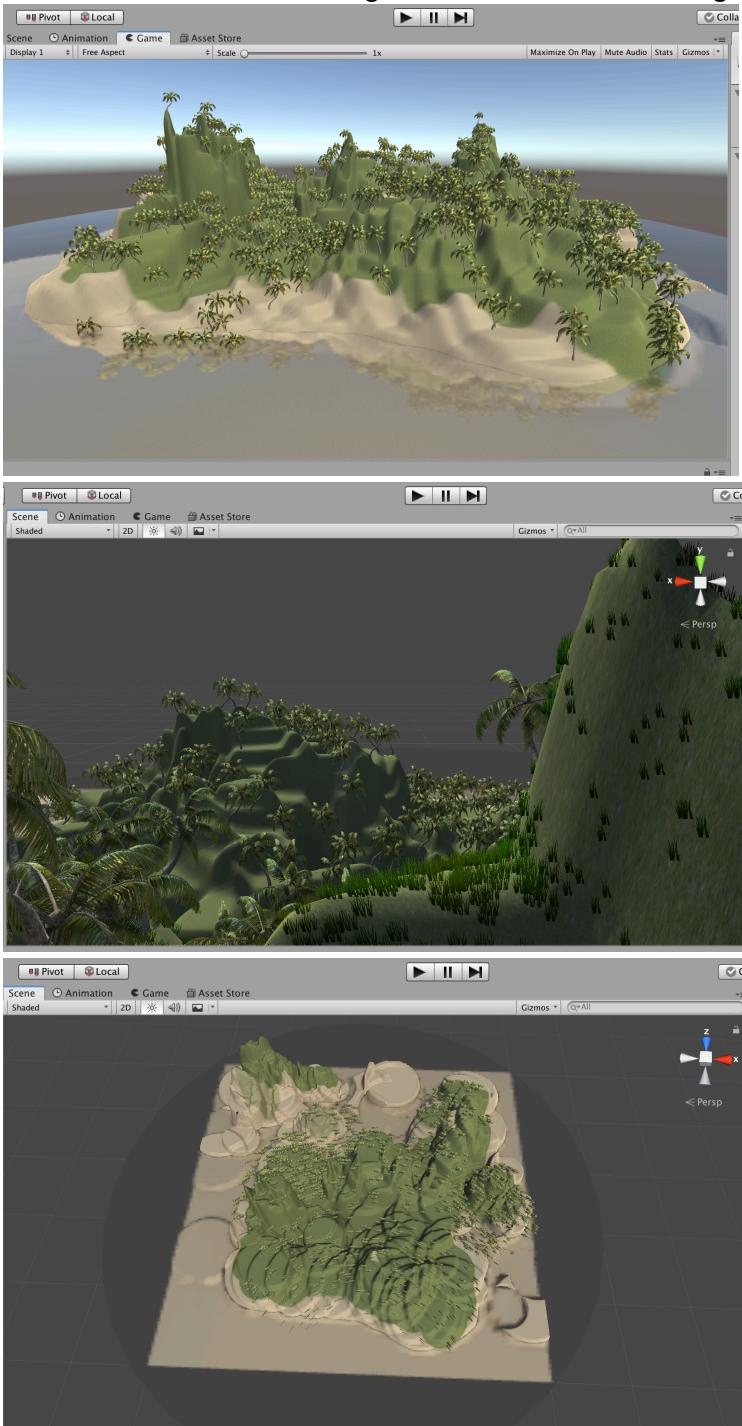
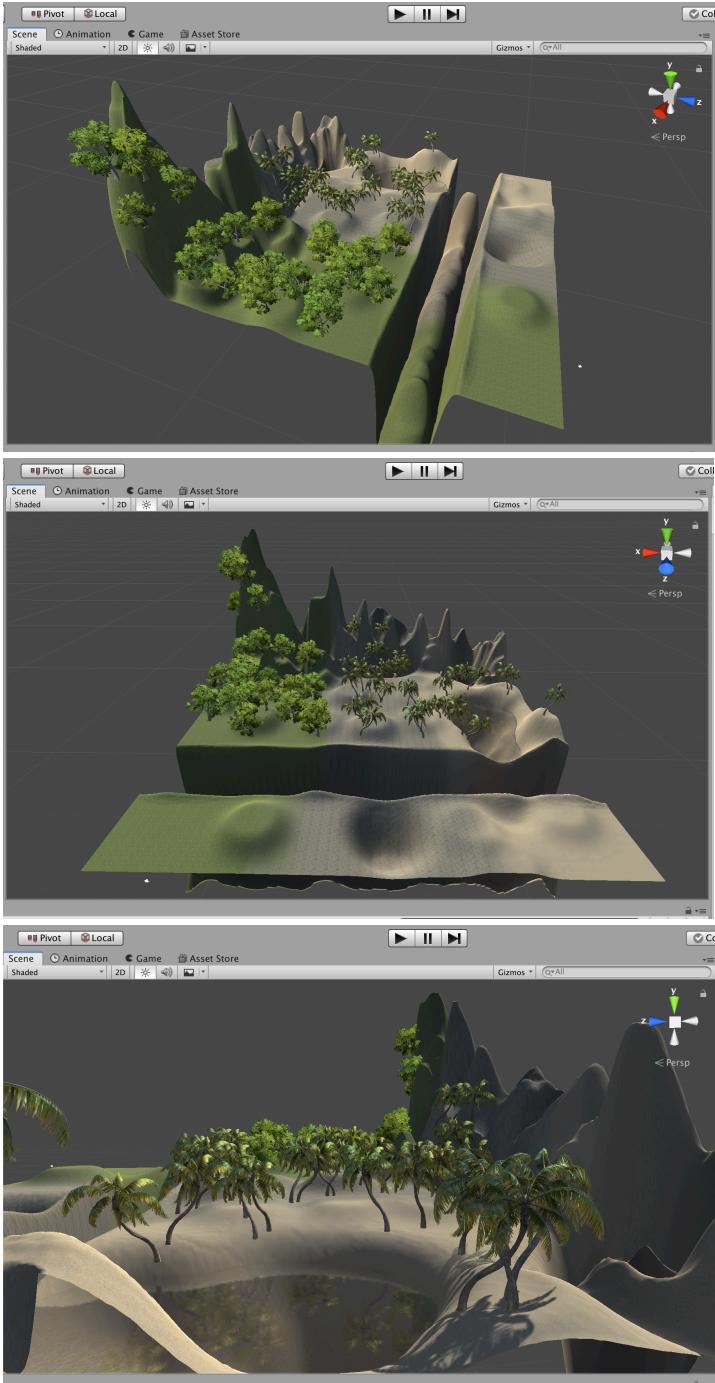


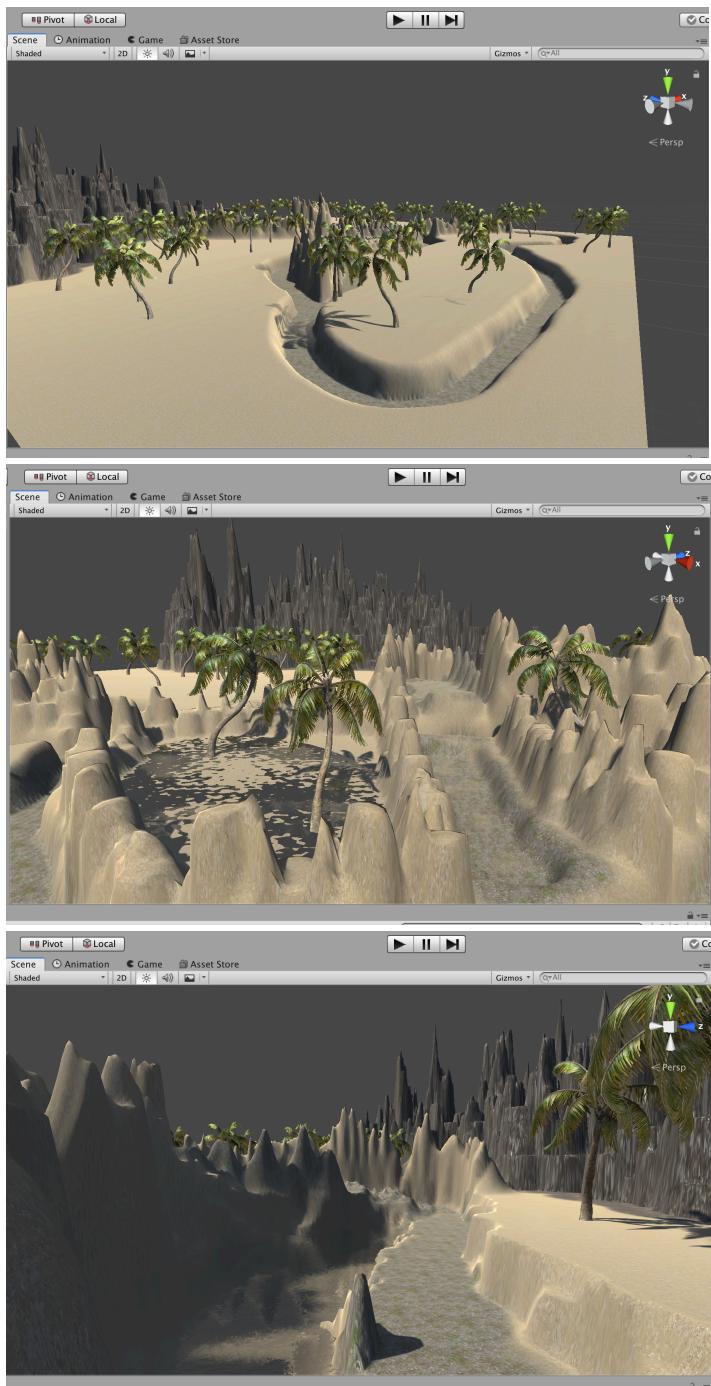
The lonely island scene is based off of a deserted island surrounded by water, with cliffs and grass on it. I had the grass fade distance at the maximum since that way the grass would be able to be seen from all over the island. For this island I wanted it to have sparser grass since I don't think it would look as good when there's a lot of grass surrounded by palm trees.



The 2D Game terrain has a foreground and a background using the same terrain. In the foreground I added some bumps, hills and some holes for when the character comes across it, that way it's not just a flat plain. I included 3 different terrains, the first one is a forest, the second is a rocky terrain with some palm trees, and the third is a desert with an oasis and palm trees. I'd like the 2D game to have some elements like Fracture, a PS3 game, the game uses terrain deformation using a weapon to get around the world.



I wanted to base the 3D racer scene track off of the Sweet Sweet Canyon track in Mario Kart 8. The track is based off of a desert track where the player comes across palm trees and some oases, there are also some mountains in the background. I think it would be nice if the player could get a power-up where the player could drive on top where the palm trees are and it could be a shortcut.



The Card game concept is basically a simulation card game, where the player gets 5 cards from a stack and uses those cards to affect the terrain board. The player starts in the terrain board with 4 houses, a pond and some trees and grass surrounding some NPCs. The cards that the player gets affect the terrain board and can either help the NPCs or kill them. For example, one card that the player may get would be some rain or a plot where the NPCs can start farming. When the NPCs get the plot they start farming and then the player can use the rain to improve the crop yield.

