

Crysknife - The Sand Cemetery

Underlying story:

In the endless deserts of Arrakis, only the worthy may wield the Crysknife, the sacred blade, carved from the tooth of a sandworm. Many have perished under the burning suns, seeking the path to mastery.



Figure 1: Sandworm

Game play:

Now, it is your turn to prove your strength and cunning. You are **Nara**, a young warrior of the Fremen tribes, the last man on earth with the possession of a Crysknife. Armed with your path instincts, you must walk through the harsh sands and kill all the sandworms that emerged from beneath the dunes. Each worm you catch is one less attacking you tribe. Although it may sound simple, the desert grows angrier, and the time is defined: 15 seconds! The worms appear at random positions, sliding through the sand as if guided by the rhythm of fear. Endure until the final breath of the twin suns. The commands to play are A-move left, B-move right, W-move up, S-move down, SPACE-select option:

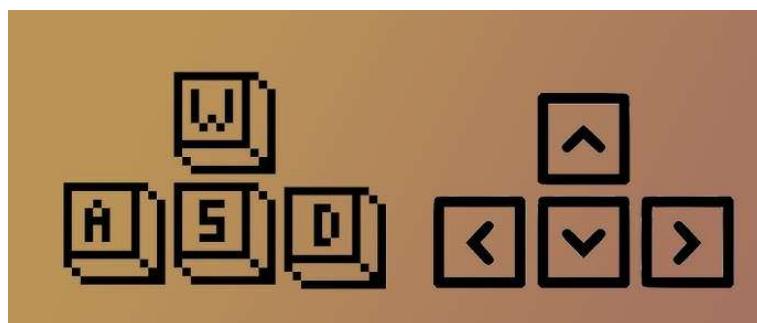


Fig. 2: Commands to move the player.

Game Experience and Mechanics

The Sand Trial game opens with a Start Screen, inviting the player to begin their journey or exit the challenge. Once the trial begins, a pre-set timer of 15 seconds counts down. You start with a default score of 4000 points, which slowly decreases with the passing of time. To survive, you must hunt and catch the sandworms that emerge across the desert. The implemented interfaces are shown below:



a.) Initial screen – Start Game



b.) Game play screen.



c.) Winner screen.



d.) Game over screen – Options to exit or restart

Will you endure the fury of the sands? The Crysknife awaits only those brave enough to face the desert's wrath. Step into Nara's path, test your reflexes, and prove your worth beneath the twin suns of Arrakis. The trial is simple — survive, hunt, and claim the blade. The question is... can you?