

KINTA CEMERLANG PERAK TERBILANG



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NAMA NICHOLAS WONG

PERKARA BOOK OF PRACTICE & PLANNING

TINGKATAN / TAHUN SSC3

80 Muka Termasuk Kulit

MAJLIS SUKAN SEKOLAH-SEKOLAH PERAK DAERAH KINTA

NO: _____

DATE: _____



	Type of Map	Title of Map	Date Started	Date Ended	Members Working
1.	Dungeon RPG	Tales of the Abyss	December 2008	Beta: Full:	RailKill
2.	Hero Defense	Darkness and Light Bridgehead	September 2008	Beta: Full:	NuevoEvo, RailKill.
3.	Castle Defense	WIN Map Making - CANCELED - Castle Defense	December 2008		WIN Map Making Team
4.	Other (RTS Shooter)	Left 4 Dead	March 2009	Beta: Full:	RailKill
5.					
6.					
7.					
8.					
9.					
10.					

16th of January, 2009

Map: Darkness and Light Bridgehead

Bugs found. To be fixed:

Sanctuary Attack ☒ • unable to attack multiple enemies RAIL

• attack type change to Chaos

Return Scroll ☒ • unable to cast when in anti-magic RAIL

• 2 heroes can't cast at the same time.

Lobelia's Binding Torch ☒ • able to target allies RAIL

• unable to attack

• unable to be dispelled

Time Monolith ☒ • pan camera too slow EVO

Towers and Buildings ☒ • raise armor EVO

• raise attack range

Power Elixir ☒ • cooldowns when cast another potion. EVO

Things Needed to be Completed Currently:

Asiz's Spells ☒ • Beast Fury

Balohan ☒ • Heroes and 4 spells.

Creep System ☒ • creep spawning

• creep travelling

Jigam Dorothy ☒ • Hero and 4 spells.

20th of January 2008

Map: Darkness and Light Bridgehead

Planning of Tasks to be Completed:

Veron moved



- all 4 spells and hero

Ajax

moved



- all 4 spells and hero

Things Needed to be Completed Currently:

Low Class Items



- important low class items

Mid Class Items



- important mid class items.

High Class Items



- important high class items.

Jewel



- heroes start

Money Split (Leaver)



- allies get gold when one leaves

Veron



- all 4 spells and hero

Ajax



- all 4 spells and hero

21st of January, 2008

Map: Darkness and Light Bridgehead

Bugs found. To be fixed: -

Bounty of Creeps



• each creep gives gold when killed

Left Game String Bug



• player name does not display

Return Scroll Bug



• dummy not removed

Creep Travelling & Delay



• creep travels wrong direction

Combat Boots Dispel



• after use anti-magic, combat boots dispell

Hero Revival



• hero revives after dying

Multiboard

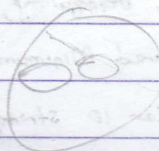


• kills, deaths, hero revive time

Nickname	Kills	Revived
—	—	—
—	—	—
—	—	—
—	—	—

} Green/ Light

} Red/ Dark



8th of February 2009

Map: Darkness and Light Bridgehead

Bugs found. To be fixed: -

Savage Howl can be dispelled



• it can't be dispelled

Veron no Sight Range



• after Deceptions

Dorothy, Maelstrom model



• black aura model not imported

Stone Curse can't cast on Zombie



• no effect on Zombies

Ajex Natural Regen Reveal



• remove dummy

Things Planned to be Completed:

Inventory system



- down button [↓] selects a hidden box that has 12 spells
- when item is bought, it turns into a spell for the box
- when spell is used, item goes to inventory
- when item is dropped on ground, it goes to box as spell
- spells cannot be of the same source, list of active spells:

War Stomp, Thunder Clap, Tranquility, Starfall, Roar, Divine Shield, Avatar

(TOTAL: 7 / Required Minimum: 11)

Idea: Change Base Order ID string? Requires testing.

20th of April 2009

Map: Darkness and Light Bridgehead

DAL Bridgehead announced to be stopped due to examinations.

Things Planned to be Completed: (after exams)

Reduction of Map Size

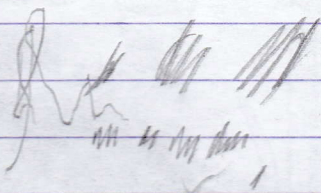


- convert TGA icons to BLP format
- replace Grand Human Aura (401 KB) model.

All Icons have DISBTN



- must be as small as possible.



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Vocaloid 2

Hatsune Miku

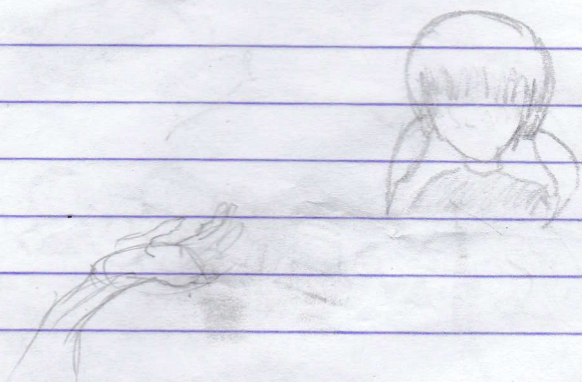
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Paladin

Judgment, ?, Devotion, Grace, Grand Cross

Guardians (changed)

(Repulse) (Holy Word)

- Fends off enemies nearby and cause temporary invulnerability to all nearby allies. (Invulnerable does not include self)

Level 1 - 75 range fending and invulnerability for 0.5 sec

" 2 - 150 range

1.0 sec

" 3 - 225 range

1.5 sec

Ability? Thunder Clap / War Stamp whatever...

Magic Ranger

Lightning Shot → Compelled Shot

- Charges all energies into one arrow and fires off in high velocity dealing critical damage. 3-4 sec charge, has an effective range, one target.

Lancer's Breaker has to change.

Druid should have a direct heal spell. or regens / or Pagan.

Fennis' Concussion Bolt should be changed to a REAL concussion blast.

Rogue's Shadow Strike has to change to a Backstab ability that works good with Cloak.

Lightning Mage; Fennis

Chain Lightning → Electroplasma

- Sends forth a wave of charged energies releasing several globes of lightning energy that electrocutes enemies in several directions. Slow?

Power Up Spawns Trigger

- ~~Every~~

- Elapsed Game Time is < sec?

Create Item [Random Integer] at Point (random point)

Set last created item = Powerup!

Start Timer 60 seconds

- Timer expires,

Remove Powerup! from game

Create item [Random Integer]... repeat

- Unit acquires Powerup!

Start Timer 60 seconds

Replace Guardian
with another
spell

INITIALIZATION:

Set Item[1] = Hate

Set Item[2] = Guard...

Conflict with Guardian

POWER UP SPELL:

Roar - ^{blue} Guard, ^{red} Double DMG, ^{purple} Guard DMG, ^{green} Regen

Boo! - Haste (Yellow)

Triggers - Death, ^{Black} Mystery (Random)

Chest of Gold - ~~Set~~ Wealth

ToTA Map

- Party System, 4 players, 1 elected as leader
 - Only leader has the ability to talk or interact with NPCs
 - Leaders have extra attributes and stats
 - Leaders can choose to give their position to other players

• Battle system

- Does not follow the actual RPG style
- All battle takes place in real-time
- FOFs appear when casting elemental spells
- When FOF change, camera is viewed to the person with darkened effects for about a second like the actual game
- Attacks spell does only 3 hits, depends on A.D. skills.
- Spells are all arranged in spellbook form, categorized
- Voices from the actual game (Japanese)

CTF MAP v1.01 update

- | | | | |
|----------------------|-------------------------------------|---------------------|-------------------------------------|
| Power-ups | ☒ | All Random (Quees) | ☒ |
| Map Preview | ☒ | -random | ☒ |
| Terrain | ☒ | Hem (smokescreen) | ☒ |
| Capture Limit Option | ☒ | Screenshots of Game | ☐ |
| Time Limit Option | ☒ | Loading Screen | ☒ |
| Weather Effects | ☒ | | |

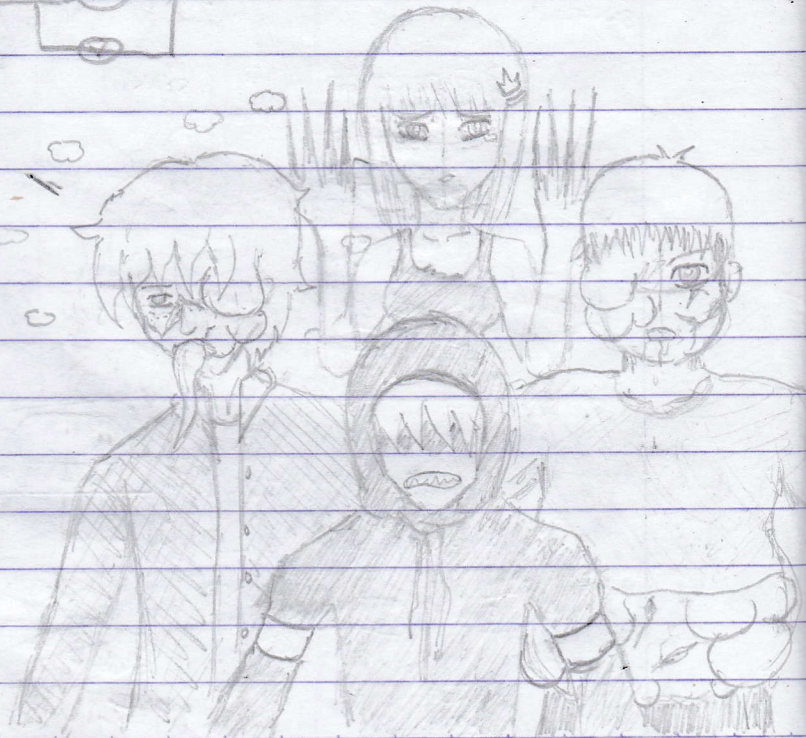
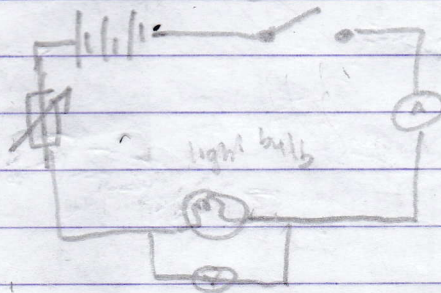
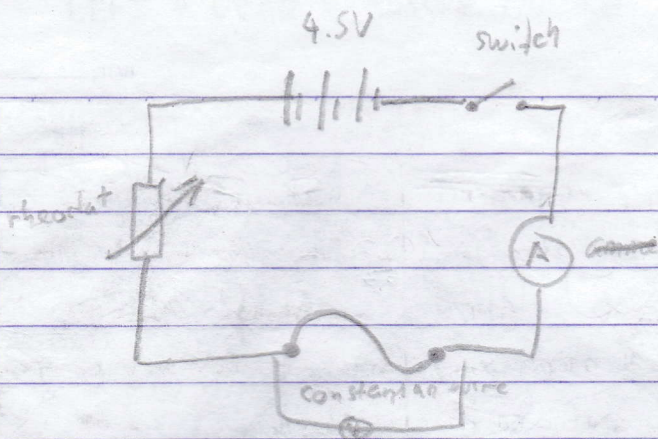
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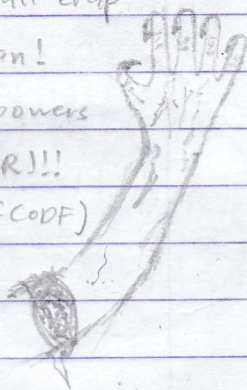
Everyone has their future plans and goals. We have plans to achieve what we want in future so we can reach our goals easier.

For me, my future plans and goals are to be a successful man, having a career and building a family of my own. One of my goals is to be a computer programmer when I grow up. I plan to enter a university to study about software engineering and programming.

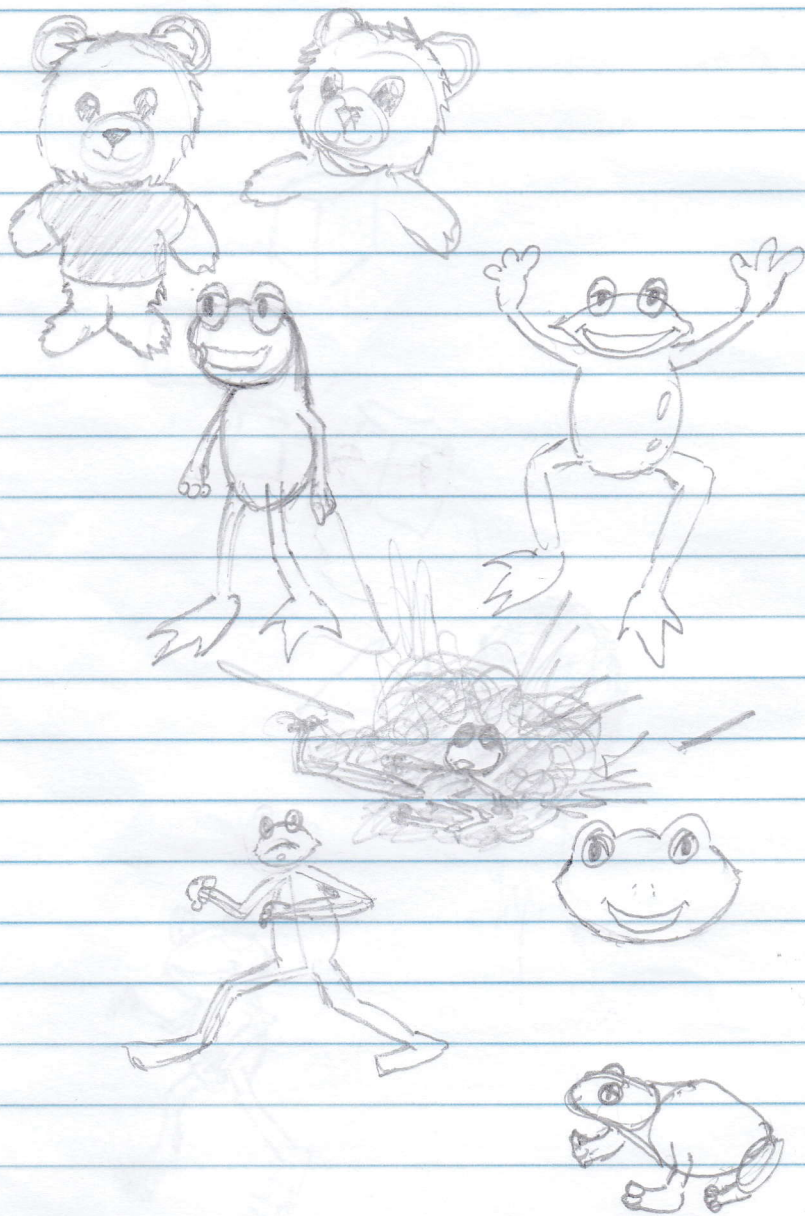
But alas, I do not want to study about software engineering and shit programming. It is all crap and I hate it. I... I want to be a villain!

I shall go burn myself, and acquire the powers of C0DF! Power!! UNLIMITED POWER!!!
Mushahahahaha!!!! (Frusshhh!! - sound of C0DF)

.....What is wrong with me?







Ichigo : Rail

Uguerra : Evo

Ichimaru : Eggs

Lilyette : Ohmchi

Stark : Godfather

Shunsui : Acelys

Hikugaya : Haimeng

Halibel : Wallyba

Orihime : Mashu

Yamamoto : Garlie

Hirako : Mori

Aizen : Kit

Barragan : Aaron (Jackreaper)

Hisagi : Hyonzan (dog head)

Toussen : Rawrie (Dinosaur Toy) (T-rex head)

Unohana : Beanie

Isane : Aldane

Well Butterfly : Faery

Ukitake : Gadaniel

Yammy : JasonK

Mashiro : Toadler

Wondervets : Blackeagle

Mayuri : Blitz

Kenpachi : Freakero

Byakuyo : Lalaboy

Ruleia : Vincy

Renji : PMXC

Chad : Luke

Hachigen : Snowie

Higori : Nattie (banana) WA

Lisa : trOOWa (mushrooms) FB

Rojuro : Heezhou (bag) PS

Kensei : Arthuran FB (teddy bear)

Love : Tasted Heart shape chocolate

Komamura : Lonegray (wolf)

Komamura's Bankai : Hurricane FB

Shadows : Ichigo Hollow Leg, Ichigo Hollow, Ishida Fan

Ishida : Xilao

Soi Fon : Archerous (archer fish) FA

Onaeta : Zingz



$$d = r = \frac{1}{2} \quad r = 2$$

$$0.5, 0.25, 0.125, \dots$$

$$1, 1.5, 1.75,$$

$$r = \frac{1}{2}$$

$$1.5, 1.75, 1.875$$

Tasted

$$\frac{q(r^n - 1)}{r - 1}$$

$$S_{1000} =$$

$$\frac{q(1 - r^n)}{1 - r}$$

$$0.5 \left(1 - \frac{1}{2}^{1000} \right)$$

Tasted

Peace

Lala Bay

I ♥
like ♥

ObmChii - Cat (A) ✓	Beanie - Bean (F) ✓
ooOoo - Egg (F) ✓	Snowie - snowman (W) ✓
Mashi - Girl (H) ✓	Godfather - Male Fairy (M) ✓
lalaBoy - Oyster (F)	Tidusute - Water (W) ✓
Acelyn - Bat (A)	Lulu - Orange (F) ✓
FMxc - Radio (O) ✓	Gadarial - Butterfly (I) ✓
Garlie - Garlic (A) ✓	Vincy hoayves - Shoe (O)
Freakzero - Ice Cube (W) ✓	Raurie - Toy Dinosaur (O)
Hurrican - Tornado (W) ✓	Hyonzon - Dog (A)
Zing - Burger (F) ✓	JasonK - Flower (P) ✓
Railkill - Book (O) ✓	Louis - Eagle (A)
NuevoEvo - Nuevo Melt (F) ✓	Mori - Starfish (A) ✓
Hoimeng - Adult Man (HSL) (H) ✓	Achevious - Archer Fish (A)
Aldane - Ladybird (I) ✓	Faelry - Female Fairy (M) ✓
Blitzwartank - Blitzball (O)	mirageWarrior - Cloud of White Gas (W)
gkezhou - Bag (O)	
xiao - Hamster (A) ✓	
Wallyba - Adult Woman (H)	8 A 3M
Adron - Grim Reaper (M)	7 F 60
Kit - Kitkat Bar (F) ✓	3H
Toddler - Toad (A)	5W



Mirage Warrior



Gadarial



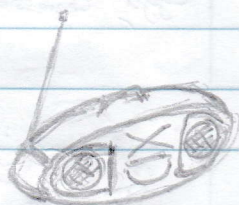
Beanie



Aldane



Mori



FMXC



Faery



Godfather



Bean
'ay
Toad
Blitzball

Haimeng -
Walley -
Kit - Kitty cat
Acelyn - Bat (vampire)
Snowie - Snowman

Godfather - Mafia

adane



Rail



Hurricane



Blitz



Egg Expressions



Happy



Sad



Angry



Surprised

Chii Expressions



Happy



Slick



Curious



Surprised

Xiao Expressions



Happy



Surprised



Sad/Nervous



Stick



Tidus Wave

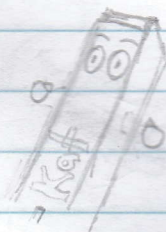
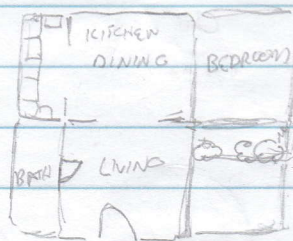


Snowie



Lulu

K1



Kit



Jason K



Freakzero



Eggy



Nuevo



Zingz



Chii



Xitao



Gardian



Mashi

Mashi



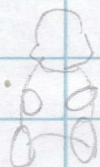
Mashi's Clip -

21
15
165
21
315

I've always been quiet,

but I've always treated u as a gud fren!

Good luck in ur studies and life.



Homerg



RIL'S BLOG HAS 1000+ VISITORS! I'M BAKING SOMETHING TO
CELEBRATE IT.



'Komuniti Berilmu Perak Terbilang'

Permulaan berwawasan
Perak Nombor Satu
Perak Gemilang
Pemantapan
Satu hala tuju



Melahirkan generasi
Berdisiplin tinggi
Berakhlak mulia
Dan berintegrasi

(korus)
ICT dan penerokaan
Tingkatkan pengetahuan
Sedia hadapi cabaran
Dunia tanpa sempadan

Daya cipta dan inovasi
Berpendidikan bestari
Komuniti Berilmu
Perak Terbilang

(ulang korus)
Komuniti Berilmu
Perak Terbilang

TIMEANGAN METRIK

10 miligram	=	1 sentigram
10 centigram	=	1 decigram
10 decigram	=	1 gram
10 gram	=	1 decagram
10 decagram	=	1 hectogram
10 hectogram	=	1 kilogram

PANJANG - METRIK

10 milimeter	=	1 sentimeter	(sm)
10 sm	=	1 desimeter	(dm)
10 dm	=	1 meter	(m)
10 m	=	1 dekameter	(dm)
10 dm	=	1 hektometer	(hm)
10 hm	=	1 kilometer	(km)

MUATAN ISIPADU

10 ML = 1 CL	10 DL = 1 HL
10 CL = 1 DL	10 HL = 1 KL
10 DL = 1 L	1 L = 1000 C.C
10 L = 1 DL	

WAKTU

60 saat	= 1 minit	52 minggu	= 1 tahun
60 minit	= 1 jam	1 tahun	= 365 hari
24 jam	= 1 hari	1 tahun lompat	= 366 hari
7 hari	= 1 minggu	1 tahun	= 12 bulan

(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)
1 2	1 3	1 4	1 5	1 6	1 7	1 8	1 9	1 10	1 11	1 12
2 4	2 6	2 8	2 10	2 12	2 14	2 16	2 18	2 20	2 22	2 24
3 6	3 9	3 12	3 15	3 18	3 21	3 24	3 27	3 30	3 33	3 36
4 8	4 12	4 16	4 20	4 24	4 28	4 32	4 36	4 40	4 44	4 48
5 10	5 15	5 20	5 25	5 30	5 35	5 40	5 45	5 50	5 55	5 60
6 12	6 18	6 24	6 30	6 36	6 42	6 48	6 54	6 60	6 66	6 72
7 14	7 21	7 28	7 35	7 42	7 49	7 56	7 63	7 70	7 77	7 84
8 16	8 24	8 32	8 40	8 48	8 56	8 64	8 72	8 80	8 88	8 96
9 18	9 27	9 36	9 45	9 54	9 63	9 72	9 81	9 90	9 99	9 108
10 20	10 30	10 40	10 50	10 60	10 70	10 80	10 90	10 100	10 110	10 120
11 22	11 33	11 44	11 55	11 66	11 77	11 88	11 99	11 110	11 121	11 132
12 24	12 36	12 48	12 60	12 72	12 84	12 96	12 108	12 120	12 132	12 144