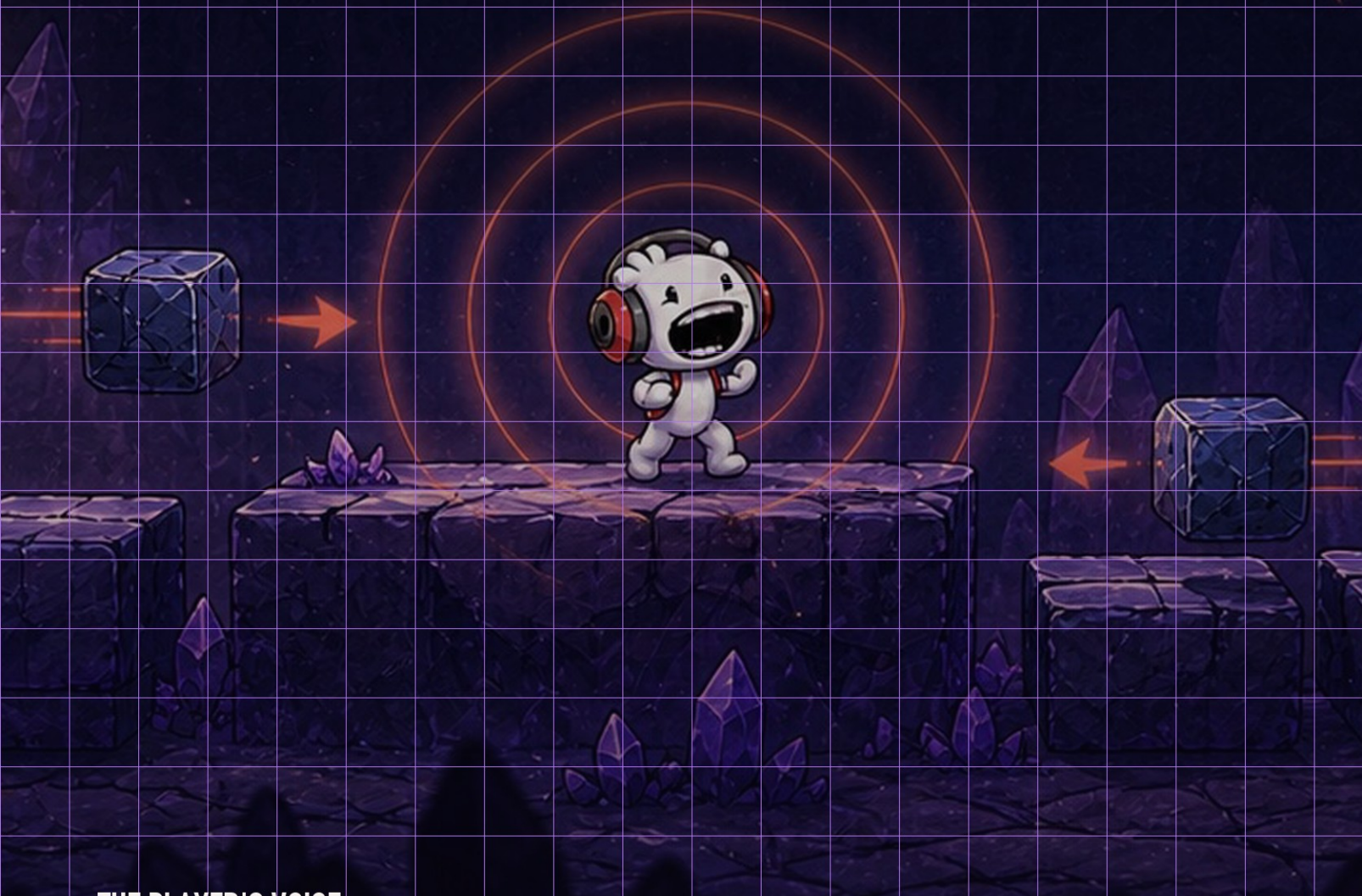




- THE LOST SCORE -

DESIGN SYSTEM 02

VOICE · CHARACTER · GAMEPLAY · MOTION



THE PLAYER'S VOICE
BECOMES A PRECISE SECOND CONTROLLER.

REFINED FOR PORTFOLIO PRESENTATION · AUGUST 2026

ONE IDEA. CLEAR SIGNAL.

Everything begins with one promise: pitch must feel as legible as a jump.

01 / EXPRESSIVE

VOICE IS INPUT

The player does not shout a command. They shape pitch and immediately see the world respond.

02 / LEGIBLE

SIGNAL BEFORE SPECTACLE

Every obstacle shows its expected band, active state and result without ambiguity.

03 / PLAYABLE

PRECISION STAYS INTACT

Keyboard or gamepad owns movement; voice adds a second, calibrated layer of control.

ESSENCE

A RESONANT WORLD THAT TURNS SOUND INTO ACTION.

ONE HERO. THREE READABLE STATES.

Use the approved Wez design as the stable anchor across sketch, gameplay and presentation.



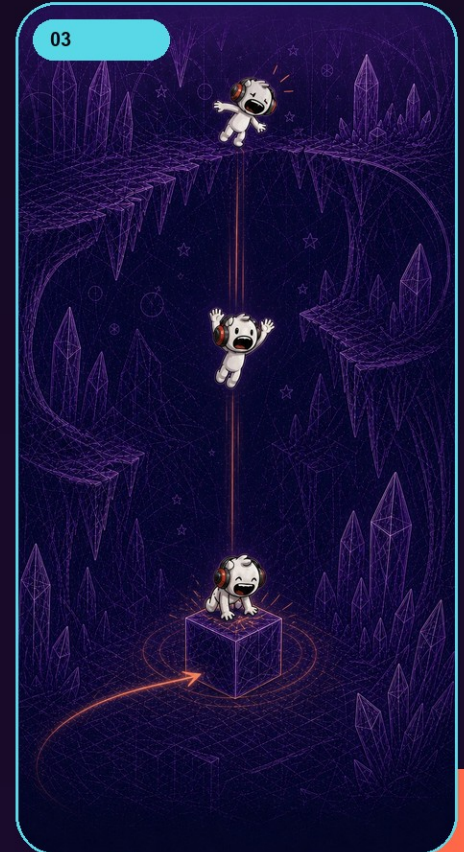
EXPLORE

Neutral posture. Clear silhouette. Headphones and coral backpack remain visible.



RESONATE

Open mouth, planted stance and concentric signal rings communicate active pitch.



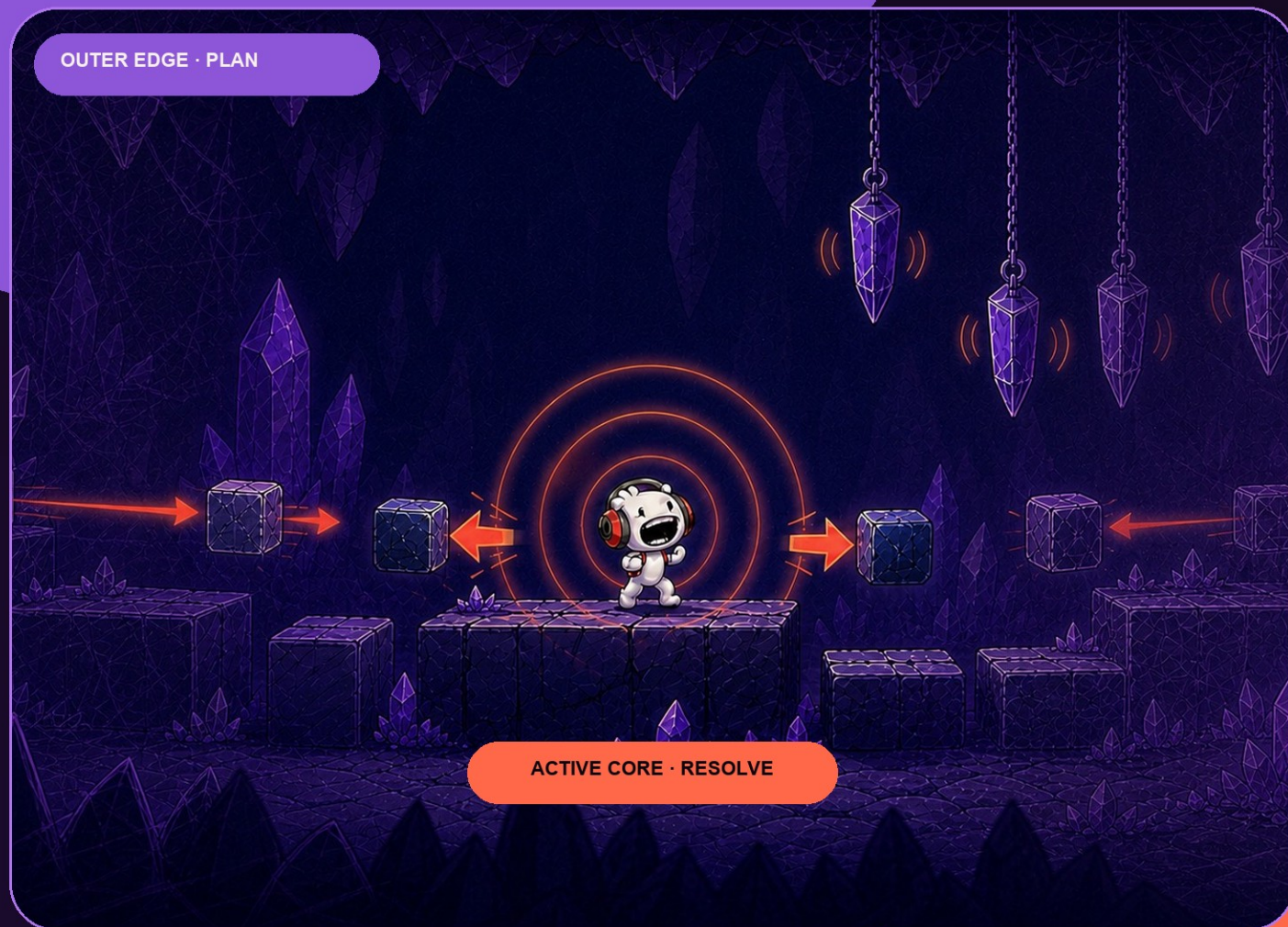
RECOVER

The body compresses on impact; one support block resolves the fall with no competing mechanic.

WHITE BODY · BLACK/RED HEADPHONES · CORAL BACKPACK · SOFT CHIBI PROPORTIONS · HIGH-CONTRAST FACE

PLANNED OUTSIDE. CONSOLIDATED INSIDE.

Sketch describes what is coming; finished form appears only where the mechanic becomes certain.



EDGE

EDGE

Wireframe geometry, construction lines and loose marks.

TRANSITION

TRANSITION

One continuous gradient of certainty; never three unrelated scenes.

CORE

CORE

Flat-shaded 2.5D forms, crisp silhouette and readable interaction state.

A SIDE-SCROLLER FIRST. 2.5D SECOND.

The player reads one horizontal route while depth supports atmosphere, not navigation ambiguity.



01 / FOREGROUND

FRAME

Dark, soft silhouettes may frame the scene but never cover the player or the next landing.

02 / MIDGROUND

PLAY

Platforms, hazards, blocks and Wez share the highest contrast and cleanest edges.

03 / BACKGROUND

WORLD

Crystals and cave forms establish place with lower contrast and simplified detail.

MAPS CHANGE. THE SIGNAL STAYS.

Each world shifts palette and pressure while preserving the same platform, pitch and hazard grammar.



ECHO CAVERN

Warm stone · cyan blocks · low-pressure learning



CRYSTAL DEPTHS

Violet space · magenta hazards · denser pitch play



FINAL RED CHAMBER

Red pressure field · moving blocks · boss silhouette

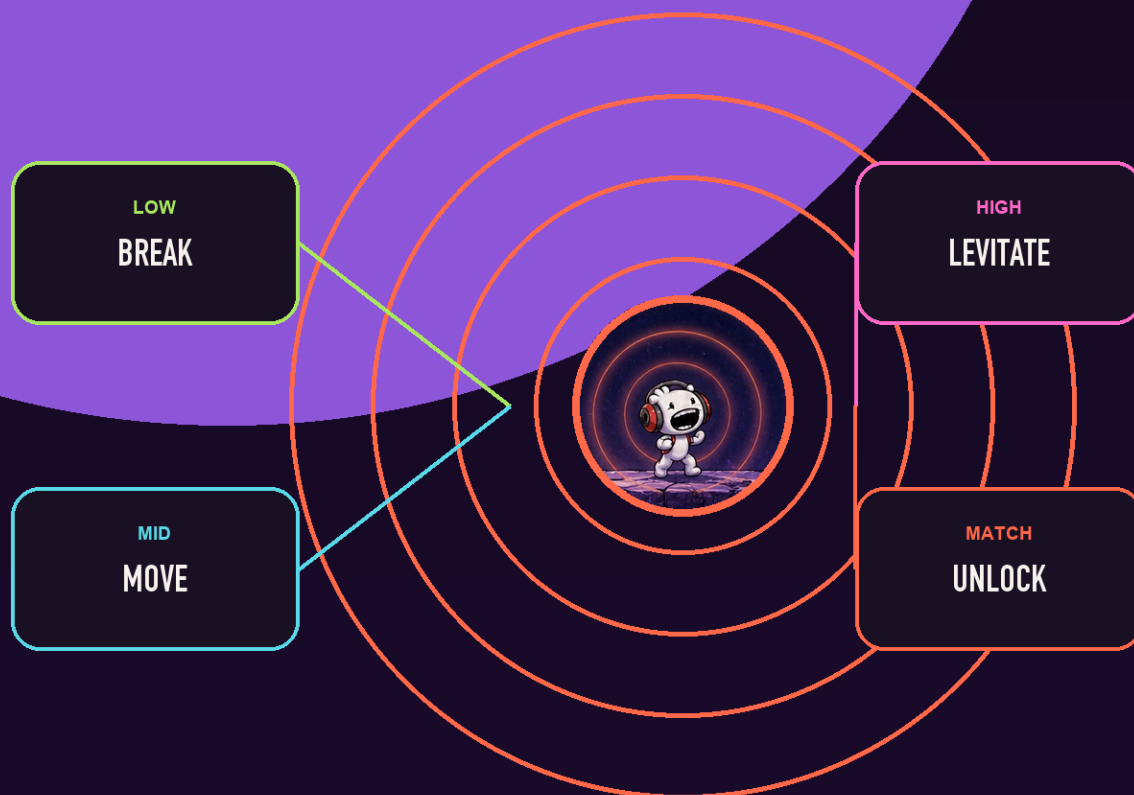
EDITORIAL ARC

ORIENT > EXPAND > ESCALATE > FINAL ENCOUNTER

When footage is edited, the boss is the final proof beat — never an early spoiler.

PITCH CHANGES THE PATH.

Use one visible cause-and-effect chain: input, target band, object response, safe route.



1

SHOW TARGET

Color and outline announce the expected band before the player sings.

2

CONFIRM INPUT

Rings stabilize only after the pitch enters the target range.

3

MOVE OBJECT

Arrows belong to distant/incoming blocks; near blocks visibly repel from Wez.

4

REVEAL ROUTE

The new landing or cleared obstacle is visible in the same frame.

ONE MECHANIC PER STORY BEAT.

Never mix falling, rescue, attraction and repulsion in the same transition unless the relationship is unmistakable.

**A**

LOSS OF SUPPORT

Wez leaves the upper ledge. The trajectory is readable before the fall accelerates.

B

ONE RESCUE BLOCK

A single block moves into the projected landing line. No competing blocks.

C

SAFE LANDING

Impact rays and compressed pose confirm the block solved the problem.

If the block saves Wez, its movement arrow must point into the landing path — not away from him.

CORE MOOD. FUNCTIONAL SIGNAL.

Brand colors establish the cave; signal colors are reserved for playable feedback.

INK

#0B0711

DEPTH

#1A1024

RESONANCE

#8D55D8

CRYSTAL

#B276F0

IMPACT

#FF6848

LIGHT

#F7F2ED

SIGNAL BANDS

LOW / BREAK**MID / MOVE****HIGH / LEVITATE**

ACCESSIBILITY

COLOR NEVER ACTS ALONE

Pair every band with shape, direction and state change. Minimum text contrast: 4.5:1. Critical interaction feedback remains readable in grayscale.

COMPRESSED FOR ACTION. OPEN FOR EXPLANATION.

The official logo remains untouched; support typography follows the gameplay hierarchy.

DISPLAY

DIN CONDENSED BOLD

TIGHT TITLES · SHORT COMMANDS · PLAY LABELS

BODY

Arial

Readable explanations use a neutral sans serif with generous leading. Interface copy stays direct, concrete and built around visible actions.

H1 / 72–110

THE PATH RESPONDS

H2 / 40–56

VOICE AS SECOND CONTROLLER

LABEL / 18–24

MATCH PITCH · MOVE BLOCK

BODY / 24–32

Explain one mechanic at a time.

ONE CANONICAL LOCKUP.

The complete owner-approved raster is the mark. No standalone symbol or reconstructed wordmark is authorized.



DO

KEEP COMPLETE

Preserve title, subtitle, proportions, embedded colors and source pixels. Minimum digital width: 320 px.

DON'T

DO NOT REBUILD

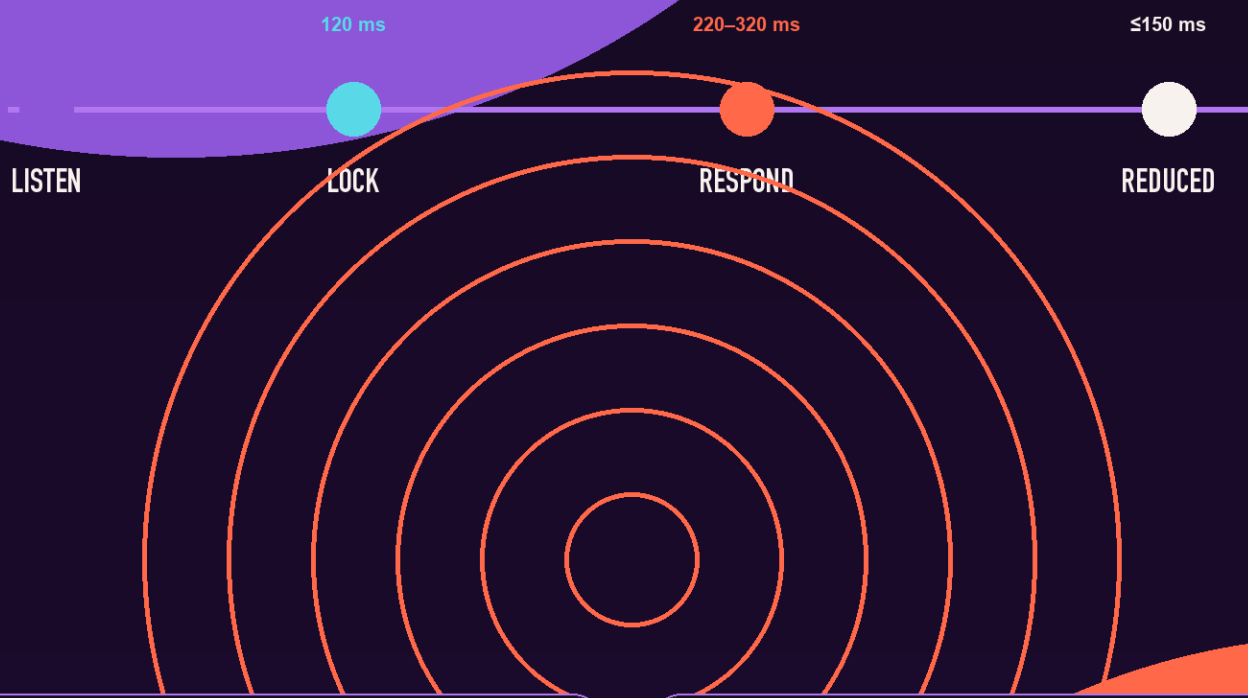
No crop, recolor, trace, alternate wordmark, extracted emblem or compact substitute.

CLEAR SPACE

1× THE SUBTITLE HEIGHT ON EVERY SIDE

MOTION CONFIRMS RESONANCE.

Animation should clarify the input window, object response and resolved route — never add decorative jitter.



01

RINGS

Expand from the interaction point, not from the screen center.

02

BLOCKS

Acceleration follows the arrow direction; near blocks visibly repel.

03

CAMERA

Hold the side-scroller axis. Use impact easing, not depth swings.

04

REDUCED

Static band highlight plus direct obstacle state change.

SHOW THE GAME, NOT THE TRAILER.

The portfolio reel should prove variety, voice interaction and escalation in 35–45 seconds.

00–03**HOOK**

Wez + pitch ring + immediate object response

03–11**LEARN**

Warm tutorial cavern · block movement

11–20**EXPAND**

Mechanical passages · moving platforms

20–30**ESCALATE**

Crystal depth · hazards · faster cuts

30–39**FINAL**

Red chamber · boss confrontation

39–42**END CARD**

Canonical logo · no extra montage

AUDIO RULE · KEEP GAME SOUND PRIMARY; MUSIC SUPPORTS RHYTHM BUT NEVER HIDES PITCH FEEDBACK.

BUILD FROM THE SYSTEM.

Every application must preserve the character, the side-scroller read and the cause-and-effect signal.



CHARACTER

Uses approved Wez invariants and one readable performance state.



PERSPECTIVE

Reads as horizontal side-scroller before atmospheric depth.



MECHANIC

Shows input → target → response → route in one sequence.



STYLE

Sketch at uncertainty; flat-shaded 2.5D at certainty. No photoreal finish.



LOGO

Canonical full raster only, at or above minimum size.



ACCESS

Signal shape and motion remain understandable without color or audio.