

Shard Frontier — Visual Artist Brief (for concept art, UI, and key scenes)

This document is written for fast translation. Short sentences. Clear terms. Consistent style.

1) Game introduction (tone and theme)

- Setting: planet DAG-9. Ancient techno-ruins under warm deserts. A nearby neon city on the horizon.
- Player fantasy: pioneer engineer. Mine ore, forge shards, combine shards, mint collectibles. Then mount up to 3 NFTs for small perks.
- Progression feeling: start as ground miner. Upgrade to hover craft. Later, spaceflight.
- Brand color language: desert amber and sand. Tech lines in teal/cyan light. Metals are titanium/silver. Rare energy is blue-teal. Legendary is iridescent/holographic.
- Lighting: late-afternoon gold light. Long shadows. Soft dust in air. Teal UI glow on top of warm environment.

2) Visual style rules (continue from your current homebase art)

- Materials: brushed titanium panels, beveled edges, small screws/rivets. Clean, not grungy.
- Holographic UI: thin teal lines, rounded corners, 2–3 px weight, subtle bloom. No heavy neon. Minimal noise.
- Architecture: blocky, stepped shapes; Egyptian/Mesopotamian hints in silhouettes. Futuristic inserts and teal conduits.
- Repeating motifs: triangular shard emblem, hex tile floors, slim light strips on edges.
- Typography plates: SHARD FRONTIER logo in brushed metal. Use raised lettering, soft rim light.

3) Sound design notes (for moodboards and caption hints)

- Ambient: soft wind, distant city hum, low reactor throb.

- UI: short metallic clicks, airy whooshes, gentle confirmation chimes.
- Vehicles: hover has steady turbine + whispering plasma shield. Drill has rhythmic hydraulic thumps.
- Events: ion storm uses distant thunder and crackling static.

4) Key UI surfaces to visualize

Keep all UI readable for mobile portrait 9:16. Safe areas. Big buttons. Minimal text.

A. Title / Start screen

- Foreground: homebase building in desert.
- HUD panel: translucent teal menu tablet with large options.

B. Homebase “Dash” overview

- Rooms as swipeable cards: Profile, Forge Bay, Vehicle Garage, Hover Bay, Map Room, Medal Cabinet, Marketplace, Leaderboards.
- Thin breadcrumb dots at bottom.

C. Forge Bay

- Two clear stages: Refine (ore → shards) and Combine (shards → combined shard).
- Result card with rarity chip color. Small “mutation” toast when it happens.

D. Vehicle Garage

- Left: vehicle render turntable. Right: upgrade list (Drill, Cargo, Reactor, Scanner, Mobility).
- Before/after stat bars.

E. Hover Bay

- Cockpit preview. Buttons for Launch, Boost, Gunner. Energy bar and timer.

F. Map Room

- Desert globe slice with zone pins: Dunes Basin, Canyon Run, Crystal Plains, Obsidian Fault.
- Event ribbon at top with current tag (Ion Tempest, etc.).

G. Medal Cabinet (Mounted NFTs)

- Three empty slots become filled cards when mounted.

- Footer line shows Effective Perks summary.

H. Marketplace

- Card grid for Machine Parts and Combined Shards.
- Filters: Rarity, Function, Finish, Event tag, Price.

I. Leaderboards

- Tabs: Open and Core.
- Rows with avatar, time, score, small icons for mounted loadout.

J. Pause / Settings

- Sliders for volume, haptics. Language dropdown. Colorblind toggle.

5) Practical palette and effects

- Desert base: #D7A96B to #F1C98B range.
- Metal body: #8A9098 (titanium), shadows to #4A5058.
- Teal glow: #00E1FF center, feather to #2BC7E8.
- Iridescent: faint rainbow in specular highlights; don't overdo saturation.
- Dust: fine particles, not heavy fog. Heat shimmer near ground.

6) Glossary for quick translation

- Ore tiers: Dust, Alloy, Crystal, Relic.
- Shards: Raw, Refined, Rare, Legendary.
- Combine: fuse shards to make a combined shard.
- Mutation: small bonus or cosmetic finish on combine result.
- Award NFT: special limited item with prestige visuals.
- Mounted NFTs: up to 3 equipped NFTs that give small perks.

10 image briefs with prompts

Use portrait 9:16. Keep the same art style as the existing homebase pieces you made. Each brief has: goal, scene notes, UI notes, and a concise prompt you can paste into your generator.

- 1 Title Screen — Homebase in the Dunes
Goal: iconic opener and menu style.
Scene: large homebase in warm desert; distant neon city; drifted sand and teal conduits.
UI: translucent teal menu tablet at bottom: Start, Continue, Settings, Lore, Leaderboard, Exit.
Prompt: desert sci-fi homebase, brushed titanium with teal light strips, warm golden afternoon, distant futuristic city, soft dust, thin teal holographic menu tablet with large options, mobile portrait 9:16, clean minimal UI, high detail, cinematic rim light.
- 2 Dash Overview — Rooms as Cards
Goal: show whole UX language in one frame.
Scene: inside homebase atrium, stacked room panels floating: Profile, Forge Bay, Vehicle Garage, Hover Bay, Map, Medal Cabinet, Marketplace.
UI: swipe dots, top bar (Energy, Silo, Credits, timer).
Prompt: futuristic atrium with floating hologram room cards, teal outlined panels labeled Profile Forge Vehicle Hover Map Medal Market, warm ambient light, subtle dust, bottom swipe dots, small top status bar, mobile 9:16, crisp legible UI.
- 3 Forge Bay — Refine and Combine
Goal: communicate the pipeline and mutation toast.
Scene: conveyors feed crucibles; shard chamber center-stage.
UI: left “Refine” queue, right “Combine” slot grid; result card with rarity chip; tiny toast “Resonance spike: Cosmetic Shift.”
Prompt: sci-fi forge chamber, teal holographic controls, crucibles and shard chamber, left refine queue, right combine slots, center result card with rarity chip, small teal toast text cosmetic shift, warm desert light reflections, mobile 9:16.
- 4 Vehicle Garage — Upgrade Preview
Goal: show upgrade clarity and pride-of-ownership.
Scene: mining buggy on rotating turntable; parts exploded slightly.
UI: list with Drill, Cargo, Reactor, Scanner, Mobility; stat bars before/after.
Prompt: brushed titanium mining buggy on turntable, teal edge lights, exploded parts view, clean upgrade list and stat bars, golden rim light, mobile 9:16, minimal readable UI.
- 5 Hover Bay — Cockpit and Gunner
Goal: first-person feel and simple HUD.
Scene: cockpit canopy with teal frame; dunes and storm clouds ahead.
UI: altitude, energy bar, radar pulse, timer; Boost and Gunner buttons right side.
Prompt: first-person hover craft cockpit, teal canopy frame, dunes and approaching ion storm, minimal HUD (altitude energy radar timer) with Boost and Gunner buttons, soft wind particles, mobile 9:16.
- 6 Map Room — Zones and Event Tag
Goal: readable map of play areas and event banner.
Scene: 3D desert slice with glowing pins: Dunes Basin, Canyon Run, Crystal

Plains, Obsidian Fault.

UI: top ribbon “Event: Ion Tempest”; bottom route button.

Prompt: holographic desert map slice with four zone pins, teal labels, top event banner Ion Tempest, warm interior light, clean layout, mobile 9:16.

7 Medal Cabinet — Mounted NFTs (3 Slots)

Goal: teach the 3-slot loadout and perk readout.

Scene: museum-like wall with three card sockets.

UI: one socket shows Award NFT with iridescent frame; footer line “Effective Perks: Mining +4%, Capacity +2%.”

Prompt: elegant cabinet wall, three NFT card slots with teal holders, one card iridescent award frame, subtle hologram text showing effective perks, warm gold/teal light, mobile 9:16, minimal UI.

8 Marketplace — Parts and Combined Shards

Goal: show trading clarity and provenance.

Scene: market screen with item cards; filters on left/top.

UI: rarity chips, function icon, finish tag, price; detail overlay with origin_phase and event_tag.

Prompt: clean sci-fi marketplace UI, grid of item cards (machine parts and combined shards) with rarity chips and finish tags, teal filters panel, item detail overlay shows origin phase and event tag, metallic accents, mobile 9:16.

9 Ion Tempest Mission — Action Key Art

Goal: cinematic poster for season/event.

Scene: hover craft gliding between dunes; lightning veins in sky; teal plasma shield flicker.

UI: tiny mission timer and energy bar only.

Prompt: dynamic hover craft skimming dunes during ion storm, teal plasma shield flicker, dramatic clouds and lightning, sand streaks, minimal HUD timer and energy, cinematic composition, mobile 9:16.

10 Obsidian Fault — High-Risk Zone

Goal: late-game danger and Legendary vibe.

Scene: volcanic canyon with black glass rock and glowing lava lines; homebase architecture fragmenting; legendary iridescent shards in the air.

UI: small objective tag “Harvest 3 Relic Nodes.”

Prompt: volcanic sci-fi canyon with obsidian rock and glowing lava seams, floating iridescent shard fragments, teal tech accents, small objective label, high contrast warm/teal lighting, mobile 9:16.

Optional bonus frames (if you have time)

- Rarible storefront mock with BDAG provenance line.
- Team Award ceremony screen (squad badges, edition cap on card).

- Spaceflight teaser: small craft above orbit, desert planet below, teal HUD.

If you want, I can turn this into a one-page PDF layout with thumbnails and color swatches for the artist.