



TRANSISTOR: RESONANCE

222634Y Cheong Jia Ling
Game Visual & Development A1

WHAT is Transistor?

Glossary
Characters
Timeline
Gameplay

ABOUT Transistor: Resonance

Synopsis
Gameplay

WHO is The Inspector?

Design Brief
Background Story
Character Profile

MOODBOARDS

Clothing
Weapon
Companion
Colour & Style

SKETCHES

Silhouettes
Human sketches
Process Sketches
Colour Tests

DEVELOPMENT

Character costume/ proportions
Abilities

FINAL DESIGN

Model sheets
Poses/ personality tests
Size Comparison
Final beauty render

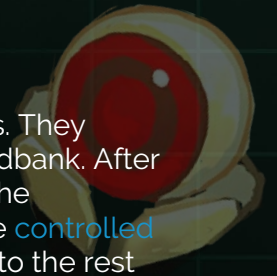
WHAT IS TRANSISTOR?

CLOUDBANK

The game of Transistor takes place in the populated city of Cloudbank. Throughout the game, it is **under attack from The Process**. The city is overseen by the Cloudbank Central Administration, who makes decisions from the weather to the buildings around the city through the people's votes. The city is **completely democratic** which causes problems like a volatile history and minorities to be marginalised.

THE PROCESS

The Process are **invisible robots** who come in many shapes and forms. They ensure the **creation, reparation, and destruction of the structures** within Cloudbank. After being discovered by Royce Bracket, the Process could be seen by him and the Camerata, as well as a few other citizens in Cloudbank. The Process could be **controlled using the Transistor**. After the Transistor crashed, The Process was revealed to the rest of Cloudbank, went against its programming, and **started disintegrating Cloudbank and its citizens**.



TRACE

Traces are like the **"souls" of the people in Cloudbank**. When absorbed by the Transistor, the Transistor gains the Function of the Trace it assimilated and stores the Trace in the Trace Bank within the Transistor.

FUNCTIONS

A Function is **related to a skill that a citizen in Cloudbank has**. For example, Sybil specialises in Supervision and Organisation. Her Trace's Function is Help(). Functions can be accessed by the Transistor when the Trace is assimilated. As a game mechanic, various Functions have various abilities to assist Red in fighting against The Process.

THE TRANSISTOR

The Transistor is shown in the form of a broadsword. The Transistor is discovered by Royce Bracket, found **connected to the Cradle** in Fairview (a place in Cloudbank) **The Transistor can control The Process, absorb Traces, and use the assimilated Traces' Functions**.

There can only be one user of the Transistor at any given time. All Camerata members had been users of the Transistors. **The Transistor had glitched while trying to assimilate The Man's faulty Trace**, thus wreaking havoc on Cloudbank. Throughout the game, **The Man speaks to Red through the Transistor**, and Red is mute as the Transistor had taken her voice.



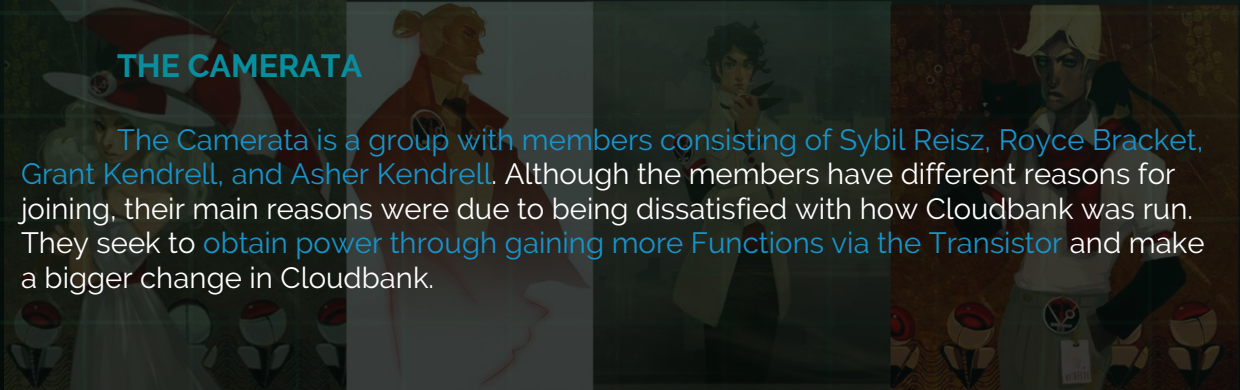
Near the end of the game, the inside of the Transistor is shown to contain grassy wheat fields like the landscape of the Country.

THE COUNTRY

The Country is mentioned by various characters throughout the game. Although it is never made clear what The Country referred to, it is mentioned in a mostly positive or hopeful light. Influential people who went missing in Cloudbank were said to be on vacation in The Country, and a farewell from a dying person often includes the phrase "See you in the Country". At the end of the game, when Red assimilates her Trace, she is shown in what seemed to be The Country with The Man.

THE CAMERATA

The Camerata is a group with members consisting of Sybil Reisz, Royce Bracket, Grant Kendrell, and Asher Kendrell. Although the members have different reasons for joining, their main reasons were due to being dissatisfied with how Cloudbank was run. They seek to obtain power through gaining more Functions via the Transistor and make a bigger change in Cloudbank.



IMPORTANT CHARACTERS in Transistor

SUBJECT : RED



"I'M GOING TO FIND THE THING THAT'S DOING THIS AND I'M GOING TO BREAK ITS HEART."

Red is a popular rising singer in Cloudbank. Her songs play at the appropriate time throughout the game. Although the Transistor took her voice at the start of the game, she would hug it and hum to her songs after being idle for a while.

Unknown is her muse and her bodyguard who eventually saved her life from the Camerata. She has a fiery and determined personality, but dislikes how the people of Cloudbank were so easily swayed by her songs to the point where fights broke out during her performances. She is often troubled by her popularity. She is also a friend of Sybil, although she refused to accept her advances.

Function: Crash()

SUBJECT : UNKNOWN



"BIKE DESERVES SOME KIND OF REWARD NOT BEING WIPE OUT LIKE HIS BIKE FRIENDS. SEE YOU IN THE COUNTRY, MR BIKE."

Also known as Mr Nobody, or Subject Not Found, Unknown is Red's lover who got assimilated into the Transistor instead of Red. This caused the Transistor to malfunction and start the destruction of Cloudbank. Throughout the game, his face is always obscured. No recoverable data of Unknown can be obtained.

Throughout the game, Unknown speaks to Red from the Transistor.

Function: Breach()

SUBJECT : GRANT



"WE KNEW THE STAKES OF WHAT WE WANTED TO ACCOMPLISH, AND WE KNEW THAT IF WE WERE TO FAIL, WE WOULD DO SO TOGETHER AS ONE. SEE YOU IN THE COUNTRY."

-Asher Kendrell

Grant Kendrell is one of the founders of the Camerata. He is unhappy that most administrators in Cloudbank prefer to allow the public to make most changes and real problems could not be addressed. When he was approached by Royce Bracket, he realised that things could be different.

Grant is the last user before the Transistor malfunctioned. He and Asher Kendrell retreated to Bracket Tower but got infected during the escape. They initially waited for Red so that they could be assimilated into the Transistor. However, clouded by the infection, Grant kills himself with poison.

Function: Tap()

SUBJECT : ASHER



"WHAT GOOD COULD FOUR INDIVIDUALS EVER HOPE TO ACCOMPLISH IN THE CITY WITH ONLY THEIR FOUR VOICES? WELL, WE FOUND OUR ANSWER YOU HAVE IT RIGHT HERE, IN YOUR HANDS."

Asher Kendrell is a journalist and an avid historian in Cloudbank. He tries studying Cloudbank's history, before realising that things did not add up with the dead ends and contradictions. During his research, he meets Grant, and the two get closer with their shared passion on preserving Cloudbank and seeking change. Eventually, Grant introduces him to the Camerata.

In-game, Asher guides Red to Bracket Tower through OVC terminals, taking full responsibility for the destruction of the city. He soon finds out that Grant has killed himself and commits suicide just before Red arrives.

Function: Void()

SUBJECT : SYBIL



AGE
30

GENDER
F

SELECTIONS
Supervision,
Organization.

REASONS CITED
'I love people!'

TRACE STATUS
Integrated.

*"YOU KNEW, I WOULD WAIT, I WOULD WAIT,
I WOULD WAIT FOR YOU..."*

Sybil Reisz is a **socialite** in Cloudbank who **chooses influential victims for the Camerata**. She has an **obsession for Red** and had known her when she first started out as a singer. It seems that she had **planned to get rid of Unknown** as she lied to the Camerata that Red would be alone after her performance. She has used the Transistor to create the Sandbox, an area only accessible to her that resembled a beach. It also homes a tame dog-like Process named Luna.

After the Transistor malfunctioned, she stayed in the Goldwalk District to wait for Red, causing her to get infected. **She meets her in an almost completely infected and disillusioned state**. She then fights Red and transforms into a Process.

Function: Help()

SUBJECT : ROYCE



AGE
37

GENDER
M

SELECTIONS
Engineering,
Mathematics.

REASONS CITED
Declined.

TRACE STATUS
Recorded.

*"WHAT YOU HAVE THERE... IN YOUR HANDS...
MAYBE IT'S A... STAR OR A TOMB. OR THE END
OF THE WORLD... THE WAY TO THE COUNTRY...
LIGHTER THAN ONE MIGHT EXPECT TOO."*

Royce Bracket **used to work as an engineer**, but his structures kept being replaced due to the votes changing in cycles. Noticing this, he tried to create more Avant Garde structures but soon went out of popularity. **He discovers a formula on how Cloudbank is run and does research on his own, eventually finding the Transistor in the Cradle**.

Royce understands the most about The Transistor and The Process out of anyone else in Cloudbank. **He convinces Red to place the Transistor in the Cradle, initiating a system reset**. This also drags Royce and Red within the Transistor to fight for ownership. Red wins, leaving Royce in the Transistor.

Function: Flood()

Story Timeline

```
print(ovc_Terminal_Data)
```

OVC Terminals are machines in specific locations on the map where citizens can access to view daily updates within Cloudbank, vote for changes, order food, and more.

YEAR 66

STATUS: EVENTS LEADING UP TO TRANSISTOR__

Royce Bracket discovers the Transistor and its abilities after intensive research and shows it to Grant Kendrell. Together, they form the Camerata. At some point, Asher Kendrell and Sybil Reisz also join the group. Royce encourages citizens to work on their skills, thus developing stronger Functions. Over the next few months, they collect many Functions within the Transistor, targeting mostly influential citizens with stronger Functions. Cloudbank citizens assume that those who disappeared after being attacked had left for the Country.

DATE	TIME	DATA RECORDED
04 - 03 - 66	03 : 19	Royce discovers the Transistor
06 - 03 - 66	09 : 19	Royce suggests using Fairview (a location in Cloudbank) as a Process research site
08 - 21 - 66	05 : 04	Royce suggests Cloudbank citizens to target for Function acquisition

YEAR 67, 06 - 26

STATUS: 1 DAY BEFORE TRANSISTOR__

On 06 - 26 - 67, 01 : 17, The Camerata attacked Red at the backstage of Goldwalk Auditorium after a show. The Man intervenes and is absorbed by the Transistor, which causes a malfunction. The Transistor crashed, losing all the Traces it collected, removing Grant Kendrell's status as the Current User, and teleporting the Man and Red out of Goldwalk, partially absorbing the Man's Trace and Red's voice. The crash also causes The Process to go out of control and start breaking down Cloudbank and its citizens.

Grant and Asher Kendrell flee to Bracket Tower in Highrise with security measures against the Process in place. Royce Bracket heads to his lab in Fairview which is built around the Cradle, where he first found the Transistor. Sybil Reisz stays in Fairview to wait for Red, but eventually becomes infected by the Process.

The Administration becomes aware of The Process' destruction and declares an O.P.I., Offline Pending Investigation. However, Cloudbank carried on its daily activities.

DATE	TIME	DATA RECORDED
04 - 22 - 67	20 : 41	Vote on Red vs. Facsimile to perform in Goldwalk Auditorium

06 - 26 - 67	13 : 00	Vote on building a bridge connecting Goldwalk Bay to Fairview
06 - 26 - 67	19 : 21	Northwest Quadrant of Cloudbank evacuated to The Country, Administration downplays connections to disappearance
06 - 26 - 67	19 : 36	Vote on tomorrow's weather
06 - 26 - 67	19 : 40	Junction Jan's Deliveries

YEAR 67, 06 - 26

STATUS: START OF TRANSISTOR__

The Process continues its path of destruction, but the Administration tries to conceal it. Red awakens at the Bay in the Promenade. She becomes the new user of the Transistor and is accompanied by The Man speaking through it. She heads towards Goldwalk District. There, she fights Sybil who almost turns into a Process mid-way through battle. Red defeats Sybil and absorbs her into the Transistor. The Man interrogates her Trace and learns the Grant Kendrell's location.

DATE	TIME	DATA RECORDED
06 - 27 - 67	02 : 48	Hammers vs. Clientele game being indefinitely postponed
06 - 27 - 67	04 : 41	Vote on Highrise sky colour
06 - 27 - 67	05 : 04	Traversion Hall gone, area placed under O.P.I.
06 - 27 - 67	05 : 54	Report on attack on Red at 01 : 17, 06 - 26

YEAR 67, 06 - 26

STATUS: Events of Transistor__

Cloudbank is mostly destroyed. The Administration is finally declaring emergency measures and relocating Cloudbank's citizens.

Red and The Man arrive at The Canals at the outskirts of Highrise. While going to the Bracket Tower, she faces the Processed Spine of the World and defeats it. Red communicates with Asher Kendrell who had left messages for her, explaining their wrongdoings and what the Camerata had initially intended. He also sends a public apology message with the Camerata claiming responsibility for the destruction of Cloudbank. When Red enters the Bracket Tower, she finds that Grant and Asher Kendrell have both committed suicide and absorbs their Traces into the Transistor. The Man finds Royce's location from interrogating their Traces.

Despite the evacuations, there are only about a few thousand people who have been evacuated and are mourning the downfall of Cloudbank. However, when the last report is issued, all the citizens (who have not died in other ways, or integrated into the

Transistor), would be soon consumed by the Process. Thus, the end of Cloudbank is announced.

DATE	TIME	DATA RECORDED
06 - 28 - 67	01 : 00	Junction Jan's giving away food as Cloudbank falls
06 - 28 - 67	01 : 33	66 % of Cloudbank has been infected by the Process, western half of Cloudbank is offline, 100 000+ people are missing. Government urges citizens to register with Terminals for relocation.
06 - 28 - 67	01 : 33	Report on the Spine rampaging in Highrise, government is attempting to lead them away from populated areas.
06 - 28 - 67	02 : 01	Registration in Highrise for relocation malfunctions
06 - 28 - 67	03 : 19	Warning about Process symptoms
06 - 28 - 67	09 : 08	Report on a vigil held for Red, one of the influential citizens consumed by the Process
06 - 28 - 67	13 : 40	Final report, Cloudbank nearly destroyed and all residents nearly eradicated.

Red and The Man walk through Goldwalk back to Promenade and to the Bay where she votes for a bridge to be made to Fairview. By then, the district had mostly disintegrated. Red is guided through Fairview to the Cradle by Royce Bracket's Proxy Machine. He promises her that by placing the Transistor into the Cradle, control could be regained over the Process. Red did so, which caused a system rest, but it also absorbed the Trace of both Red and Royce. They both fight for The Transistor's user status. Royce is defeated, and Red regains control over the Transistor and The Process. Although The Man discusses with her on where to first start repairing the city, she lies beside The Man's body and uses the Transistor to absorb her own Trace.

TRANSISTOR'S GAMEPLAY

Transistor is an **isometric science-fi action RPG**. It has some combat elements where it either plays out in **real time**, or in a **turn-based combat** called Turn().

A player can have **4 passive Function slots** with **8 upgrade Function slots** that improves their passive Function. Functions have passive ability, as well as an active ability when used during combat. When a player dies, they lose a Function slot until they have no more Function slots left.

In real time combat, Functions have a **specific cooldown limit** before it can be used again.

In Turn(), the player can use as many Functions as they like, **limited by the planning cost of each Function**. In Turn(), time is paused, and the chosen Functions will be made in quick succession once the turn is over. The player starts out with **100 planning points per turn**.

Name	Active	Passive	Upgrade
 Bounce()	A ricocheting bolt that jumps from target to target Memory Cost: 2 Base Damage: 100 Number of Jumps: 5 Turn() Cost: 35	Adds a chain-reactive effect to most functions.	Shield that deflects damage. Cooldown: 8.0 sec
 Breach()	Pierce targets with great force across long distances Memory cost: 3 Base Damage: 100 Range: 800 Turn() Cost: 42	Gain more planning potential in Turn()	Accelerates most Functions, raising their range and velocity
 Crash()	Deals minor damage and leaves targets more vulnerable. Memory Cost: 1 Base Damage: 50 Stun Duration: 2.1 sec Turn() Cost: 20	Immunity to Slow, Disable User Damage Resisted: 25%	Cause most Functions to stun and disrupt Targets
 Cull()	Strike nearby Targets upward with tremendous force Memory Cost: 4 Base Damage: 225 Turn() Cost: 70	Harm Targets on contact while executing Turn() New Active: Check() Base Damage: 150 Turn() Cost: 10	Raise the kinetic impact or effect duration of most Functions

 <p>Flood()</p>	<p>Project a storm sphere that disintegrates Targets in its path.</p> <p>Memory Cost: 3 Base Damage: 60/ sec Life Span: 4.5 sec Turn() Cost: 25</p>	<p>Regenerate life points when Turn() is not recovering.</p> <p>Life Regen: 5/sec Max. life restored: 50%</p>	<p>Enhance most Functions with lingering destructive effects</p>
 <p>Get()</p>	<p>Force a Target close to the User. Stronger against distant targets.</p> <p>Memory Cost: 1 Max. Damage: 150 Turn() Cost: 10 Pulls Target to User</p>	<p>Draw in Cells faster and from further away.</p> <p>Cell Pull Strength: 200%</p>	<p>Make most Functions pull Targets out of position</p>
 <p>Help()</p>	<p>Force a Target close to the User. Stronger against distant targets.</p> <p>Memory Cost: 4 Friend Base Damage: 75 Friend life: 20 Use in Turn() recovery</p>	<p>Gain a 25% chance to turn into a SuperUser on using Turn()</p> <p>New Active: Kill() Base Damage: 500 Turn() Cost: 110</p>	<p>Give most Functions a chance to prevent Cells from spawning.</p>
 <p>Jaunt()</p>	<p>Transport User to a nearby location directly ahead</p> <p>Memory Cost: 3 Recovery: 0.75 sec Turn() Cost: 10</p>	<p>Recover more quickly after using Turn()</p> <p>Faster Turn() Recovery Cooldown Speed: 125%</p>	<p>Allow most Functions to be used during Turn() recovery</p>
 <p>Load()</p>	<p>Forms a volatile Packet. Strike Packet to produce a large blast</p> <p>Memory Cost: 3 Packet Damage: 250 Blast Radius: 300 Turn() Cost: 50</p>	<p>Generate volatile Packets at a regular interval</p> <p>Packets Spawn Automatically Spawn Speed: 10 sec</p>	<p>Increase area-of-effect of most Functions</p>
 <p>Mask()</p>	<p>Conceal the User's physical self, amplifying the next action</p> <p>Memory Cost: 1 Stealth: 6.3 sec Stealth damage: 200% Use in Turn() Recovery</p>	<p>Become undetectable and faster after eliminating targets.</p> <p>Stealth on Target elimination Speed: 125% Duration: 2 sec</p>	<p>Raise the potency of most Functions when backstabbing.</p>

 <p>Ping()</p>	<p>Fire rapid kinetic charges in a straight line.</p> <p>Memory Cost: 1 Base Damage: 15 Shots: 4/sec Turn() Cost: 10</p>	<p>Move much further in Turn()</p> <p>Turn() movement: 200%.</p>	<p>Reduce Turn() planning cost and speed up most Functions.</p>
 <p>Purge()</p>	<p>Spawn a seeking parasite that dismantles a Target from within.</p> <p>Memory Cost: 2 Base Damage: 120 in 3 sec Target Slowed: 70% Turn() Cost: 20</p>	<p>Automatic Retaliation</p> <p>Damage: 10</p> <p>Range: 650</p>	<p>Apply a corruption effect to most Functions</p>
 <p>Spark()</p>	<p>Launch fast unstable shells that split into explosive particles.</p> <p>Memory Cost: 2 Base Damage: 60 Blast Radius: 325 Turn() Cost: 20</p>	<p>Spawn a Copy when attacked, diverting nearby targets.</p> <p>Copy life: 20 Cooldown: 1.5 Sec</p>	<p>Split and subdivide most Functions for greater results</p>
 <p>Switch()</p>	<p>Alter a Target's allegiance into serving the User.</p> <p>Memory Cost: 2 Charm Duration: 6 sec Turn() Cost: 40</p>	<p>Spawn a friendly BadCell when retrieving Cells</p> <p>Ally Damage: 8</p> <p>Ally life: 10</p>	<p>Integrate allegiance-altering subroutine into most Functions</p>
 <p>Tap()</p>	<p>Siphon life points from Targets in an area around the User</p> <p>Memory Cost: 4 LifeSteal: 1% Turn() Cost: 35</p>	<p>Raise User's total life points.</p> <p>Life points: 150%</p>	<p>Apply a life-stealing effect to most Functions</p>
 <p>Void()</p>	<p>Hinder Target's defence and attack. Stacks 3 times.</p> <p>Memory Cost: 4 Target Weakened: 175% Duration: 4.3 sec Turn() Cost: 15</p>	<p>Increase base damage output for all Functions</p> <p>Base Damage: 125%</p>	<p>Augment the potency and affects of most Functions</p>


```
from cloudbank import newgame  
print(resonance_Synopsis)
```

ABOUT TRANSISTOR: RESONANCE

Synopsis

The story picks up not long after Red, the last active program in Cloudbank, absorbed her Trace by stabbing herself with the Transistor. Cloudbank could not be rebooted due to it being disconnected from the Cradle. Since Red is the last active program, it denied Red's Trace full entry into the Transistor. Now, she was left in a situation like Unknown, her Trace remains aware and active through it. Her entry caused Unknown's presence to vanish within the Transistor.

As Red remains the Current User of the Transistor, she can control the Process who continues their evolution, eventually surpassing the stage they had achieved before the Reset. Under Red's close guidance, they start to replace the citizens of Cloudbank in their roles and keep the city functioning.

The Country is split into two levels of consciousness. The first level is the many programs existing within Simulations, where they have little to no autonomy. Roles and decisions are limited to their specific Function. The second level includes The Inspector, programs outside of the Simulations who manages the overall System. They are aware of a higher being, and instead of having a false sense of democracy and autonomy like in Cloudbank, they were taught with a collective philosophy. Self-expression and self-pleasure are seen as fickle.

With the sudden disconnection of the Transistor in Cloudbank, the Inspector is tasked to enter the Simulation, disguised as a program. Her first on-site experience there would be to collect data of the situation, and make a judgement if Cloudbank was suitable to be rebooted. If it was, she had to connect the Transistor to the Cradle and repair any existing issues.

The Inspector was curious to enter a world that functions as an almost complete opposite to her own, and because there used to be a previous Inspector for this Simulation. He frequently monitors Cloudbank from within due to multiple unknown errors within the Simulation. He was never seen again after the Simulation crashed.

The previous Inspector was later revealed to be the Boxer, who had been wary of the errors caused by the Camerata gaining sentience and messing with The Process. He later fell for Red, taking her place in being assimilated into the Transistor, causing it to malfunction.

The game starts off with the Inspector within the world of Cloudbank. Due to the different philosophy of the city, she was initially disgusted, but is soon impressed by the freedom the Process (now imitating the Programs) had in Cloudbank. She meets a humanoid Process seemingly containing Sybil's Trace, and from then on, they travelled together. Sybil introduces the Inspector to the various freedoms that Cloudbank offers, and in return the Inspector speaks about The Country and Cloudbank. Eventually, the



Resonance: Synopsis

Inspector reveals her identity to her. Although Cloudbank's Process were mostly docile, there were Wild Processes who were aggressive and fights with the duo.

A narrator seemed to be behind the scenes, warning the duo of dangers through song, her voice echoing throughout Cloudbank. This is later revealed to be Red, who had been manipulating Cloudbank and controlling the Process all along. To prevent the Inspector from retrieving the Transistor, controlled Sybil to fight against her, resulting in Sybil's Trace being assimilated.

Despite the Inspector removing the Transistor, Red maintains her User status over the Transistor. The Inspector is still determined to make the mission a success, and places it back into the cradle. This initiates a full system scan and a reset, dragging both the Inspector and Red into it. Red, overwhelmed by the scan starts to disintegrate the Transistor, and transforms into the final boss of the game.

Although the Inspector gained User Status of the Transistor, the Transistor and the Simulation was too destroyed to be rebooted. Cloudbank and all its citizens were doomed to be permanently disconnected.

From cloudbank import newgame
print(resonance Hero Description)

WHO IS INSPECTOR 0110?

Design Brief

Doughnut

- ⇒ Existential Crisis, Nihilism (bagel)
- ⇒ Eternity
- ⇒ seemingly perfect but having a loophole (Cloudbank & The Country)
- ⇒ Possible function: heal() <heals allies>
- ⇒ Good social skills, extroverted

Toilet Paper

- ⇒ temporary, not long lasting, can be replaced
- ⇒ No thoughts, head empty
- ⇒ Basic & not unique but multi-purpose
- ⇒ Boring, dull
- ⇒ fragile
- ⇒ possible function: flush() <deletion of a skill/effects>

Owl

- ⇒ Intellectual, wise
- ⇒ Omniscient
- ⇒ Function: float() <for enemies>

Dragon

- ⇒ Overbearing, controlling
- ⇒ unapproachable exterior
- ⇒ Fantasy vibes
- ⇒ Flight capabilities? possible transport
- ⇒ Function: roast() <area dmg, long term effect>

Smiley Face

- ⇒ Control, lack of autonomy (Red & the Creators)
- ⇒ Satisfaction, positivity (Country philosophy)
- ⇒ Pleasure & fun or the lack thereof
- ⇒ Function: control() <pause a turn?/ less moves>

Scissors

- ⇒ eventual destruction/reformation
- ⇒ creation, development
- ⇒ or the lack of change within the Country
- ⇒ Function: replace() <dmg taken will be deflected?>

Clock

- ⇒ Follows rules, meticulous
- ⇒ Smart, professional looking
- ⇒ Function: predict() <see future moves>

Logo

- ⇒ prob a representative/default job outfit
- ⇒ Symbol of the Country seen via design
- ⇒ Basic program symbol included
- ⇒ Warm colour scheme similar to the Country
- ⇒ loyalty, nationalistic pride
- Function: home() <teleports user & gives defense shield>

Background Story

Inspector 0110 is part of the new System Defence department created just 2 months ago but has already proven herself to be a loyal and valuable citizen of The Country. Despite her recent assimilation to a new environment, she has not once questioned the Developers or foundations of The Country. She diligently monitors the various applications and continues improving herself and skills, even out of her job scope.

When Cloudbank was disconnected, it was clear that the new System Defence's ideal worker would be sent to solve the issue.

Character Profile

PHYSIOLOGICAL

Name: Inspector 0110

Also known as Trina Thompson within Cloudbank

Age: 25 years old (2 months in real time)

Height: Between the height of Red and Unknown

Gender, sex: she/her, female

Weight: Looks to be approximately 56kg.

Build: Athletic

Eye Colour: Yellow/ brown usually which glows when feeling strong emotions (very rarely) and red when in combat/ focused and in-tuned with the System.

Make-up: Jagged eyeliner resembling a resistor symbol and red lipstick

Distinguishing features: Coloured inner hair, high ponytail, red eyeliner,

Mannerisms: Suspicious of most people and speaks briefly, always wanting to get to the point. She is also judgemental of everyone in Cloudbank.

Habits: Always on her toes, observing the area even when idle. She always keeps the Resistor within reach, ready to go into battle at any time.

Health Status: Fit

Style: Professional looking standard uniform for on-site Inspectors, but some style of the elegant Cloudbank fashion added for blending in.

Weapon: The Resistor, a weapon used to counter and control the influence of any active elements within the Simulations (for example, the Transistor) The Resistor comes in various forms depending on the Inspector using it. Inspector 0110's weapon can be retracted into a suitcase, has disintegrative and counter abilities, as well as the Transistor's other capabilities.

Accessory: Symbols of the Country and the System are shown as accessories on her clothing. The default colour for those items is gold, yellow or orange.

Companion: James the Webb Process. Inspector 0110 had named it James after her keen interest in astronomy although the Webb has no unique personality or any more sentience compared to the other Webbs.

SOCIOLOGICAL

Occupation: System Defence

Offsite

- Monitor irregularities
- do constant system checks
- record and read data given by various Processes across multiple simulations

Onsite

- Deal with dangerous activity
- Record data of activities
- Ensure major components are intact
- If required, on-site repairs or initiating reboot of the Simulation

Hobbies:

- Studying more about the System and proving herself to be a valuable member of the Country.
- Exploring the Countryside and exercising to keep herself fit and healthy.
- Loves to make goals for herself and master new things.
- Cooking and learning new dishes (Although it is a leisure activity)

Favourite Sayings:

We must have faith in the Developers. It is they who create and guide us, and if we falter, we shall be lost.

Your Trace is infinite: death is a temporary stasis, and if you're lucky, an honorary discharge.

Talents/Skills:

- Good with combat (agile, strong, quick reaction time)
- Cooks creative and nice tasting meals

Educational Background:

Taught by System Defence in security measures, combat tactics, logical skills, and mathematics.

Extra: Self-taught in simple cooking recipes, history of the System, architecture, astronomy, biology, and mechanics.

Family and Friends:

NIL (Country citizens are created, not born.) Citizens are expected to stay under mentorship when they first enter the Country to learn the System. They are created and exist with goals and are only expected to form a relationship with colleagues within their System Sector.

In Cloudbank, she makes friends with Luna (Sybil's Fetch), and other Process she meets on her journey.

Romance:

Processed Sybil (start of a complex budding relationship that never actually happened). Processed Sybil first came to assist the Administrator in fighting off the Process early in game and eventually fought along with her as a sidekick. She is quiet, inquisitive, possessive and enjoys relaxation and doing a job as quickly and swiftly as possible. She is also kind to docile Process like her Fetch, Luna. Sybil and the Inspector often speak of the Country and the foundations of Cloudbank and is the only person the Inspector directly reveals that she is from the Country. Process Sybil is not fully sentient like from the first game and her personality that remained is manipulated to be the one which Red had known her. The direction of the relationship was forced onto Sybil by Red, although it is unclear to what extent was Sybil's own choice. Eventually, Sybil is forced to fight the Inspector and fully turns into her final Process form., leading to her demise.

Other significant relationship:

- The relationship of the Country with the omnipotent System
- The god-like presence and follower relationship between Red and the Process (and eventually the Administrator who becomes enchanted by The Narrator)
- The presence of the Boxer as a mysterious fable to the Administrator who eventually becoming someone she relates to

PSYCHOLOGICAL

Greatest flaw: Sensitive to anyone disagreeing with her main philosophy on the System and the Country. Judgemental of anyone thinking/ acting otherwise

Strengths: Smart, logical, athletic, ambitious, perfectionist, organised, diligent, curious

Weaknesses: Poor social skills, cold exterior, fears failure, distrustful, repressed

Favourite food:

People outside of Simulations generally do not eat as their code does not include hunger. Food is considered a luxury and unnecessary.

Despite this, the Inspector finds time to hunt/ trade for ingredients and learn new recipes in The Country. She has found to enjoy making and eating donuts, pizza, and various types of soup.

Favourite colour:

Warm colours, mostly yellow and orange, a symbol of the country.

Intelligence Level:

High, excels in logic. Good at understanding abstract concepts but struggles socially.

Learning Experiences:

No on-site experiences with Rebooting and Combat but has spent 2 months (multiple iterations spanning years) managing, scanning, and reporting on various simulations.

Character's goals in life.

Reboot Cloudbank by bringing the transistor back to the cradle without significant damage to its citizens or landscape, and to solve the mystery of the Boxer's disappearance. In the long run, she would want to work her way up The Country and eventually meet the developers.

How does Character see herself?

A normal citizen of the Country who has ambitious goals and righteous plans.

How does Character believe she is perceived by others?

She does not really care about other people, nor does she have close contact with anyone else in the Country. However, she believes herself just to be like everyone else. In Cloudbank, she believes that everyone wants to either harm her or take advantage of her because she is too different.

What frightens this character?

Failure to complete her tasks, finding errors after completion, plans going awry, and being rejected from the Country (meaning instant death or deletion, or being stored away and unused).

What makes this character happy?

Being rewarded for her successes, learning new things and being good at it, seeing things through to the end., being able to confide in James.

In Cloudbank: having new experiences, sight-seeing, food, freedom, learning more about "subjects"/ residents, and spending time with Sybil.

Is the character Introvert or Extrovert?

Introvert. (Not really by choice, but by circumstance) She detests small talk due to lack of experience and is easily overwhelmed by it.

How does the character deal with change?

The Inspector has been taught well about how unpredictable situations could be and can make plans quickly and logically in times of stress.

What would the character like to change in his/her life?

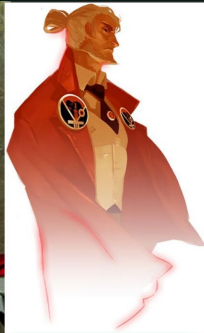
Now that the Administrator had seen how special Cloudbank could be, she would attempt to rebel, slowly but surely, and gain more freedom for her and people in the Country. She would also like to gain more power to make concrete changes

Resonance: Clothing Moodboard

Geometry to represent the computer parts and the science-fi features of Cloudbank. Hints of art nouveau in the more flowy, graphical designs and poses. The clothing designs are generally simple and resembles everyday clothing wear according to their personality and occupation.



Influencer



Politician



Singer

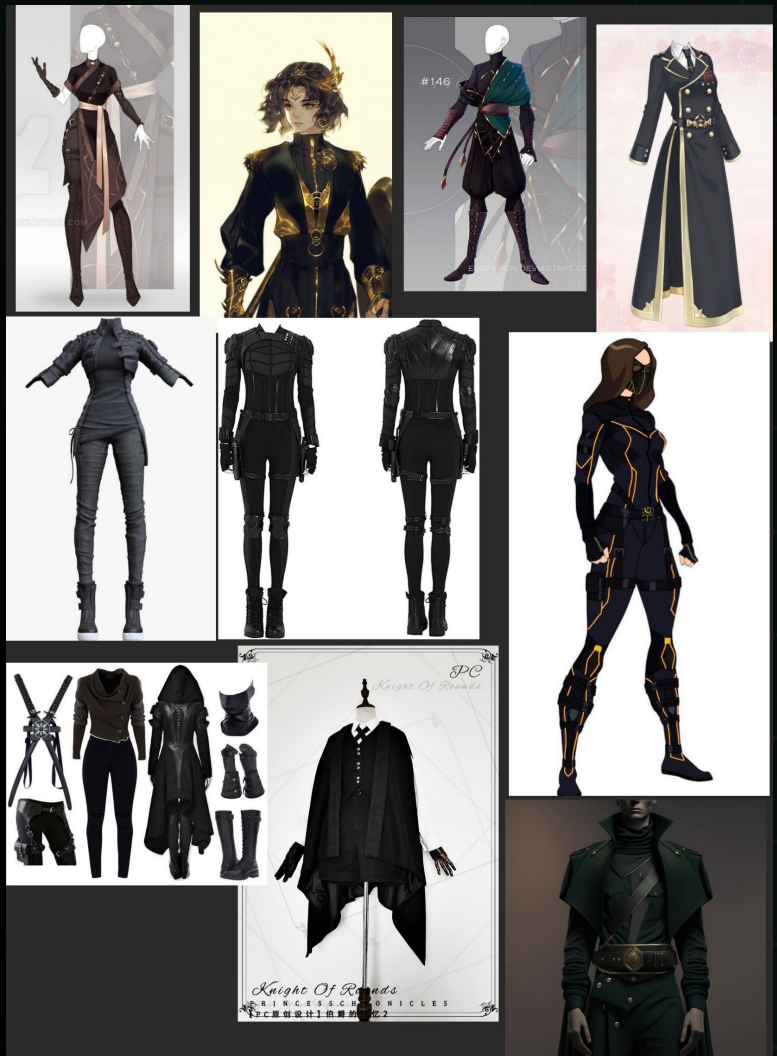


Researcher



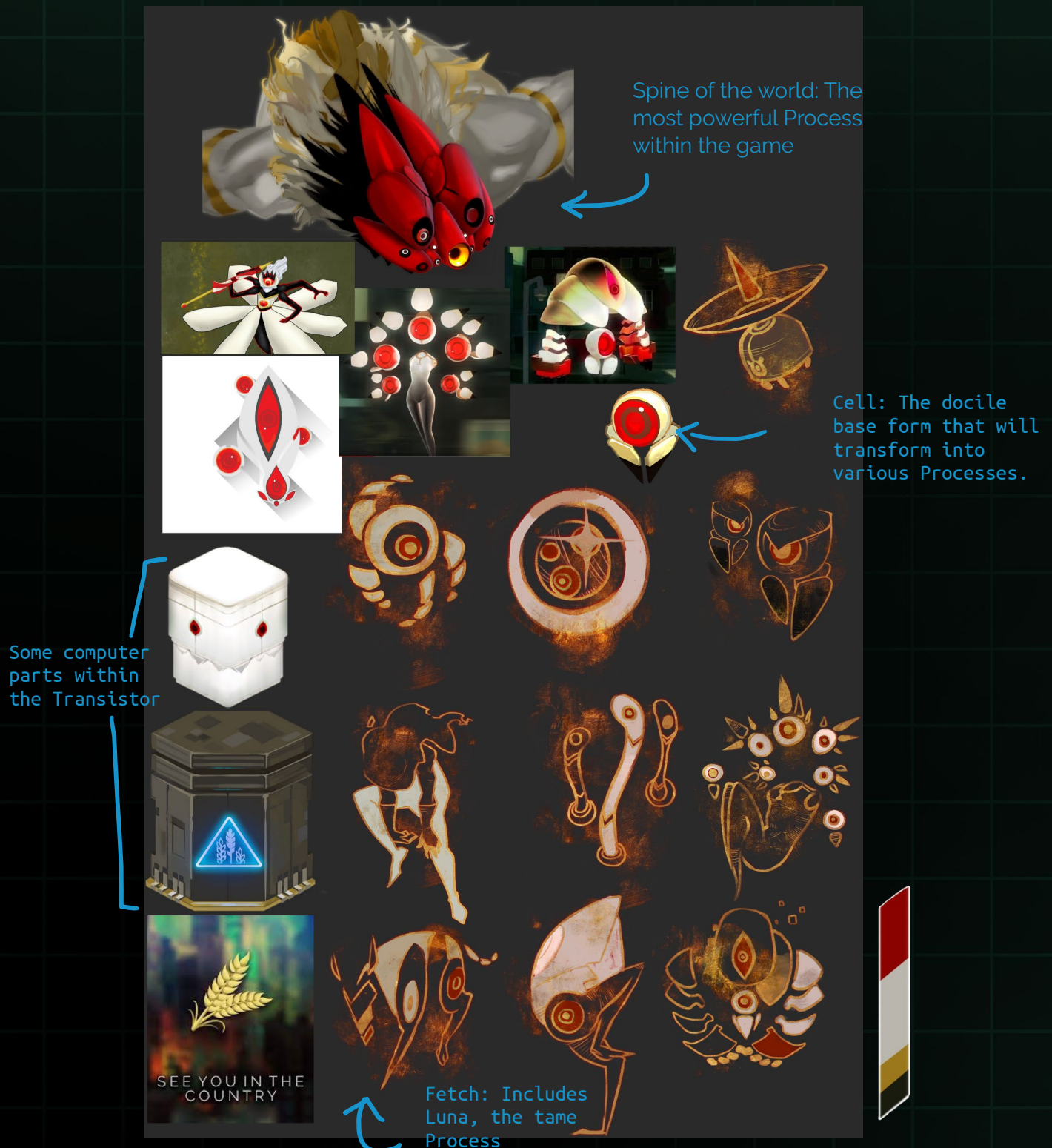
Journalist

The Administrator is from The Country to clean up/ research on Cloudbank. Her clothing would resemble a **uniform** with science- fi, graphical elements. The clothing must allow for sufficient agility as administrators are expected to encounter attacks in the Simulations.



The Process/ companion:

All the Process in Transistor are hostile towards the Red, except for the Cells and Luna (tame Fetch) They too have relatively simple designs and is mostly white and black. **The red (and normally round) eye is the main part of their design.** Usually, the more eyes in their designs, the more powerful the Process is. Some of the designs (more evolved Process) resembles humans or animals, thus the companion will be based on an animal.



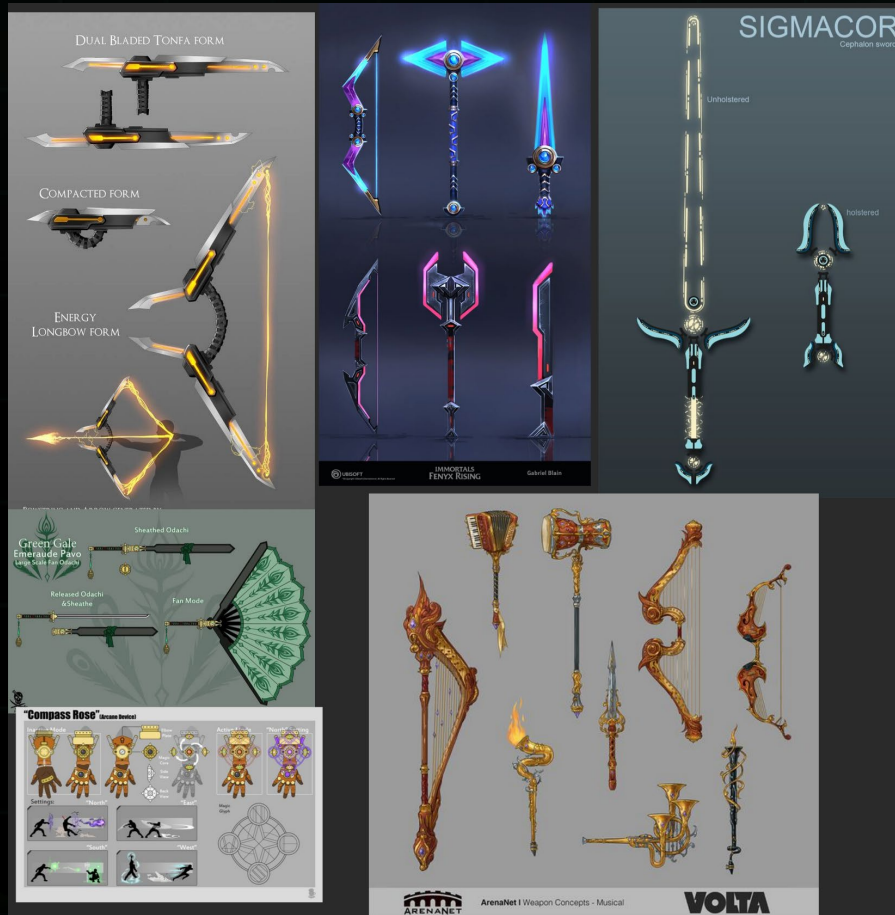
Weapon

The Transistor is Red's weapon throughout the game. It is inspired by computer parts and has an eye symbol like the Process.



As most of Cloudbank's citizens do not wield weapons, and to keep a level of secrecy, the Inspector's weapons can either be disguised as everyday weapons, retracted, or hidden.

It will have similar mechanic features and abilities as the Transistor.



Resonance: Colour & Style

Transistor uses a very limited and vibrant palette.

Humans

Process

Transistor

OVC Terminal



The Process and human characters use red, black, white and yellow (gold for mechanical items)

Computer parts uses turquoise, green and blue.

Red is used to show corruption.

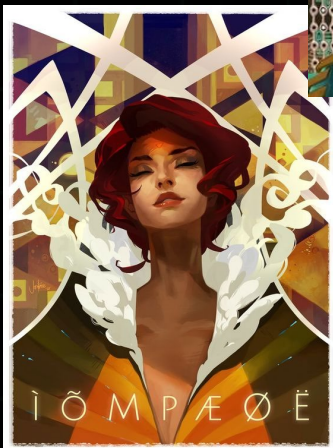
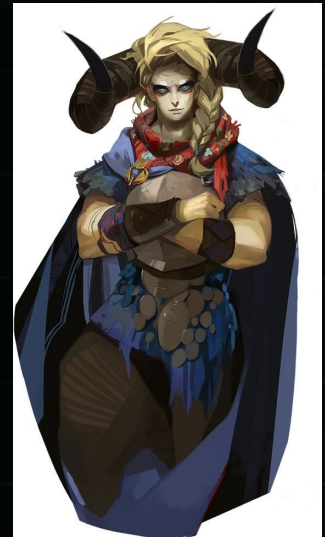
To contrast the Administrator's design with the people in Cloudbank, her palette has **more muted colours** and is closer to an **analogous colour scheme** which shows the importance of unity and conformity in The Country. The administrator could have a **warmer** colour scheme (since the country is normally represented with bright yellow), with **less contrast** and **cool tones** for highlights.



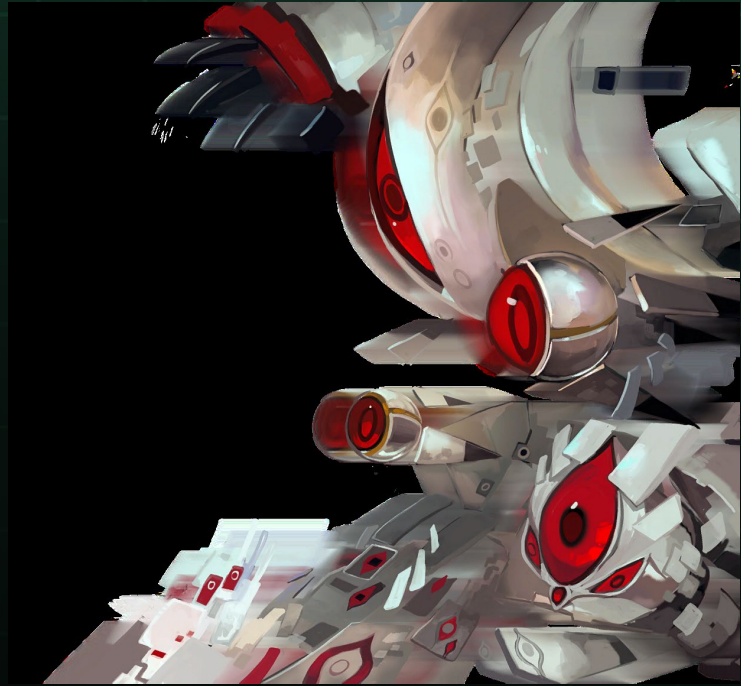
For her weapon and her Process, it would have a colour scheme like the Transistor and the Process but with more blues and greens.

Transistor's illustration art style is inspired by Art Nouveau, with semi-realistic proportions and a painterly style (normally on the skin and hair). The rest of the figure is mostly cell-

Games with a similar style: Bastion & Pyre



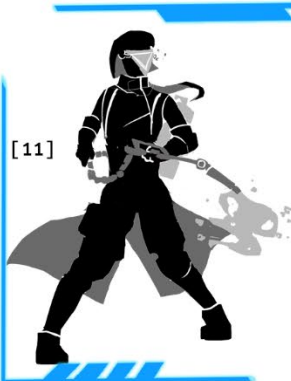
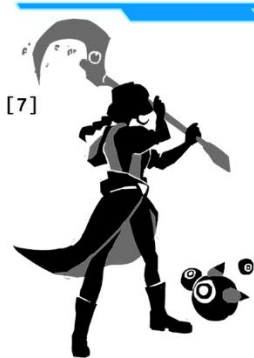
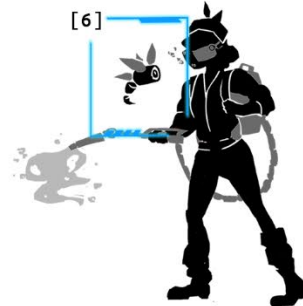
Similar to the illustration style of humans, the Process illustration style is painterly but keeps the distinct feature (the red eyes) simple.



In-game, the models retain their actual proportions but have smooth shading and exaggerated lighting.



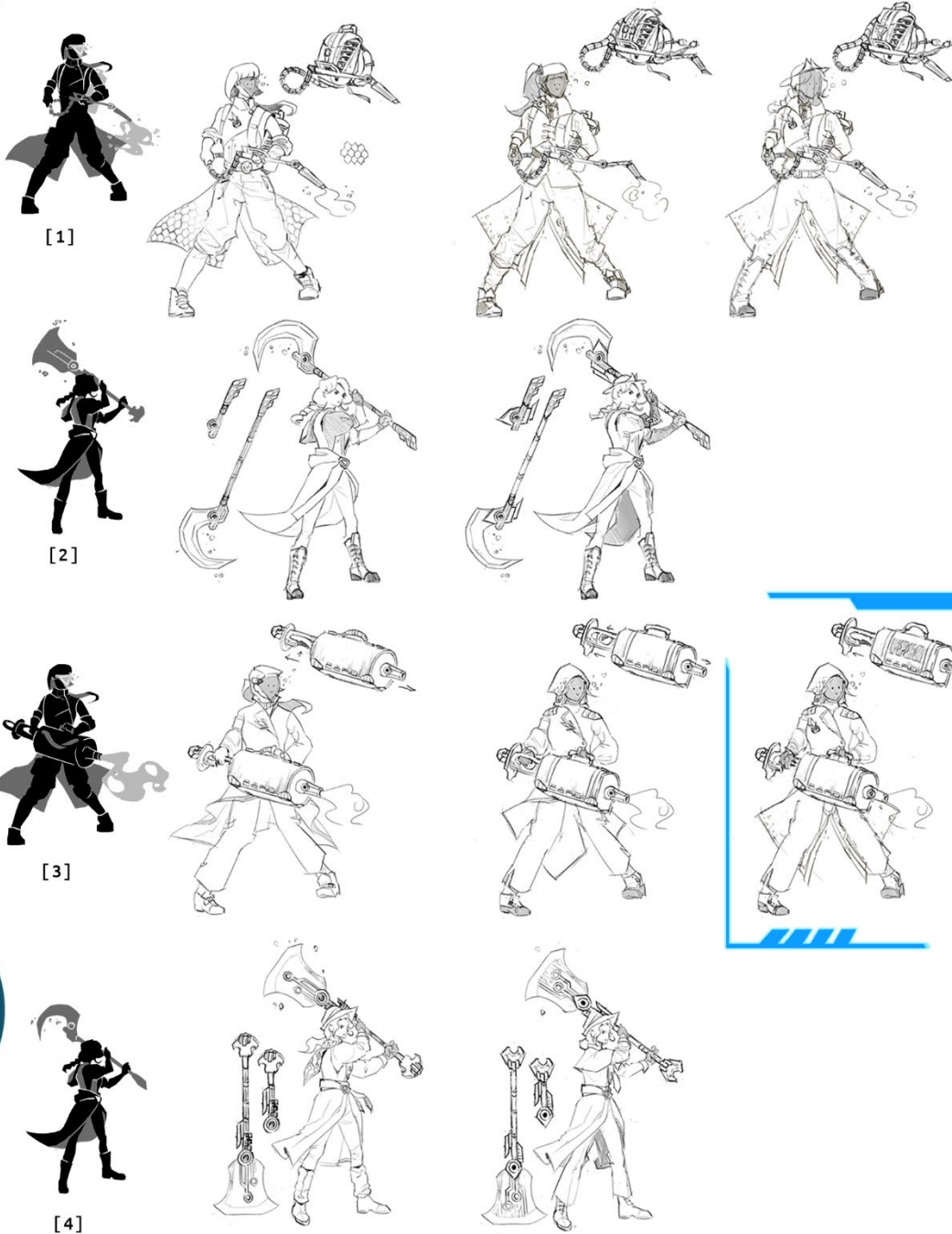
All designs have a retractable weapon that can be easily hidden/ disguised.
Some designs follow the theme of a farmer (communist-like origins),
a scientist or a cleaner.



The chosen designs are then elaborated on in the sketching stage.

SILHOUETTES

The Inspector is wearing a uniform representing The Country and her job as part of System Defense. Her outfit is stylish but allows for easy combat.



S
K
E
T
C
H
E
S

Weapons [1] and [3] are spray AoE attack weapons.
[1] retracts into a bag while [3] retracts into a briefcase.

Weapons [3] and [4] are melee weapons.
They can be retracted and hidden in clothing
or used as a short-ranged melee weapon.

The Process ideally looks friendly, and have some ability to assist the player in combat and in passive ways like screen projection.

[1]



[2]



[3]



The first Process rolls on the ground. The two small balls look in different directions. They also shoot lasers out of their eyes.

This Process is a mix of a spider and a crab. It jumps on its enemies and delivers a venomous bite. While inactive, it likes to dig into the ground.

The last Process hovers over its enemies, observing its weak spots before delivering a powerful sting.

SKETCHES

Warm colour alludes to The Country as well as metallic mechanical parts on the Process. Red is a symbol of the Process and The Country's influence. Cool tones are used to show the cyber themes of the character.



COLOUR TEST

The last design was given more red tones to match with the other characters in Transistor. Both the Process' and her eye colour changes depending on their status and mood. The hood will be worn during battle.

Character Costume

Full costume

Without coat

[1]

[2]



Hair clip

[1]

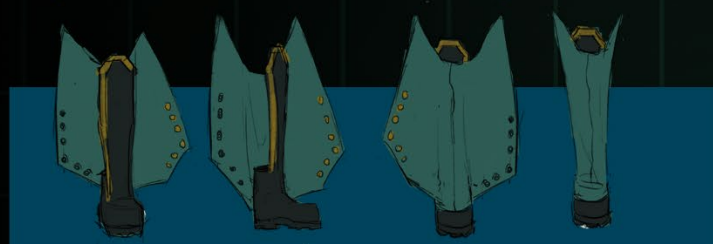
[2]



Eye liner based off resistor symbol:



Hood on in battle
Eye colour changes to red



TRANSISTOR: RESONANCE



Character Abilities



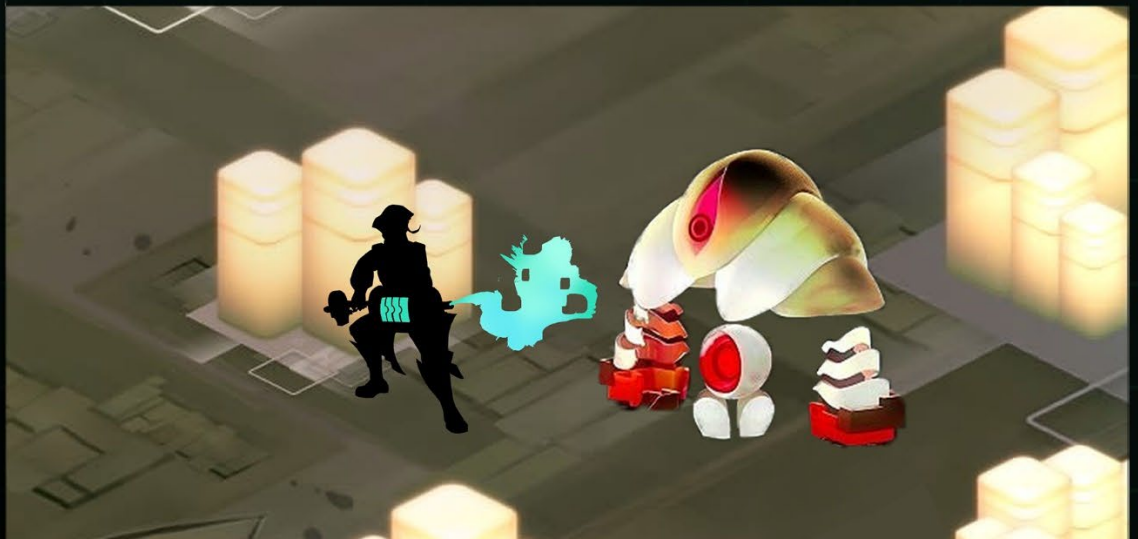
Override()

Memory Cost: 1
Base Damage: 50
Range: 2 sq length, 1 sq width
Duration: 3s
Turn Cost: 25

Active
Deal damage to enemies in your range at 50 damage per second

Passive
Slow chance of 10% for all functions

Upgrade
Causes most functions to slow targets



Note:
Character can move
around while dealing
damage
in real-time combat

Character Abilities



Block()

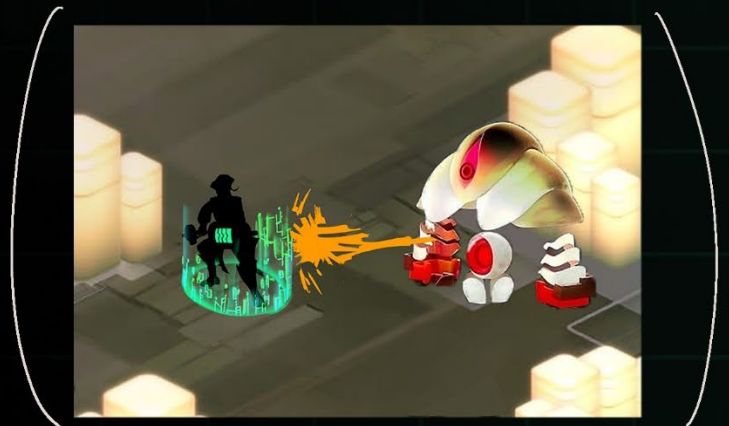
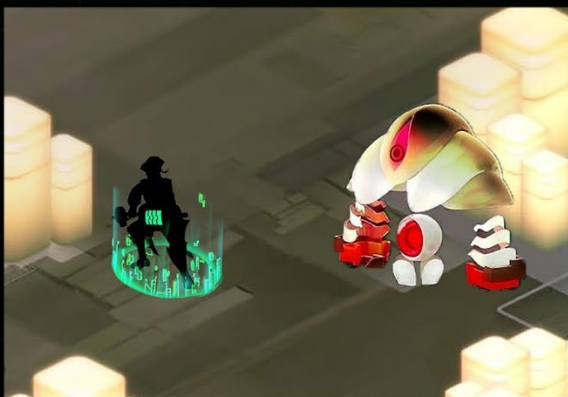
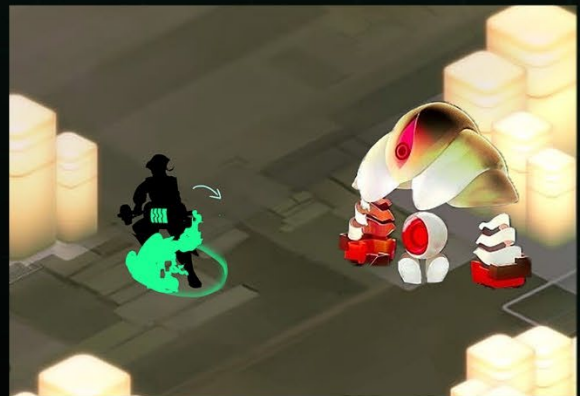
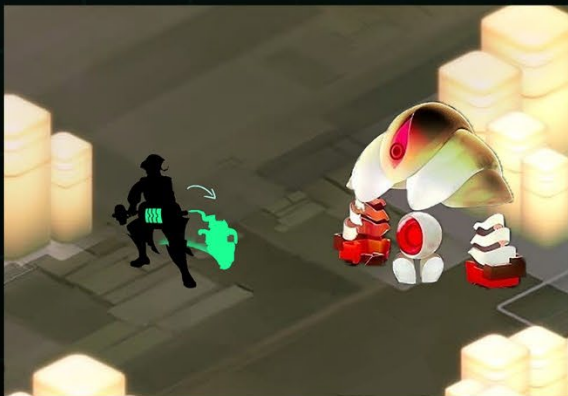
Memory Cost: 4
Base Damage: -
Range: -
Duration: 1 round
Turn Cost: 40



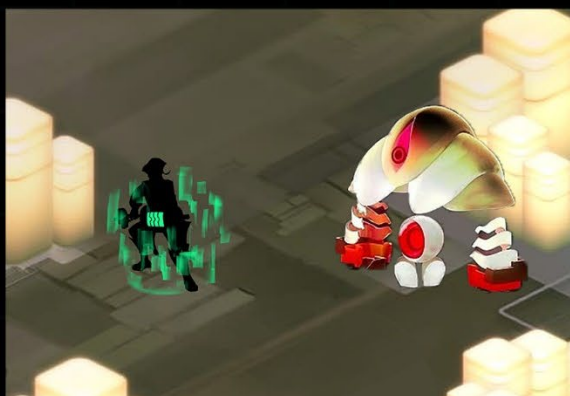
Active
Remove any effects on all allies
Shields allies from any effects
Allied defense: 150%

Passive
Have a 30% immunity to all effects

Upgrade
30% chance of effect removal when using most Functions



Example of what happens when an enemy attacks



Character Abilities



Scan()

Memory Cost: 2
Base Damage: -
Range: 4 by 4 sq
Item duration: 4s
Turn Cost: 25

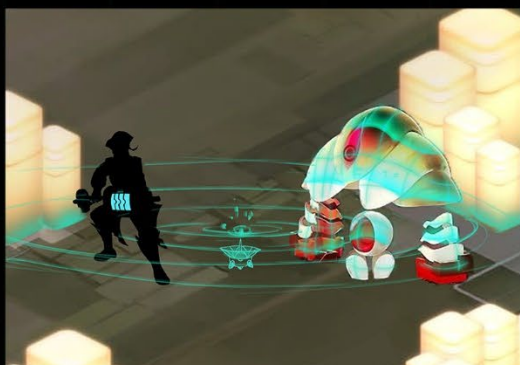
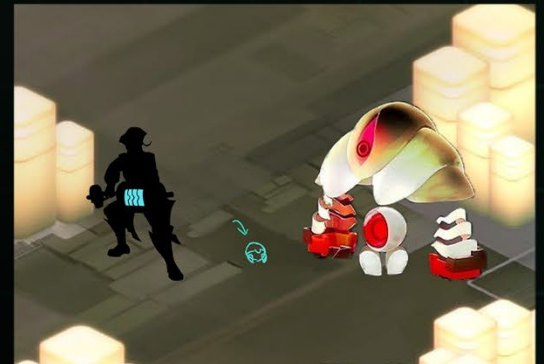
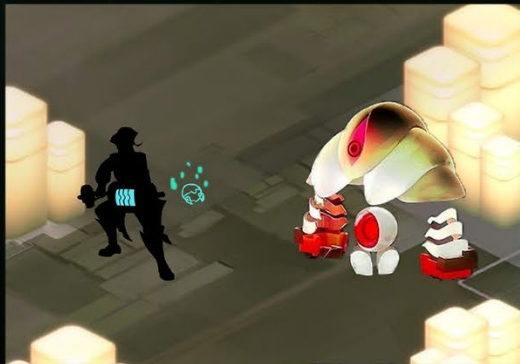


Active
Drop a radar item at your position.
Increase character & allies attack by 200%
Increase critical chance by 140%

Passive
Increase critical chance by 120%
Turn movement: 150%

Upgrade
10% probability of radar item drop
for all functions
Item duration: 3s

Radar item



Character Abilities



Wipe()

Memory Cost: 4
Maximum Base Damage: 150
Firing range: 5 sq
Effect range: 3 by 3 sq
Duration: 1 round
Turn Cost: 30



Active

Fires a bomb that gives off corrosive smoke
Weaken enemies within range by 150%
for 4 seconds.

Target gains a corrupted effect,
losing 1% of health over the next 2 rounds.
Maximum base health lost: 150

Passive

Increase duration of all Function
status effects: 150%

Upgrade

Apply a corrupted effect for most Functions



Character Abilities



Recall()

Memory Cost: -
Base Damage: 100
Range: Up to 5 sq from James
Effect Duration: 4.5s
Turn Cost: 35



This Function is an additional slot where the player can call for James in any battle. It can only be used as an active Function.

The Function can only be used when cells are dropped and James leaves the Resistor to collect cells. The range of attack is relative to James' current position.

Active

Enemy takes a base damage of 100
Reduces enemy attack by 50%
Stun chance of 10%



Poses/ Personality Test

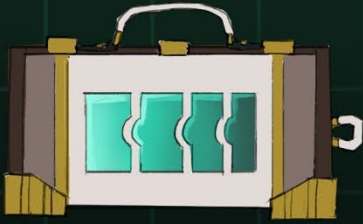


Model sheet: James & Trina

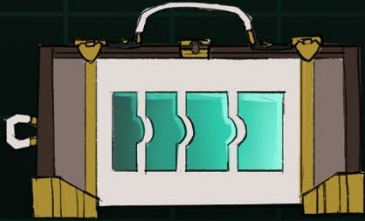


Model sheet: Resistor

Side Right



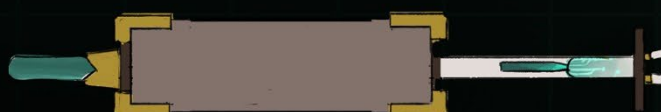
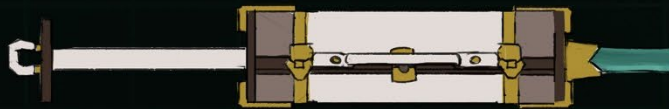
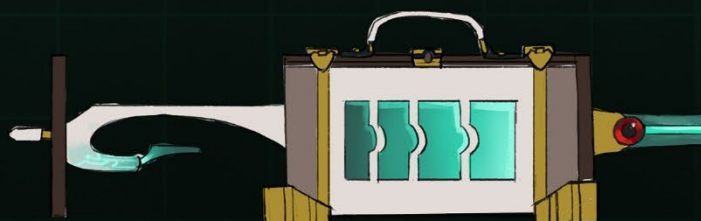
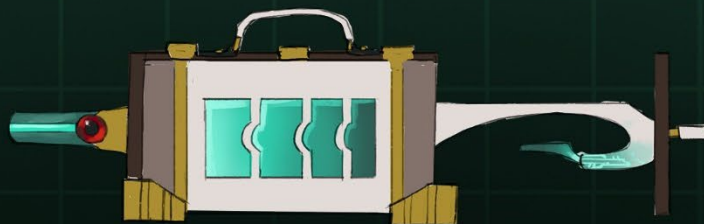
Side Left



Top



Bottom



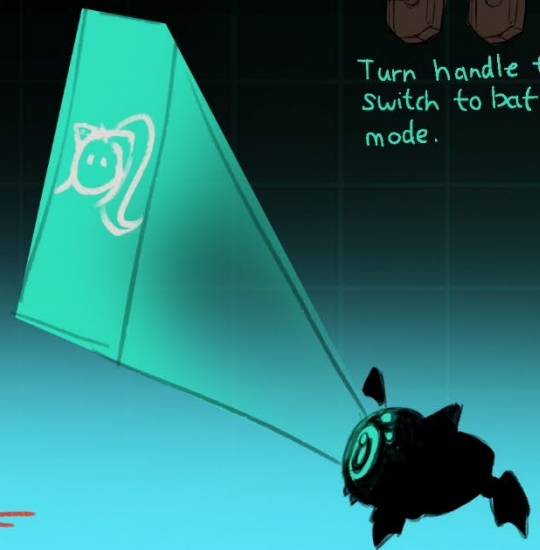
When not in use, James hides in the Resistor.
He leaves the Resistor when:



1. He is used in combat



2. He is used to project information.



(1)
side right | top | side left | bottom



Handle pattern

(2)



Fingerprint Accessed Lock

(3)



Normal bag clasp

(4)



Turn handle to switch to battle mode.

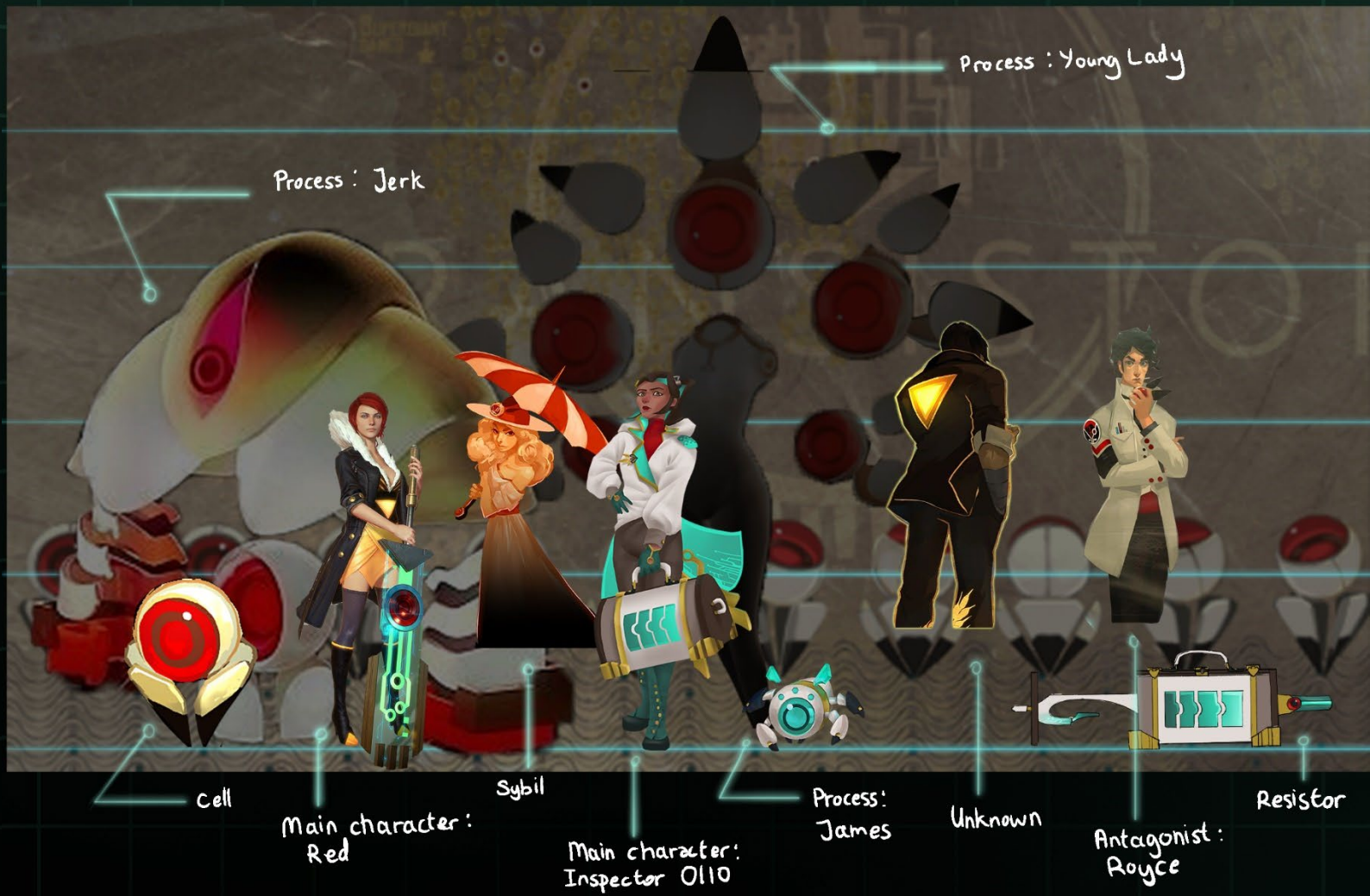


TRANSISTOR

TRANSISTOR: RESONANCE



Size Comparison



Note:
The height of all in-game characters, except for Unknown
are relative to Red's in-game model



INSPECTOR 0110 Trina Thompson

*We must have faith in the Developers.
It is They who create and guide us;
if we falter, we shall be lost.*



In game model



INSPECTOR 0110

Trina Thompson

*Your Trace is infinite:
Death is a temporary stasis,
and if you're lucky,
an honourary discharge*



In game model



James the Webb Process



Function: Recall()



Size Comparison (Red's model): <https://www.artstation.com/artwork/YBOaY>

Cover (Red with Transistor): Concept art by Jen Zee

All other art/ assets not done by me are from Transistor in-game or promotional art.

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