidance Successful Accelerates Time in Short (2 Seconds)

- ▼ Dodge performance enhancement

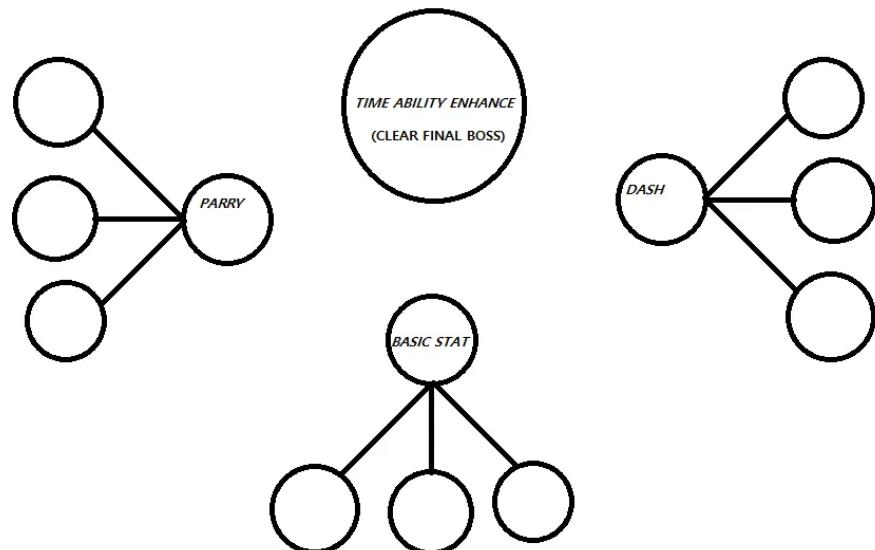
Avoided time increases from 21 frames to 30 frames

## Time Acceleration

- Increase time acceleration duration

- ▼ Add an Acceleration Step

Higher levels (faster to move) available



## Main Screen

- Game starts when pressing start button
- Game exits when pressing exit button

## Training Ground Screen

- Control key guide
- Stat enhancement selection window
- Character control practice
- Practice dummy provided

# Characters

## Player Character

- Class: Monk
- Gender: Female
- Features: Bare-handed combat, possesses acceleration ability

## Boss

- Type: Mechanical
- Features: Can switch between 2D/3D, possesses acceleration ability

# Resources

## In-game Resources:

### ▼ HP gauge

Decrease : Takes damage when shield gauge is empty

Recovery : Recovers upon stage clear

### ▼ Shield gauge

Decrease : Reduces when Takes damage

Recovery : Gradually recovers after 5 seconds withouts damage or recover on successful

### ▼ Skill Gauge

Decrease : Gradually depletes during skill use

Recovery : Recovers from attacking enemies or successful parries

# Levels

## Stage Configuration

### ▼ Training Ground



### ▼ Boss Stage



### ▼ 2D Stage



## 2D-3D Transition Method

- Chase battle system
- Boss pursuit in 2D
- 3D transition after chase completion

## Visual Style

### 2D

- Pixel art
- ▼ Pixelate Shader  
<https://lordkevep.itch.io/smooth-pixel-perfect-camera>

### 3D

- Futuristic mechanical boss design
- Oriental-style monk character design

## Story

### Game Background and Narrative

- Futuristic world setting
- Confrontation with machines threatening humanity
- Story about protagonist with acceleration ability avenging parents

## Audio Design

### Sound Feedback:

- Basic attack sounds

- Parry success/failure sounds
- Movement sound effects
- Dash sound effects
- Boss attack warning sounds
- Background music (BGM)

## Behavior Design

### Player Behavior

- Basic movement and combat
- Utilization of acceleration ability
- Adaptation during 2D/3D transitions

### Boss AI

- Phase-based attack patterns
- Difficulty adjustment system
- Response based on player position
- Time acceleration ability usage in specific patterns

## Physics Design

### Physics System:

- Collision detection
- Hitbox adjustment
- Acceleration system