Link to PDF Inspection Doc: <https://docs.google.com/document/d/1VG0c2TEeXwx5y2kO_i1-a1qCLZdhsX9FqTcIHK5F6EE/edit>

Link to Non-editable inspection Doc: <https://docs.google.com/document/d/141u1DA95dPkaxSAtgtPyR3lOSG5yLyhk6U0tQSX02ng/edit>

(In case someone breaks something)

This repository is meant to obtain all of the work I’ve done up to the point of losing access to the internet. It’s work I might continue offline, but in case I don’t get to it, I thought I’d compile my ideas here for people to know what I’m up to or for other people to take on the ideas I may have wanted to do myself. After all, I mostly just wanted to do the coding, but if someone else can make the module better than me, then I’d be all for it.

This document will feature modules I definitely want to see become a thing, and not modules I have given up on. If you want a list of that, that’s available in Manual Compilation’s PDF.

[Condensed List of Modules and their priority:]

* Down || On The Subject of Pressing Down || **Don’t Press Down** – High Priority – “First Module”
  + –First draft of manual available in the Down folder
  + –First draft of module available in the Down folder
  + More information on this module in the next paragraph
* **Escape Room** – High Priority – “The module that gained priority due to its complexity”
  + –First draft of manual available in the Escape folder
  + More information will be provided after Down details.
* **Personality Test** – High Priority – “I want to do this module myself, but after all the hard stuff is done”
  + Pokemon Mystery Dungeon
  + More information will be provided after Escape Room details.
* Cross-Examination || Investigations || Recipes || Cross-Communication || Applesauce || Cross Transceiving – High Priority – “Whatever these modules are called”
  + Ace Attorney idea // Hacknet idea // Heavy emphasis on “cross”
  + Criss-Cross Applesauce
  + Three stages
  + More information will be provided after Personality Test details.
* **Fruity Madness** – Medium Priority – “The module after Personality Test. Or at least, released at the same time as Personality Test”
  + Pikmin 3
  + More details if necessary after Cross modules.
* **Frameworks –** “The module that I couldn’t do”
  + I want a crossword module based on PennyPress Frameworks or Places, Please
  + But how does this work as a module?
* **Exploits** || On The Subject of System Security – Low priority – “Don’t close a New 3DS on System 2.1, you’ll brick the system!”
  + This is a module that contains a manual page for each system, but each module will only feature one system at a time.
  + More details if necessary after Cross Modules/Fruity Madness.
* **Simon Cloaks** || **Colorblind Simon** – Low priority – “Name it Colorblind Simon just so it breaks the S-S trend, lol”
  + Basically works like Faulty Sink, where you have blank textures and need to place the textures on the simon buttons in a particular order.
  + Also yes Faulty Sink is a thing, I created it and you can find it in the Jokette repo on my github. I made a manual for it but I had trouble getting the spinning rule to work. You can actually enable it by going into the options and changing the value for faulty to appear.
* **USA Maze** – Completed
  + Module is in need of a makeover. The starting state will be removed
  + Alaska and Hawaii will be given additional routes that change on a day to day basis, so that you can go to and from them normally, like any other state.
  + There is a bug where it will say you have gotten a strike when you haven’t. This has been fixed in the new version but not in the steam version. It is a part of the new update, I’m afraid.
  + The Analyzer will hopefully feature a map that shows where you’ve been
  + There may be a harder difficulty where the current location is invisible after the first move, and you must remember where you have moved to. If you get a strike, the current location will be visible again, and you will not reset. This will be disabled by default.
  + More moves will be required for states that are not Alaska/Hawaii, until Alaska and Hawaii are added to official routes.
  + Airplane sounds pls. Or roadtrips.
  + More mazes available in the future? (Rename from USA Maze to World Mazes)
* **Triforce**
  + Highlights. Fix them
  + Colliders. They’ll be fixed if the highlights are fixed, imo
  + I’d like to add missions for every bomb included in the mod. From 2 rows to 10 rows. As a step ladder kind of thing.
  + Eventually the bomb generation code will apply directly to KTaNE, which will hopefully be offered by Sam. If it’s finished, I’ll do my best to include it in Triforce.
* **Don’t Touch Anything** – “Not my module”
  + This is something I may do for fun, if I have time. But I know it’s something Jules wants to do so there’s that.
* **9000** – “I don’t hate the module, but I hate the subject”
  + Anyone is allowed to do whatever they want with this module. Please replace the sprites if possible cause they suck. You can find them on the 9000 repo.
* **On the Subject of Conversions –** Low priority – “How many times can you convert the same number in different systems?
* **Patience**  || On the Subject of Tutorials || On the Subject of Instructions – Low/Medium Priority – “*I've played this* *game* *a million times, let me just skip the tutorial!”*
  + The game tells you either how to play KTaNE, how to defuse another module, or asks you to interact with the module in a particular way. If you do so too fast or try to skip anything, you will earn a strike.
* **DUCK** – “Dude, Stop.”
  + You need to teach the program to be good.
  + You can decide rather to teach it to be good or teach it to be bad.
  + You will earn a strike if you decide on a path but then change your mind.
  + If you teach DUCK to be bad, the duck will mess with your bomb by assigning random strikes, messing with the timer, and screwing with other modules on the bomb. But you can convince DUCK to help you and it’ll undo all of that.
  + This is literally just a module to mess with everyone and I think it’d be fun to make.
* **The Museum**
  + The Museum is a special game room mod that disables strikes/solves and presents modules in such a way that you can view and admire them, as well as interact with them in any way you like.
  + You would enter it by using a Museum Pass and navigate the room using WASD and arrow buttons.
  + It would contain history and interesting trivia provided by mod creators where applicable. I’d like to see the KTaNE community as a whole work on this project!
* **PDF Manager** || **Manual Manager**
  + The game doesn’t like some of the PDFs, and some manuals are just out of date…
  + Timwi.de has a PDF creator that works in the way I wanted to add in the game
  + But I wanted to make it into an actual mod so that people wouldn’t need to go to a website for it.
  + The Manual Manager will be able to customize what manuals appear and what order they’re in when you decide to print them
  + Extra manuals will be added on top of the ones currently available with modules. This is so they will all be in the same format and will not contain errors that may be present in the original manuals. (Some do have this issue, unfortunately
  + This also handles the PDF compilation error that causes PDFs to not compile at all.

**On the Subject of Pressing Down – Extra Notes**

Pressing Down, or “Don’t Press Down” is quite possibly the most complex module I’ve considered since November 2017. Which is odd, because its premise is quite simple. You’re given a ledge, and must cross it by spamming “left” and “up” until you make it to the end. You can’t even strike on it! So why does it cause me so much grief?

It’s due to what I want it to be. It’s a call to the Twitch Plays Pokemon streams that I have adored for years, and a particular call to those that feel like modders care more about Twitch Plays in KTaNE than normal play. So I thought, hey, what if I made a normal KTaNE module that *was* Twitch Plays?

Obviously, Pressing Down is better suited for its Twitch Plays counterpart, where it takes all inputs pushed through IRC chat and players must work together to push the player (or the cat) to the left of the ledge and to the ending without pressing down. And to have it work so similarly to Twitch Plays Pokemon where there are no ! commands – you just enter in your input and hope that you make it through.

The Twitch Plays function has its own issues, such as having the log feature actual names featured in the Twitch Chat, which means it needs autosizing for single-line names, which is complex in a system like Unity’s. It’s basically like creating a chatbox, which I have no experience with. (Though people like Ash have given me resources, so at this point it’s just laziness.)

But one of the complex parts of this mod is the sprite functionality in the screen featured in the left, which is likely a bad move on my part. But I want that TPP authenticity – where you can see both the screen AND the chat on the module. Obviously, the buttons aren’t very authentic, but it’s difficult to really do anything else with them. The buttons are meant to simulate inputs in the chat, which is actually a thing that was provided to some people back in the day for TPP, but there isn’t really another option for KTaNE, so it’s what I decided to go with.

I decided to replace the Pokemon footage with something a little more original. Granted, the current sprites aren’t original, I grabbed them from here and edited them: <https://www.deviantart.com/inkybiscuits/art/Cat-Sprite-Sheet-612623839> (I think)

I want to replace them with something Monsplode related later on, but it’s not really a main focus at the moment.

But what about normal play? How do I incorporate Twitch Plays Pokemon into a normal module where it gathers the attention of both the defuser and the expert? And how do I keep it from being random, to the point where the module could solve itself or become too easy, or far too complex? This is the issue I have with the current manual – it’s far too complicated, to the point where even I don’t understand it. I just want a simple algorithm that people can use to efficiently solve the module (as I hate random solutions or RNG) while keeping it moderately difficult. I want it to be frustrating, but not impossible or uncontrollable. I guess I just want there to be some strategy to it, or some predictability.

I actually considered another window where you try to go out of your way to disable commands from other players, which is why there is two buttons on the original SVG. You could use those buttons to switch from the screen to the connection window and cut people’s connections. But that doesn’t really have much to do with the TP idea. I just don’t know what I wanted to do with it.

I want this to be a good module, but I don’t know how to make it good. And I guess that’s why I’ve been stuck on it for so long.

Also, screw arrow highlights

**On the Subject of Escape Rooms**

This one is simple, though it is superceded by Ash’s Rogue Mod. With the ability to make special custom rooms like that, an escape room could be coded outside of a bomb and the modules could be used like that to solve the rooms, but I still want to make a smaller module version that works similarly to Mouse in the Maze. Basically, you would have objects that would represent various modules – like a Nintendo 3DS with a Monsplode game in it for Monsplode Fight, or a Lazer virtualization board for something like 3D Maze or Lasers. There could be various ways to include other modules into this one, and it’s a nice idea for a cross-communication module with a good amount of complexity.

Unfortunately. It’s heavily defuser based, rather than expert inclusive.

Fortunately, many of the puzzles provided in the Escape Room module can include puzzles where the inferred answers can be found by looking into manuals for other modules, which I feel like is a super interesting idea that’s completely doable and people might like – it’d require reading through the lines and involve the expert in something that they might not have thought of or something of the like.

It’s not very clear how other modules will play in this module yet. However, I feel like there will be one “big” puzzle that uses pieces from other modules you have solved, and the pieces you get are the “objects” referred to in the manual.

Also, outside of the official manual I think I’d supply and index of what items do and what modules are compatible for those who are curious. But the idea is for people to learn these things on their own, as it’d ruin the fun of the module if you just had everything told to you. (Granted, how fun would it be if you familiarized yourself with the entire module? I don’t know. I’d hope people would still have fun with it)

I think the biggest issue with this module is all of the modeling that would be required for it. I hate modeling so much and I just don’t understand it. I’ve tried to work with it but it just tends to frustrate me.

**Personality Test / Sentry Duty**

Personality Test is a module based on the Pokemon Mystery Dungeon series, and is physically my first module idea, outside of my test Picross/Nonograms idea that went nowhere. Basically, you are given a quiz where you are given several questions that give you points in particular categories that push you towards a personality type – such as Sassy, Quirky, Naïve, Adamant, etc. These personalities, in the game, are used to determine what Pokemon you become in the story. However in KTaNE, you’re actually trying to guess what type the bomb is. You must use the edgework to determine your bomb’s type and answer the questions in such a way that you gain the most points in the personality trait related to the edgework. An example of such a quiz can be found here:

<http://pokemon.wikia.com/wiki/Explorers_of_Sky_Quiz_Guide>

It’s such a simple module and I feel like it can be enjoyable without seeming too much like other modules, but I’m afraid people won’t like it.

The main reason why I haven’t worked on it though is that I just want to release all of my modules at once, just to see the announcements of them stand on top of one another out of nowhere.

Granted, Pressing Down was initially supposed to be a secret, but given my situation and the situation of others, I don’t care to keep it secret anymore. The surprise isn’t worth it.

**Cross Examination**

I’ve been wanting to work on a crossover module idea for quite some time now – I’d call it my third module idea, right after Personality Test and Pressing Down. It has a similar complexity to that of Pressing down, but its complexity is related to how many stages it has and how difficult it could be to have two modules that are reliant on one another.

The first thing to worry about when making a module like this is: How does it work if both modules are not present?

That is what the first stage of this module is meant to be. It is a stage for this module that individualizes both halves of the module so that the player can feel like they’ve done something even though they haven’t experienced the entire module. I know multi-stage modules are becoming more frowned upon, but I really think it helps in this case – as rather than making this two halves of a whole module, it makes it feel like they have their own identity.

For the “left” module, I like to consider it a picture match module, where you are given an image or description in the manual and must find what is different in the module. I refer to this idea as “Investigations” and it ties in really well with the Ace Attorney aesthetic I could go here with “Cross-Examination.” Though even if I don’t go with Cross-Examination, I’ll likely keep the first stage of the module as Investigations.

I refer to the modules as “Criss-Cross Applesauce” due to the phrase being used in my kindergarten years and I thought it’d be a nice joke to use for crossover modules. As such, the “right” module is referred to as either Applesauce, or the more subtle name “Recipes.” The idea of Recipes is simply a module where you put ingredients together in order to make something, such as applesauce, or a cake, or something else. Information in Investigations or Recipes may be used later in the third stage, but I don’t know if they actually would or not.

Now while it isn’t necessary, I did add a second stage to these modules that activates if either module is not present on the bomb, or the module otherwise can’t connect to its counterpart. I refer to this stage as Cross-Transceiving, or Cross-Transmission. This stage of the module pings the entire bomb for other modules and attempts to gain a response from its counterpart module. If it does get a response, you’ll get a neat screen show up on the module that shows “waiting…” if you haven’t solved it yet, or “connected” if it has been solved. And then you jump into the third stage.

But if both modules aren’t present, you get the Cross-Transmission module. This is the same on both the “left” and “right” sides of the module. Basically it will return with five lights that will show the first and last letters of the first and last words of the module names in morse code, and you must submit an answer in the module based on something that’s calculable in the module that’s being referred to. I thought this fit well in the crossover idea, and it’s something that could be added without needing to update either the manual for this module, or the manual for other modules. It does have to be something specific though – it has to be inferable, similar to Escape Room, and clear. If it’s not clear, then the solution may not appear in the module. There would be rules about this in the manual, but otherwise it should be compatible with most modules that have calculable answers, outside of Plumbing and Probing…

I’ve been told this idea could work well on its own, and maybe I could split it apart as a separate thing, but at the moment it serves as an in-between for Cross-Communication/Cross-Examination, and it’s not something I want to get rid of at the moment.

The third stage of this module is something I’ve been thinking about for quite some time now. I had a Hacknet theme going on with the “Pinging…”, “Connecting…”, “Waiting…”, “Connection Achieved” messages that appear during stage 2 of this module, and thought that having it try to connect to two different computers or maybe even the bomb database itself would be cool, and you’d have to go through information present on both modules in order to get a key you can use to solve the bomb. But then I had an idea. “CROSS-EXAMINATION!”

Cross-Examination is a very Ace-Attorney thing, and flows well with the Investigations idea. It’s not quite as visually cool like the terminal idea is, but I like how the idea works with the crossover idea. For example, it could be a trial where you get to play as both the defuser and the prosecutor and your goal would be to provide the correct logic for your side, based on the information you gathered in Investigations. Maybe some evidence could be gathered from other modules as well!

But otherwise, I’d probably make it Hacknet related. Hacknet’s pretty cool.

So what about solves, I might hear you asking? Easy – when you solve the modules, one of them will turn green and the other will say “Waiting for player input… continue?” so that you can gather information from modules like FMN or FE without getting two sudden solves at once. This puts the player in control of the module, and that’s what I most like about the game.

I really want to see this idea become a thing. It’s one of the things that interests me the most, maybe even more so than Pressing Down or Escape Room. It’s too bad I have to do all of the hard stuff first, not that this idea is particularly easy.

**Fruity Madness**

I’m too tired to go over this but basically you are set on a time limit. This time limit is based on how far you travel, rather than an actual clock or the timer on the bomb. You’ll be given “aliens” that have specific traits and abilities, and obstacles that these aliens are built for. You might have something like an electric fence, or water, or a glass wall, or an enemy, and you’ll need to get around these obstacles in order to gather fruit, and bring it back to base.

Your goal is to gather all of the fruit before sundown. And you’ll be able to see your route before you submit it to see if you have enough “time” to travel the path suggested.

**On the Subject of Exploits**

Something I just came up with in the past couple of days, a module that is based on hacking Video Game systems. Such as the Nintendo 3DS (Fasthax, Arm9LoaderHax, Boot9Firm, Luma), The Nintendo Switch (Paper Clip), The Nintendo Wii (Bannerbomb), The Wii U (Web browser/Haxchi), The PSP (Battery pack), Xbox 360 (hardware), and the like. I thought it’d be cool to have a module based on things like “don’t close the system on this system version or you’ll brick” (strike), or “Don’t install this version of the software or you might screw something up” (maybe strike, or at least harder to solve the module), or “don’t delete this or you’ll brick” (strike). I don’t know what the rules would be, exactly, or if I’d even use the actual names of the consoles, but the methods would likely be included. I’d like to include multiple systems, but only have one system be present at a time in the module. Similar to what I want to try with World Mazes (One module with several different options at the player’s decision, or maybe completely random)

iPhone jailbreaking and Android rooting would likely be included. Hacking games in Windows/Linux could possibly be added as well.