

# “Sand Strider”

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Figure 1: Concept art Dali-2

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## Story:

“**Sand Strider**” is set in the harsh and unforgiving world of **Arabor**. The game is science fiction themed and is set in a **distant future** where humanity has spread across the galaxy and is vying for control of the most **valuable resource** in the universe: **Gas**. players take on the role of a **Freemon warrior** in battle with a rival clan **Harken**. For control of this shipment of spice, the player team with the highest score will seize the riches and usher in a new era on **Arabor** consolidating their power and changing **the balance of power** in the galaxy.

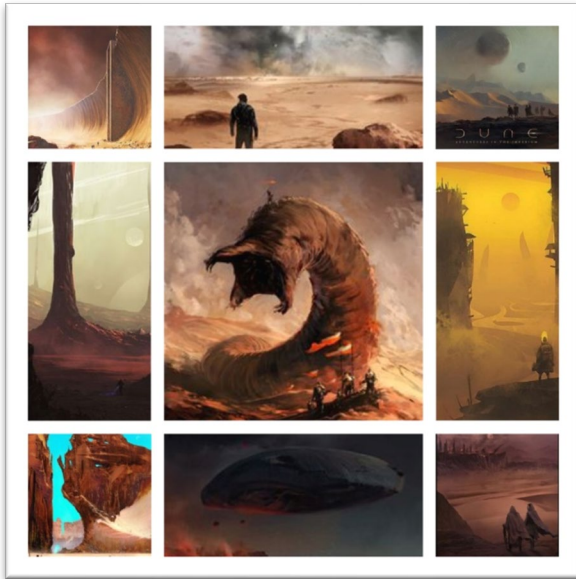
But beware, if you don't manage to get the **shipment** in time, the **desert sandboars** will be sure to get **YOU**.



Figure 2: Concept art Dali-2

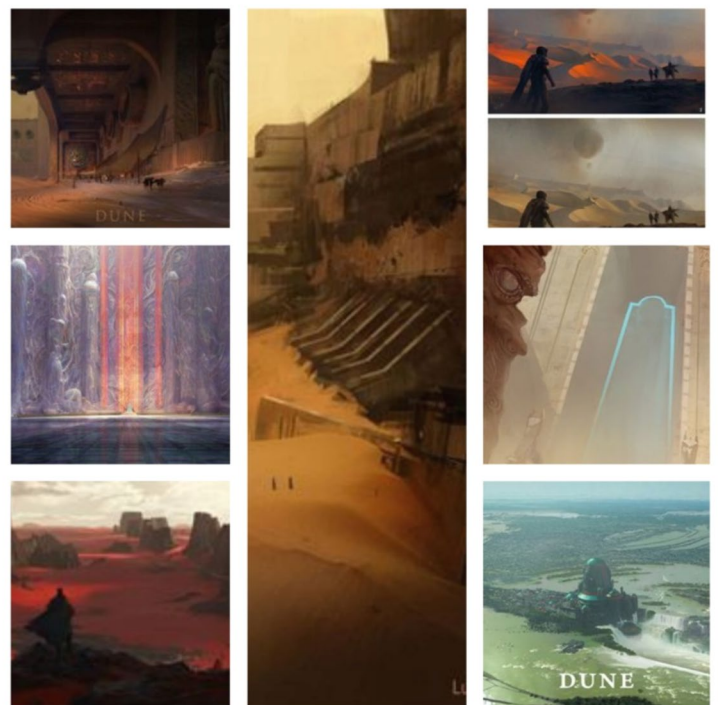
## Reference:

Environment:

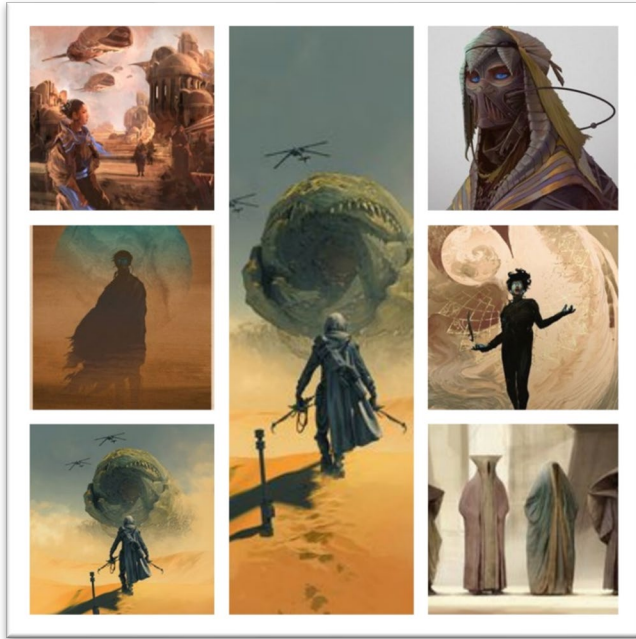


The design objective is to capture the essence of a mystical, otherworldly realm that is both ancient and futuristic in nature. The vision draws inspiration from a blend of sci-fi and ancient architecture, with a focus on creating a sense of grandeur and wonder. The form language will be characterized by sleek and intricate shapes, evocative of both the precision of modern technology and the complexity of ancient ruins.

The challenge lied in achieving a cohesive visual language that seamlessly integrates these seemingly disparate elements into a unified whole. Drawing on architectural motifs from Mayan or Egyptian cultures may provide a solid foundation for this design endeavor, and the use of materials such as polished metal, glass, and stone will add a touch of luxury and sophistication to the overall aesthetic. The end result will be an architectural masterpiece that seamlessly blends the past, present, and future into a single harmonious composition.



## Characters:



The objective of the character design is to create a cast of memorable and distinct characters that fit within the narrative's world and themes. The visual language will draw inspiration from a range of sources, including art, fashion, and cultural iconography, to create characters with unique and recognizable silhouettes. With a Sandy color palette and theme, it should have an easily recognizable sci-fi desert theme.

## Program / Requirements / Features / Gameplay:

### “Seitchler” FreeMon hideout (Player A Side)

- Dark, cramped tunnels and rooms hewn from the rocky desert terrain
- Harsh lighting and sparse furnishings, with weapons and tools lining the walls
- Water collection pools and filtration systems provide a source of hydration
- The air is thick with the scent of spice and dust, with a constant hum of machinery in the background

### Gas Refinery (Player B Side)

- A sprawling complex of steel and pipes, with towering silos and processing vats
- The air is thick with the scent of spice and chemicals, with a constant drone of machinery in the background
- Harsh lighting and metallic walkways crisscross the refinery, with sparks and steam shooting from vents and valves
- Security checkpoints and armories dot the facility, with Harkonnen guards and turrets ready to defend the precious spice
- Players must navigate the maze-like refinery and secure key control points to gain an advantage over their rivals.

### Desert Canyon

- A narrow and winding canyon, with towering sandstone walls and precarious ledges
- The air is filled with swirling dust and sand, with rocks and boulders jutting out from the canyon floor
- Hidden alcoves and caves provide cover and ambush points, with traps and hazards scattered throughout the area
- The echoing sound of gunfire and explosions reverberates through the canyon, making it difficult to pinpoint enemy positions
- Players must be nimble and cautious as they traverse the treacherous terrain and outmaneuver their opponents.

### Sandboar Lair

- A vast and cavernous underground lair, with twisting tunnels and massive chambers
- The air is thick with the scent of gas and sweat, with the constant rumble of sandboars echoing through the tunnels
- Sandstone pillars and natural formations provide cover and hiding places, with tunnels branching off in all directions
- The lair is home to various dangerous creatures and obstacles, including sandworms, rockslides, and acid pools
- Players must work together to defeat the sandboars and claim the valuable gas, while avoiding the deadly hazards lurking in the shadows.

### Sandstone Outcropping

- A rocky and windswept outcropping, with sweeping views of the desert below
- The air is hot and dry, with the sound of sand and dust carried on the wind
- Jagged rocks and spires provide cover and sniping positions, with hidden caves and crevices for players to explore
- The area is home to various desert creatures, including scorpions and birds of prey, which can be hunted for food or used as distractions
- Players must use the natural terrain to their advantage and stay alert for enemies approaching from any direction.

# Diagrams

“Network Level”

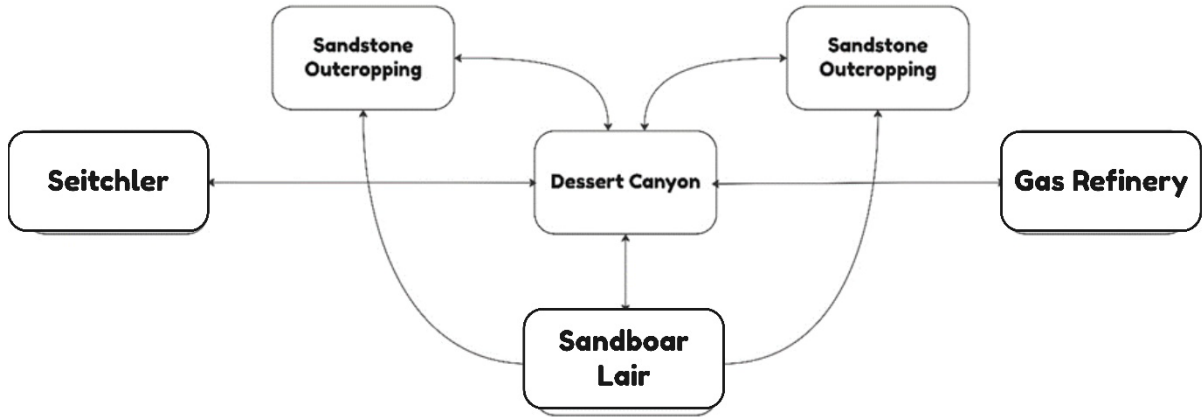


Figure 3: Intermingled level where players will have ease of access to most areas of the map except bases

Adjacency matrix:

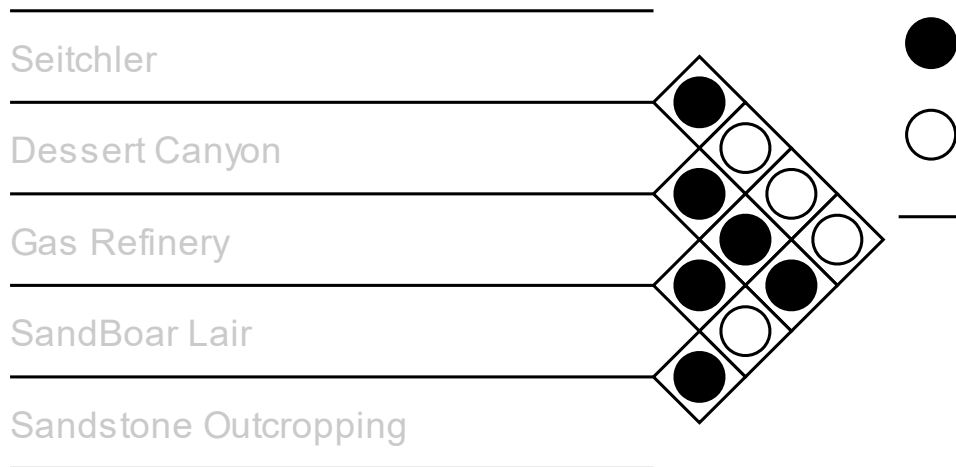


Figure 4: Because of Network level and size, all objects have at least a secondary adjacency.

## Mockup – Sketch:

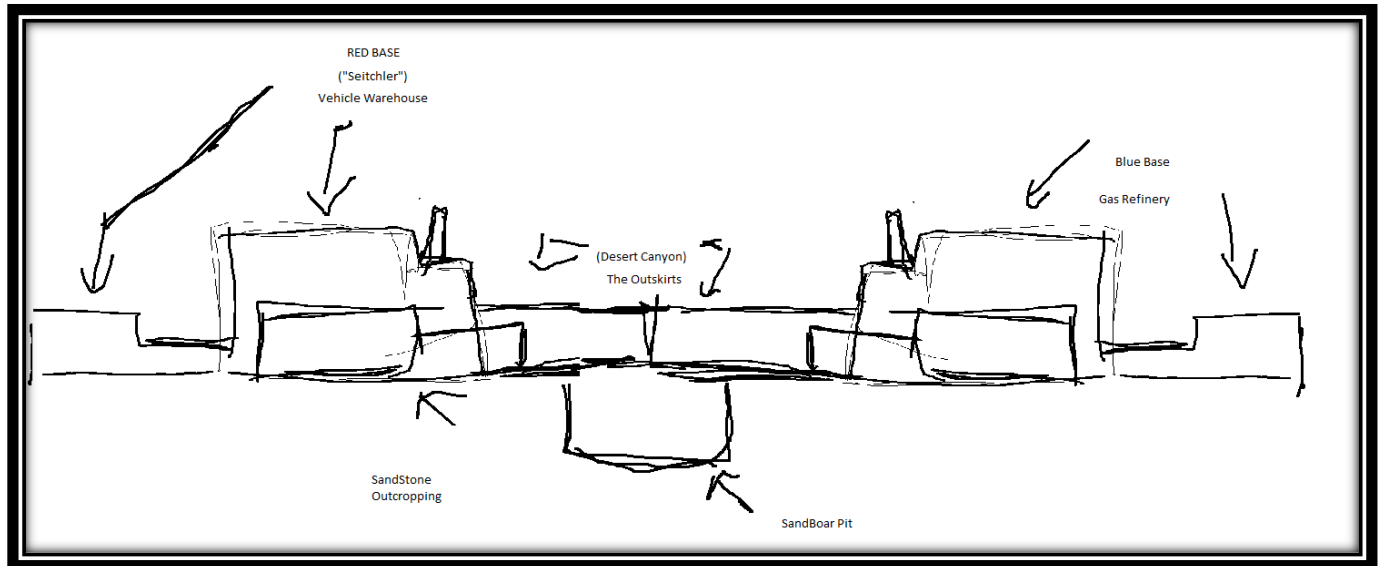


Figure 5: Experimentation with Overall level layout, early concept pre-block out with alternate names proposed / conceived.

## Metrics:

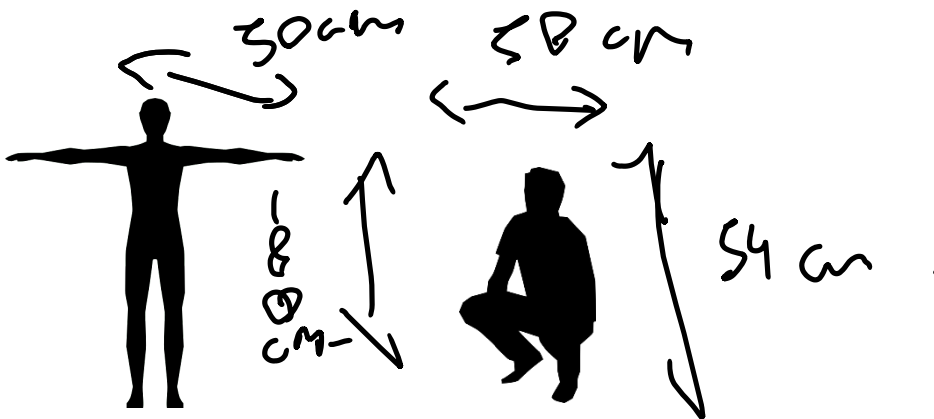


Figure 7 : Height: 180CM Width: 50

Figure 6: Height: 54cm Width: 50

## Walking Speed:

Standing: 180-200 cm per second (6-6.5 feet per second)

Crouching: 90-120 cm per second (2.95-3.94 feet per second)

## Crouching Speed:

Standing: Typically around 50-70% of the walking speed, or 90-140 cm per second (2.95-4.59 feet per second)

Crouching: Typically around 30-50% of the walking speed, or 54-100 cm per second (1.77-3.28 feet per second)



### Jumping Speed:

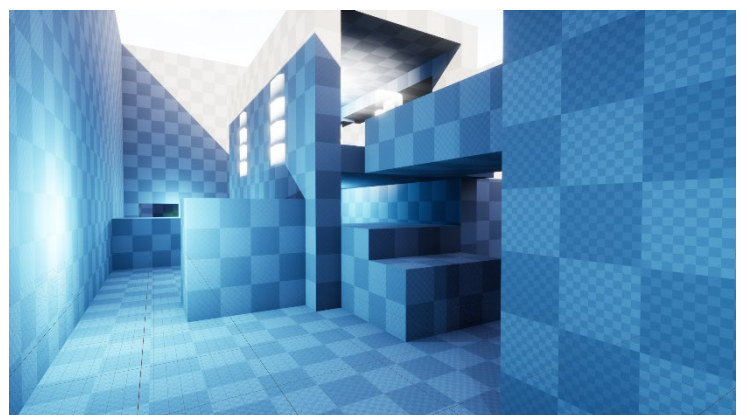
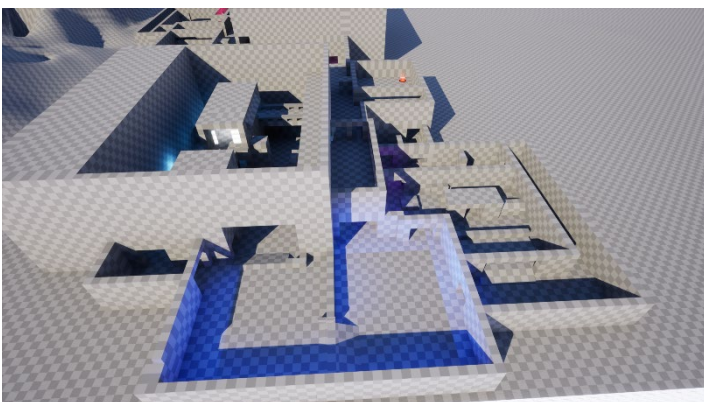
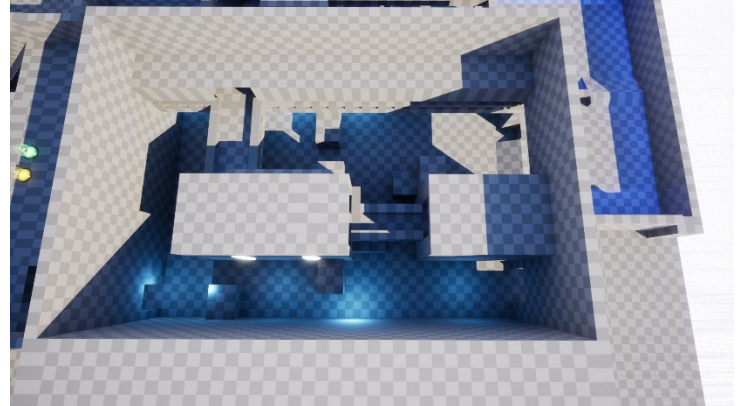
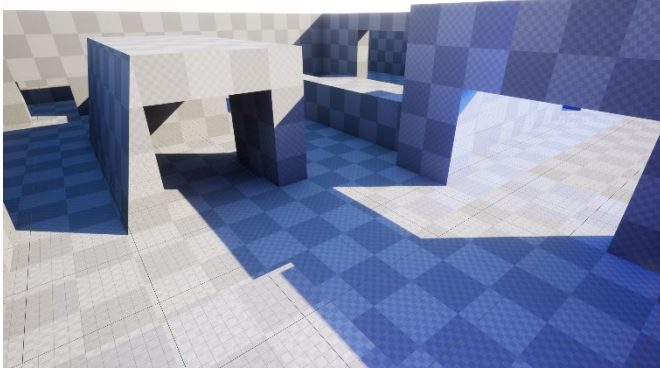
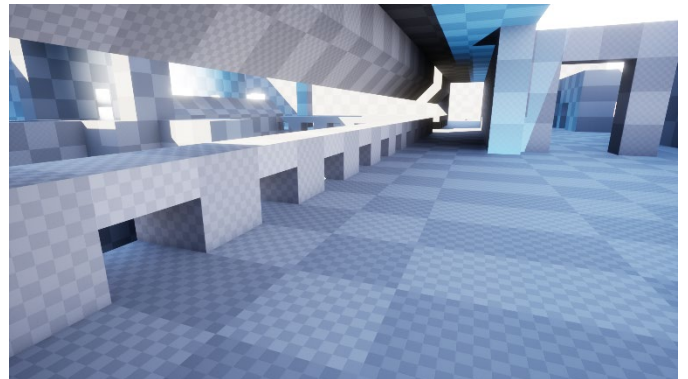
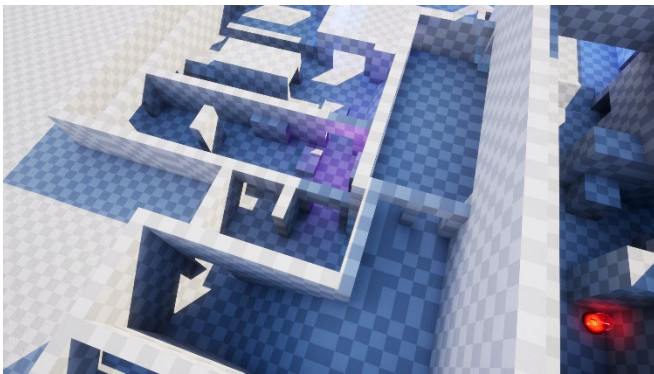
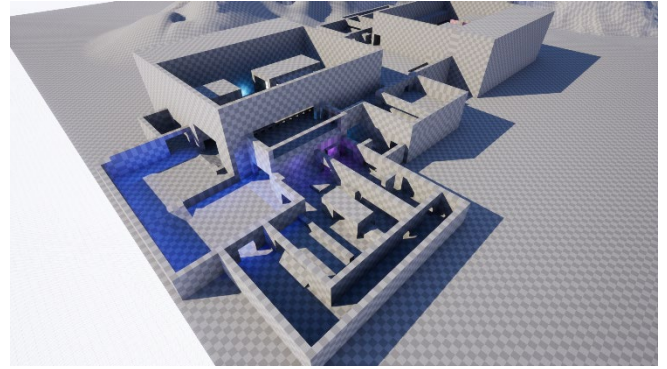
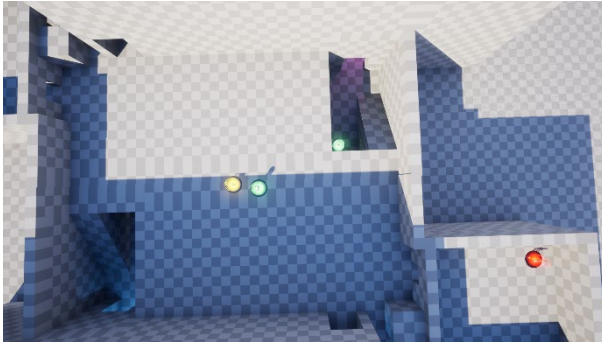
Vertical Jump: Typically around 60-100 cm per second (1.97-3.28 feet per second) for both standing and crouching characters

Horizontal Jump: Typically around 150-200 cm per second (4.92-6.56 feet per second) for standing characters, and slightly lower for crouching characters due to the reduced height.

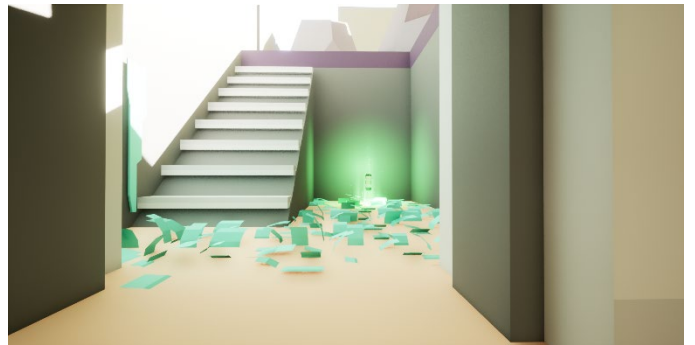
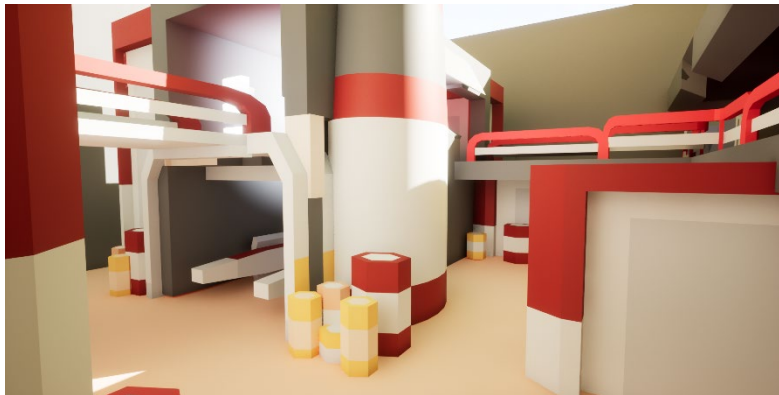
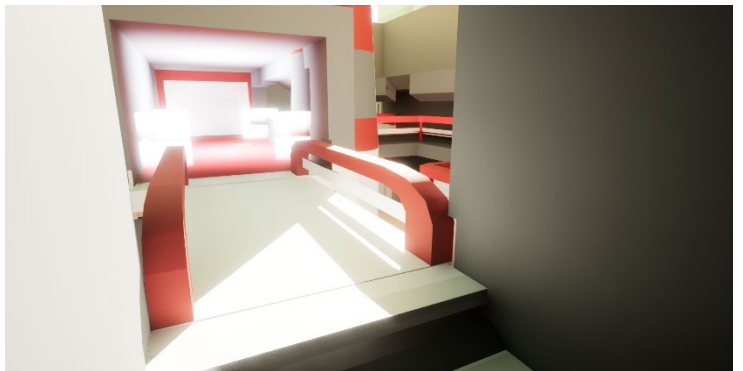
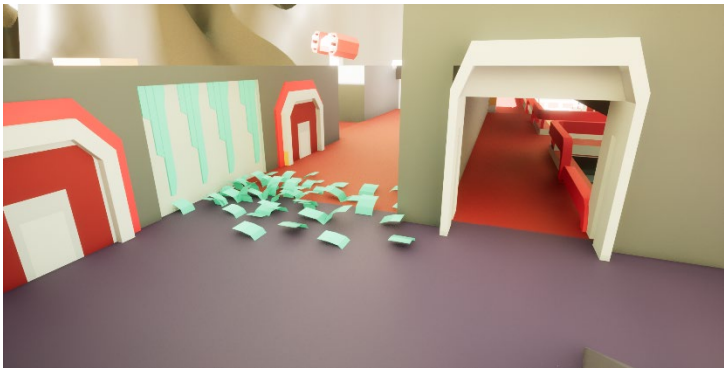
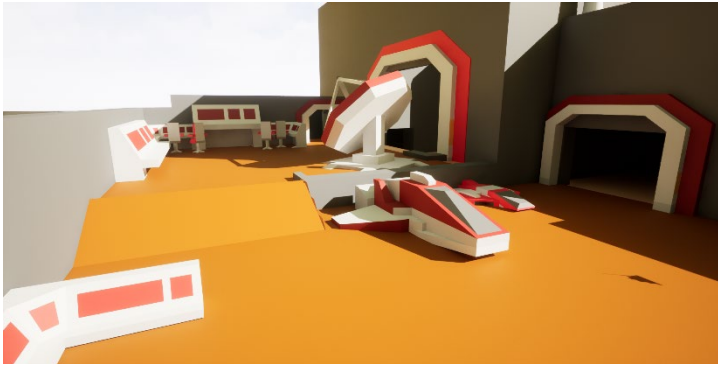
### Measurements

Name	x (units)	y (units)	z (units)	
Floor Tile Base	100	100	5	
Floor Tile Angled	120	120	10	
Rock Formation (Base)	200	150	80	
Rock Formation (Gem)	50	50	50	
Hangar Frame	300	200	200	
Hangar Frame (Variant)	250	200	200	
Hangar (Door)	150	200	20	
Rail Base	100	10	10	
Rail Corner	20	20	20	
Barrels	50	50	80	
Name				
Tree	100	200	300	
Moss	20	20	5	
Stone (Base)	80	80	80	
Stone (Variant)	40	40	60	
Grass	10	10	2	
Hanging Stone Face	50	50	100	
Computer Desk (Base + Corners)	200	150	100	
Computer Chair	50	50	100	
Chimney	80	80	200	
Closed Structure	300	200	400	
Turret	100	100	150	
Mini Robot	30	30	50	
Computer (with Screen)	80	80	150	
Ship (Miner)	200	100	50	
Ship (Racer)	150	80	40	
Ship (Speeder)	100	50	30	
Satellite		120	120	50

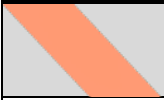





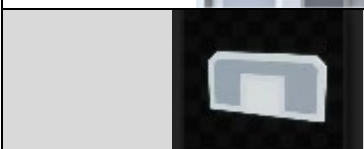

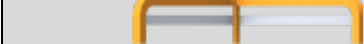
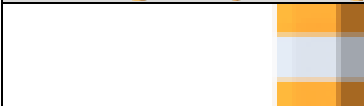


Greybox:



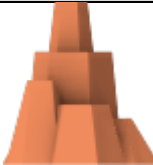








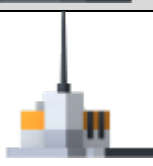







Kit bashed:



## Schedule:

Thumbnail	Type of Piece	KIT NAME	Name	# Used
	Base	SPACE	Floor Tile Base	26
	Base	SPACE	Floor Tile Angled	12
	Base	SPACE	Rock Formation (Base)	24
	Base	SPACE	Rock Formation (Gem)	4
	Base	SPACE	Hangar Frame	18
	Base	SPACE	Closed structure	7
	Base	SPACE	Hangar (Door)	9
	Base	SPACE	Rail Base	8
	Base	SPACE	Rail Corner	2
	Base	SPACE	Barrels	42
	Base	SPACE	Corridor	4
Thumbnail #	Type of Piece	KIT NAME	Name	# Used
	1 Base	NATURE	Tree	8

	2	Base	NATURE	Moss	14
	3	Base	NATURE	Stone (Base)	12
	4	Base	NATURE	Stone (Variant)	4
	5	Base	NATURE	Grass	23
	5	Base	NATURE	Cactus	24
	6	Base	NATURE	Hanging Stone Face	4
Thumbnail #	Type of Piece	KIT NAME	Name	# Used	
	1	Detail	SPACE	Computer Desk	7
		Detail	SPACE	Computer Desk Corners	4
	2	Detail	SPACE	Computer Chair	4
	3	Detail	SPACE	Chimney	1
	5	Detail	SPACE	Turret	2
	6	Detail	SPACE	Mini Robot	15
	7	Detail	SPACE	Computer (with Screen)	1

Thumbnail #	Type of Piece	KIT NAME	Name	# Used
 1	Hero	SPACE	Ship (Miner)	1
 2	Hero	SPACE	Ship (Racer)	2
 3	Hero	SPACE	Ship (Speeder)	1
 4	Hero	SPACE	Satellite	1