



# SAND

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*SAND* is a team-driven, class-based, three-vs-three multiplayer game, played with a top-down view on a two-dimensional surface. The visual theme will be very abstract and focus on simple geometry in the interest of minimizing visual clutter. The game objective is to fill the playing field with sand of your team's color while destroying the other team's sand. Each player controls a single unit (dubbed his "tank") in the virtual world, and is tasked with one of three jobs, divided into classes: Defense, Offense, or Support. The role of each class is to create, destroy, or move sand respectively. Before each match, players choose from a multitude of customizable tools serving such purposes as interacting with sand, stunning enemy tanks, aiding movement, and many other miscellaneous utilities. All of the tools which interact with sand are class-specific to ensure no blurring between class roles. Because of the strict separations between class roles, it is impossible for a lone player to win the game without the assistance of his teammates. A team has the best chance of victory when all three players coordinate the tools they bring to the match, and play in a way that maximizes their strengths while making up for each other's weaknesses. The game is written in C# and will run on any Windows machine with XNA 4 and Visual Studio 2010 installed and a video card that supports DirectX 9 or above.

## Roles

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