efface plan!

Kita pake ini untuk planning

Paper sizenya beda jadi jangan dicoba print!

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| **-----[Character Profile: Male Main Character]-----** | |
| **Portrait** | Picture please~ |
| **Name** | Player Nameable (dikasih nama sama karakter) |
| **Description** | Main character of Efface, when selecting Male character.  Older brother of female character. |
| **Statistics** | |  |  | | --- | --- | | Human | | | Hp | 60 +7 per level | | Damage | Weapon Based | | Rate | Weapon Based | | Pattern | Player Controlled | | Movement | Player Controlled | | Range | Weapon Based | | Exp/Pt | Not Applicable | |
| **Personality** | |  |  | | --- | --- | | Player Controlled | Jika Player memilih Laki-laki sebagai MC:  Silent Protagonist: all choices, no dialogue.  Choicenya dari personality 3 dibawah. | | NPC Control | Jika Player memilih Perempuan sebagai MC:  Random dari 3 dibawah. |  1. Dia adalah pendiam, tapi dia sangat perhatian; tetapi kurang expresif, biasanya terasa “dingin”. (Cold, but caring) 2. Dia adalah orang yang “bertindak duluan, berpikir kemudian” dan sikapnya tegas, dan bergairah. (Reckless brave) 3. Dia adalah penakut, dan kurang percaya diri, tetapi dia cerdas dan bisa menganalisa dengan cepat. (Smart coward) 4. (Stupid Ending Personality): Dia sadar bahwa dia didalam game Efface. Sering panic gara gara itu. (Fourth wall Breaker)   Generalnya: Niatnya selalu baik untuk adiknya... |
| **Comments** | Nanti isinya deh... |

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| **-----[Character Profile: Female Main Character]-----** | |
| **Portrait** | Picture please~ |
| **Name** | Player Nameable (dikasih nama sama karakter) |
| **Description** | Main character of Efface, when selecting Female character.  Younger sister of male character. |
| **Statistics** | |  |  | | --- | --- | | Human | | | Hp | 60 +7 per level | | Damage | Weapon Based | | Rate | Weapon Based | | Pattern | Player Controlled | | Movement | Player Controlled | | Range | Weapon Based | | Exp/Pt | Not Applicable | |
| **Personality** | |  |  | | --- | --- | | Player Controlled | Jika Player memilih Perempuan sebagai MC:  Silent Protagonist: all choices, no dialogue.  Choicenya dari personality 3 dibawah. | | NPC Control | Jika Player memilih Laki-laki sebagai MC:  Random dari 3 dibawah. |  1. Dia biasanya baik dan perhatian, tetapi sekali kali bisa out-of-control. (Kind, caring, but likes overdoing things) 2. Dia sangat pendiam, gampang ditakuti, tetapi sangat tekad dan keras kepala. (Quiet & Stubborn) 3. Dia ceria dan selalu optimis, tetapi jika ditanya tentang hal sensitif, bisa sangat marah. (Bipolar) 4. (Stupid Ending Personality): OBVIOUSLY OVERKILL TSUNDERE   Generalnya: Dia ada masalah di kepalanya sedikit... |
| **Comments** | Nanti isinya deh... |

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| **-----[B1: Deletion Gate]-----** | |
| **Floor Type** | Story Floor |
| **Enemy** | No Enemy |
| **Boss** | No Boss |
| **Superenemy** | No Superenemy |
| **Map** | |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  | |  |  |  |  | **1** |  |  |  |  | |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |   1] Story Event |
| **BGM** | Nanti isinya |

**Narrative:**

Isilah, ceritanya bagaimana?

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| **-----[B2: Strange Machine]-----** | |
| **Floor Type** | Tutorial Floor  Easy Enemies; Unlimited Ammo |
| **Enemy** | |  |  | | --- | --- | | Basic Defense Turret | | | Hp | 20 | | Damage | 3-5 | | Rate | 1/sec | | Pattern | Aim 1x; Aim 4x | | Movement | None | | Range | Infinite | | Exp/Pt | 3 Exp  5 Pt |  |  |  | | --- | --- | | Low Level Sentry System | | | Hp | 35 | | Damage | 4-6 | | Rate | 3/sec | | Pattern | Aim 2x when Chase | | Movement | Random/Chase (Damage/Sight) | | Range | Chase 4 | | Exp/Pt | 6 Exp  10 Pt | |
| **Boss** | |  |  | | --- | --- | | Master Sentry System; “Overseer” | | | Hp | 500 | | Damage | 8 | | Rate | 4/sec | | Pattern | Aim 2x; Aim 4x; Magnet; Disk Atk | | Movement | Complicated :p | | Range | Infinite | | Exp/Pt | 400 Exp  500 Pt | |
| **Superenemy** | |  |  | | --- | --- | | Thor | | | Hp | 20000 | | Damage | 25 (Plasma); 100 (Cannon); 30(Gatling) | | Rate | 1/sec(Plasma); 1/5s (Cannon); 4/sec | | Pattern | Complicated | | Movement | Complicated | | Range | Infinite | | Exp/Pt | 400 Exp  500 Pt | |
| **Map** | |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  | |  |  |  |  |  | **4** |  | **5** |  | |  |  |  | **2** |  | **3** |  |  |  | |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  | |  |  |  |  | **1** |  |  |  |  | |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |   1] Start Position/Sanctuary  2] Switch A  3] Door A  4] Boss / Stairs Down  5] Superenemy “Thor” [Card Key 00B2] |
| **BGM** | Nanti isinya |

**Narrative:**

Isilah, ceritanya bagaimana?

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| **-----[B3: Mechanical Labyrinth]-----** | |
| **Floor Type** | Normal Floor |
| **Enemy** | |  |  | | --- | --- | | Basic Defense Turret | | | Hp | 20 | | Damage | 3-5 | | Rate | 1/sec | | Pattern | Aim 1x; Aim 4x | | Movement | None | | Range | Infinite | | Exp/Pt | 3 Exp  5 Pt |  |  |  | | --- | --- | | Low Level Sentry System | | | Hp | 35 | | Damage | 4-6 | | Rate | 3/sec | | Pattern | Aim 2x when Chase | | Movement | Random/Chase (Damage/Sight) | | Range | Chase 4 | | Exp/Pt | 6 Exp  10 Pt |  |  |  | | --- | --- | | Ghost Sentry | | | Hp | 15 | | Damage | 4-8 | | Rate | 3/sec | | Pattern | Aim 3x when Chase | | Movement | Invisible Static/Chase (Damage/Sight) | | Range | Chase 2 | | Exp/Pt | 7 Exp  15 Pt | |
| **Boss** | No Boss |
| **Superenemy** | No Superenemy |
| **Map** | |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  |  | |  |  |  |  | **2** |  |  |  |  | |  |  |  |  |  |  |  |  |  | |  |  |  |  | **3** |  |  |  |  | |  |  |  |  | **1** |  |  |  |  | |  |  |  |  |  |  |  |  |  | |  |  |  | **4** |  |  |  |  |  | |  |  |  |  | **5** |  |  |  |  | |  |  |  |  |  |  |  |  |  |   1] Stairs Up  2] KeyCard A  3] Sanctuary  4] Switch B  5] Stairs Down |
| **BGM** | Nanti isinya |

**Narrative:**

Isilah, ceritanya bagaimana?

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| **-----[B4: System Checkpoint 1]-----** | |
| **Floor Type** | Checkpoint Floor  A “town” floor. |
| **Enemy** | No Enemy |
| **Boss** | No Boss |
| **Superenemy** | No Superenemy |
| **Map** | |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  | |  |  |  |  | **5** |  |  |  |  | |  |  |  | **3** | **2** | **4** |  |  |  | |  |  |  |  | **1** |  |  |  |  | |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |   1] Stairs Up  2] Sanctuary/Checkpoint  3] Weapon Store  4] Point Store  5] Stairs Down |
| **BGM** | Nanti isinya |

**Narrative:**

Isilah, ceritanya bagaimana?