

Spectrum

Created By Daulton Scott





Opinions on Turn-Based Combat

Turn-based combat gets a bad reputation.

- Very polarizing; you either love it or hate it
- Common complaints are that it is “slow and tedious”
- Can feel more like a chore than a game

Conversely, action RPGs tend to be more popular and newcomer friendly.

- Real-time battles are fast-paced and require you to react quickly; turn-based RPGs involve more sitting, strategizing, and waiting
- Modern turn-based RPGs cater to hardcore fans of the genre

My goal is to create a turn-based RPG that addresses these concerns and appeals to newcomers and veterans.



Spectrum is an epic RPG set across different parallel worlds. Its turn-based battle system revolves around building up combos to access each character's most powerful moves.

Turn your party into a unified force with the pairing mechanic to synergize each character's abilities. As the characters bond, they learn new skills.



A Deeper Look at *Spectrum*

The Combo Gauge

- Rack up combo points in battle to access your party's stronger abilities
- Turns are timed, with brief pauses in-between hits

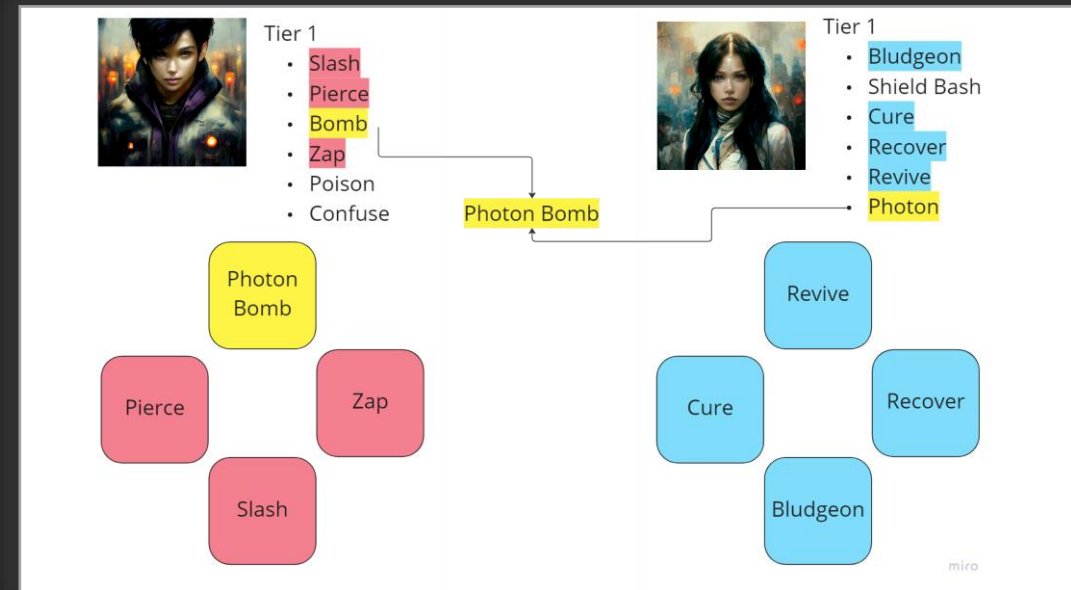




A Deeper Look at *Spectrum*

Pairing Mechanic

- Party members pair up for battle and combine their skills
- Characters learn new abilities as they grow closer



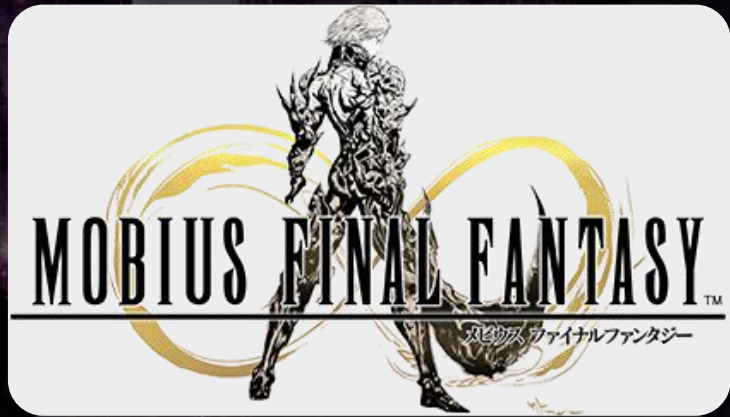


A Deeper Look at *Spectrum*

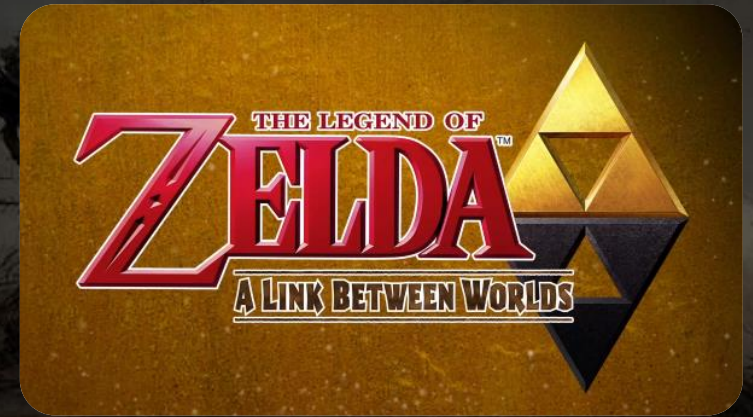
World Hopping Exploration

- Warp between the different worlds to solve puzzles, deal with environmental obstacles, and discover secrets





Inspirations & Comparables



Project Scope

Spectrum is a portfolio project meant to showcase my skills as a game designer and writer.

- Playable prototype with roughly 1 hour of gameplay
- A short glimpse of the story

High-Level Prototype Goals

- Opening cutscene
- Battle tutorial boss fight
- Playable level with standard encounters
- Second boss at end of the level
- Ending cutscene



High-Level Schedule

	Game Design	Concept Art	3D Modelling	Rigging	UI Art	Programming	Misc.
May	<ul style="list-style-type: none">○ Characters○ Menu○ Level: overworld and battle map○ Narrative: playable characters	<ul style="list-style-type: none">○ Characters○ Enemies			<ul style="list-style-type: none">○ Battle menu		<ul style="list-style-type: none">○ Hiring○ Team-building
June	<ul style="list-style-type: none">○ Enemy encounters○ Boss Fights○ Narrative: prototype story	<ul style="list-style-type: none">○ Overworld○ Battle map	<ul style="list-style-type: none">○ Characters○ Weapons○ Enemies	<ul style="list-style-type: none">○ Character battle animations○ Enemies	<ul style="list-style-type: none">○ Main menu	<ul style="list-style-type: none">○ Battle gameplay○ Battle menu	<ul style="list-style-type: none">○ Playtest: Battle

High-Level Schedule

	Game Design	Concept Art	3D Modelling	Rigging	UI Art	Programming	Misc.
July	<ul style="list-style-type: none">○ Narrative: dialogue & barks	<ul style="list-style-type: none">○ Game logo	<ul style="list-style-type: none">○ Overworld (Whitebox)○ Battle map (Whitebox)	<ul style="list-style-type: none">○ Cutscene animations	<ul style="list-style-type: none">○ Title menu	<ul style="list-style-type: none">○ Overworld exploration○ Main menu○ Title screen	<ul style="list-style-type: none">○ Playtest: Overworld
Aug.			<ul style="list-style-type: none">○ Overworld (Final)○ Battle map (Final)			<ul style="list-style-type: none">○ Cutscenes	<ul style="list-style-type: none">○ Playtest: Final○ Post-Mortem

High-Level Team

Game Design (1)

- Daulton Scott – Creative Director & Lead Game Designer

Concept Art (2 – 4+)

- ??? – Characters
- ??? – Monsters
- ??? – Environment
- ??? – Logo

3D Modeling (2 – 3+)

- ??? – Characters
- ??? – Enemies
- ??? – Environment

Rigging (2+)

- ??? – Characters
- ??? – Enemies

UI Art (1+)

- ??? – Main Menu
- ??? – Battle Menu
- ??? – Title Screen

Programming (2 – 4+)

- ??? – Overworld
- ??? – Battle
- ??? – Cutscenes
- ??? – Menu





Thank you!

Project created by Daulton Scott

Art generated by MidJourney

Game Footage shown:

- Mobius Final Fantasy © Square Enix Holdings Co., Ltd.
- The Legend of Zelda: A Link Between Worlds © Nintendo Co., Ltd.