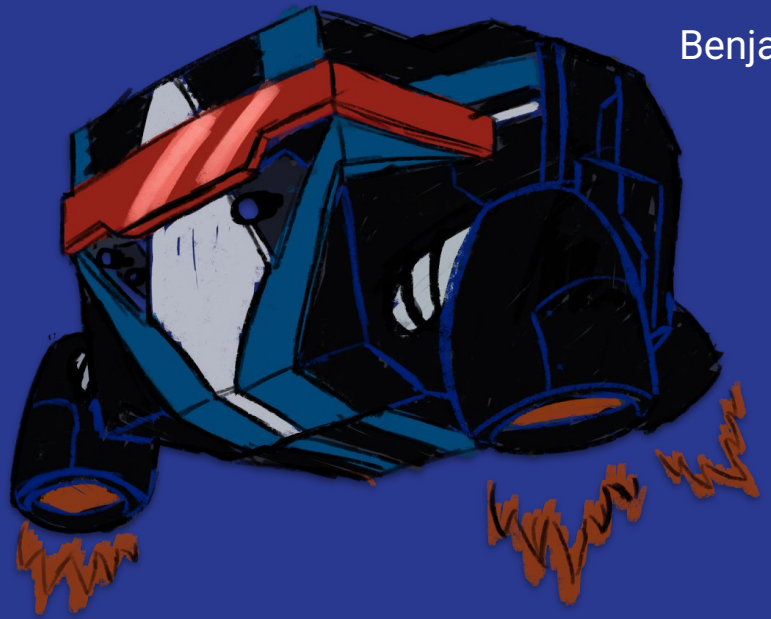
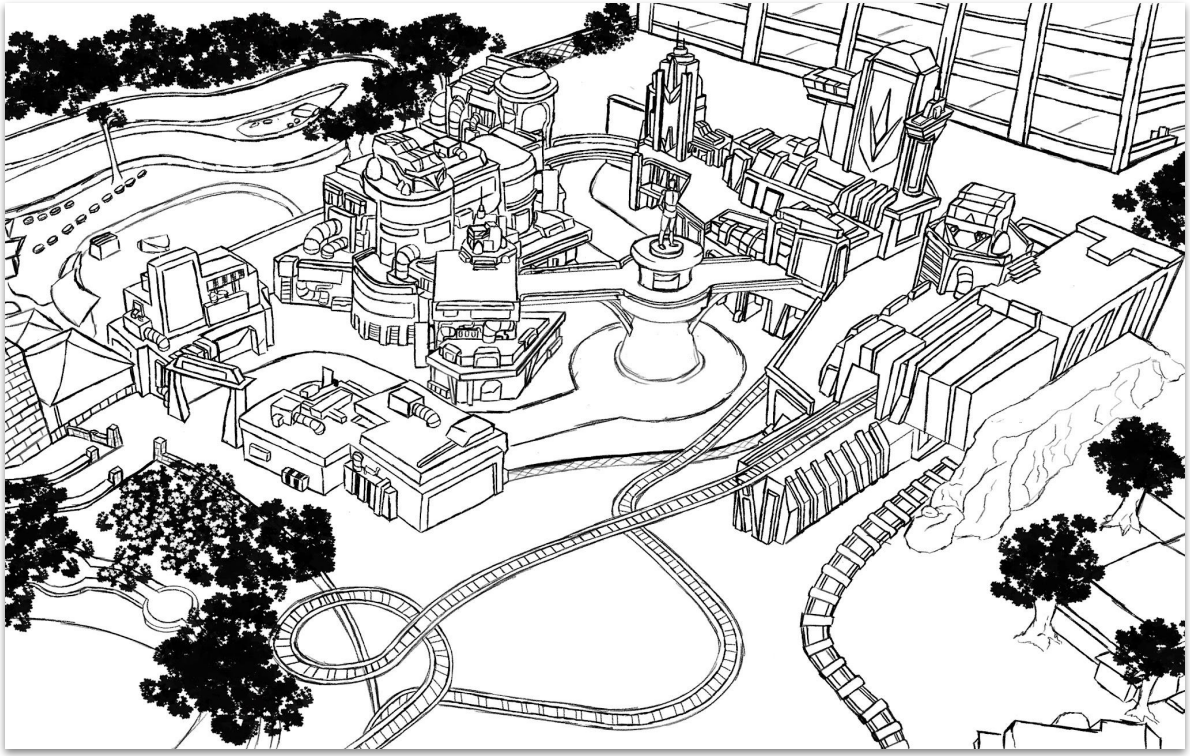
S.K.E.L.E.T.O.N. EXPANSION

Benjamin, Charlie, Grace, Lucas, Luis, Travis, Tyler, and Zack



Themodia

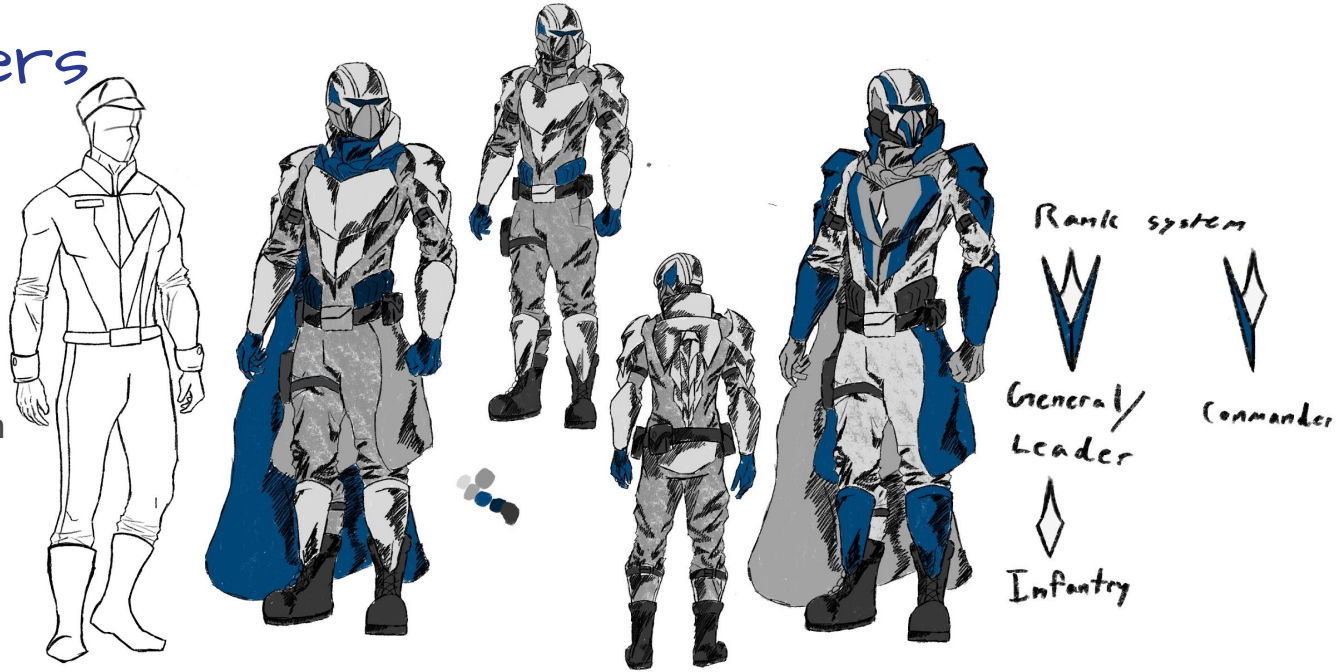
- Encompases the main “square” area
- Split into two halves
- Top left area is a more of a metropolis - militarized area
- Bottom right area is a cyberpunk-ish slums
    - More of the “lower class”
- Wanted to use a Sci-Fi theme
- Allows for cool environments
- Provides a huge contrast between the other two areas
- Inspired by planets seen in Star Wars and Night City from Cyberpunk 2077



- Land has changed slightly since this art was drawn.

Staff/Characters

- Left
  - (Staff outfit for Themodia)
  - Partially inspired by the Pre-Mor Authority Security Forces from Andor
- Right
  - Soldier type meant to roam around the land
  - 2 main costumes
  - Footsoldier (Left)
  - Commander (Right)
  - Play a similar role to the Stormtroopers from galaxies edge
  - Inspired by the Helldivers and various soldiers seen in Sci-Fi media.



- Designs on right are rankings in the military

Egyptian Oasis

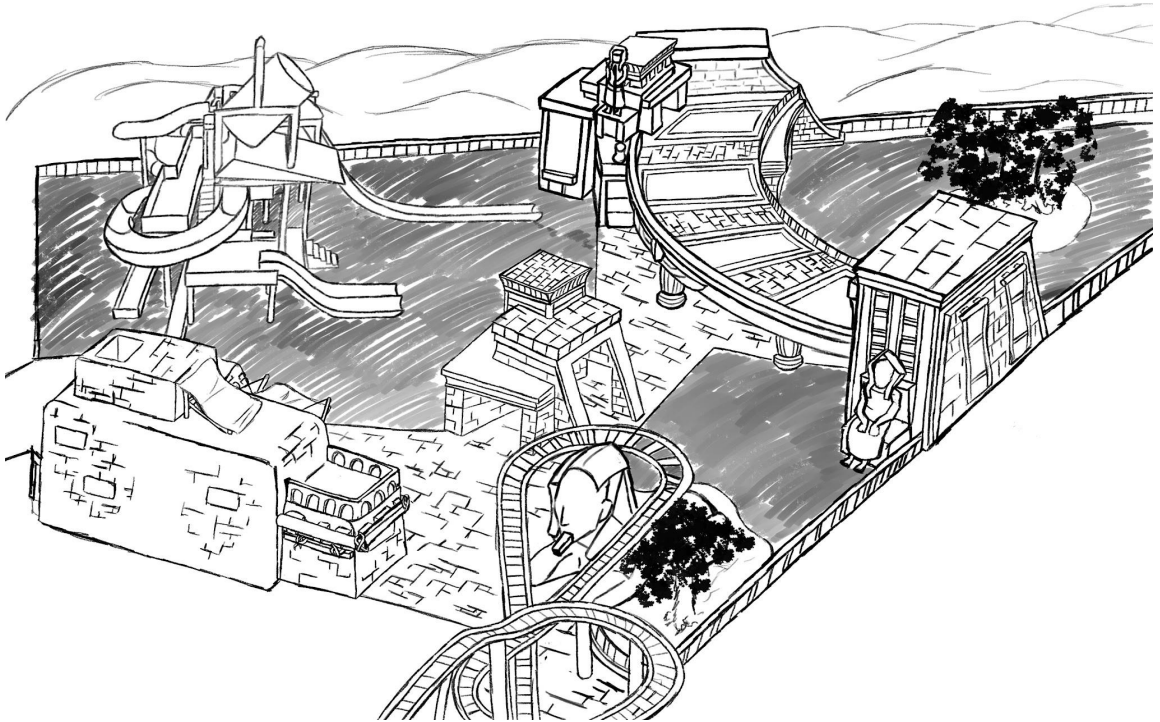
- Encompases the triangle area

- Egyptian theme provides contrast in a water park like environment.

  - Specifically inspired by prime Egypt
  - Around 800 A.D.
  - Something different than the standard ancient Egypt

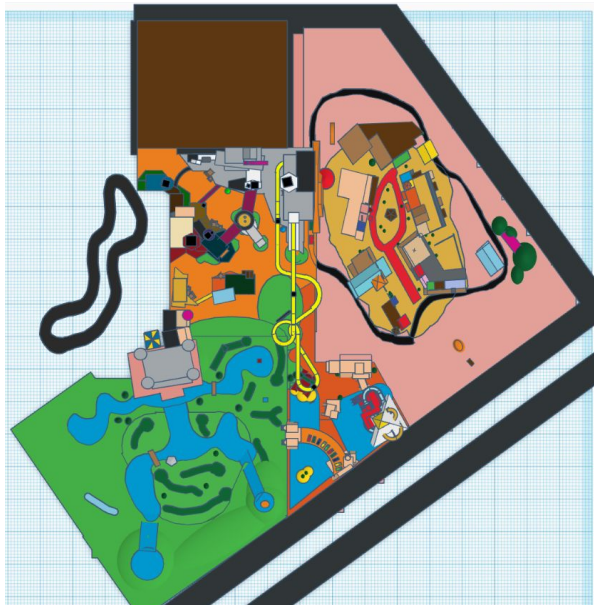
- Has a contrast as well
  - Top area meant to be more of a “palace” type
  - Bottom area meant to represent more of the residential/common folk

- Partially inspired by A.C. Mirage, specifically Memphis



Site Plan

- Drafted in TinkerCAD
- Used satellite data from google earth to find accurate dimensions
- Model informed the design of whole park alongside overall team developments



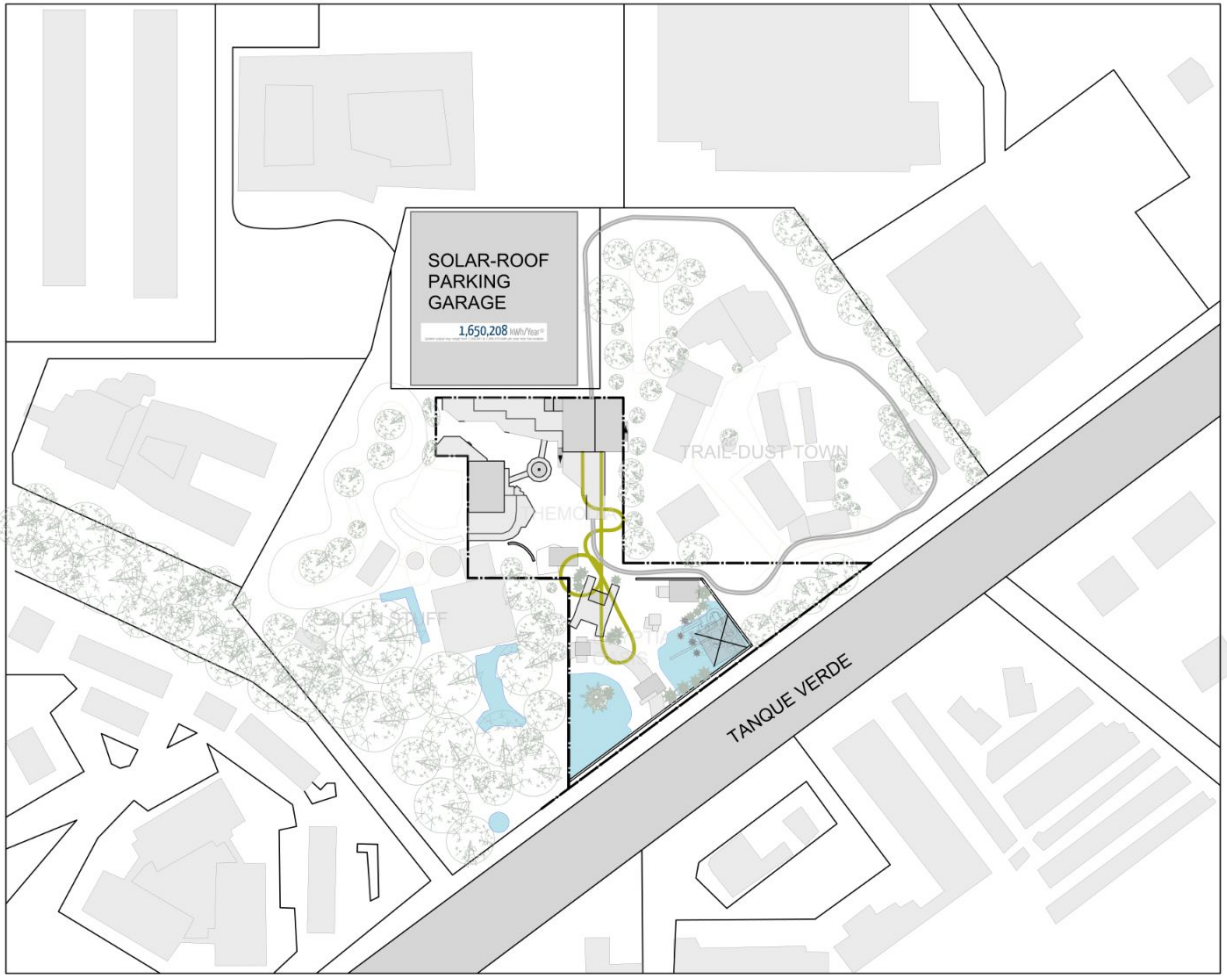


Site Plan

- COMMERCIAL ZONE 2
- 10’ SETBACK FROM ROAD
- NO SETBACK REQUIREMENT FOR NEIGHBORING PROPERTIES
- 1,650,000 kWh/Year generation of solar power

What’s brought to the table?

- 3 new attractions
- 1 new restaurant
- 1 new shop
- 1 snack-market
- A hot new sunning terrace!
- ALL FUN



Vegetation

THEMODIA

- STICKS ON FIRE
- HAWORTHIA COOPERI

EGYPTIAN OASIS

- MANGO TREES
- PALM TREES









Support buildings!



EGYPTIAN OASIS TROPICAL FRUIT MARKET!
Refreshing produce and consumables for the oasis-goers to enjoy!

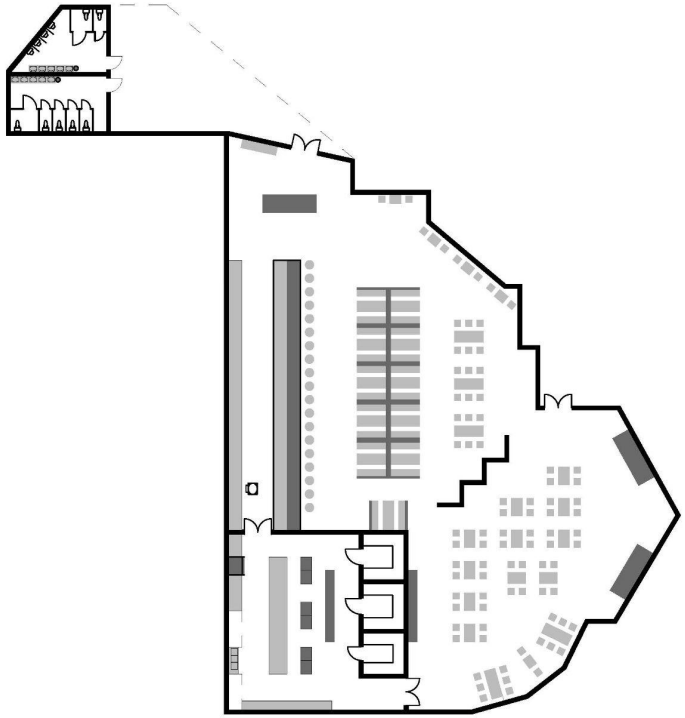


THEMODIA SHOP!
A garage-themed space for curio shopping needs!



SPHINX SHOWERS!
A set of showers for cleaning off before and after the pool!

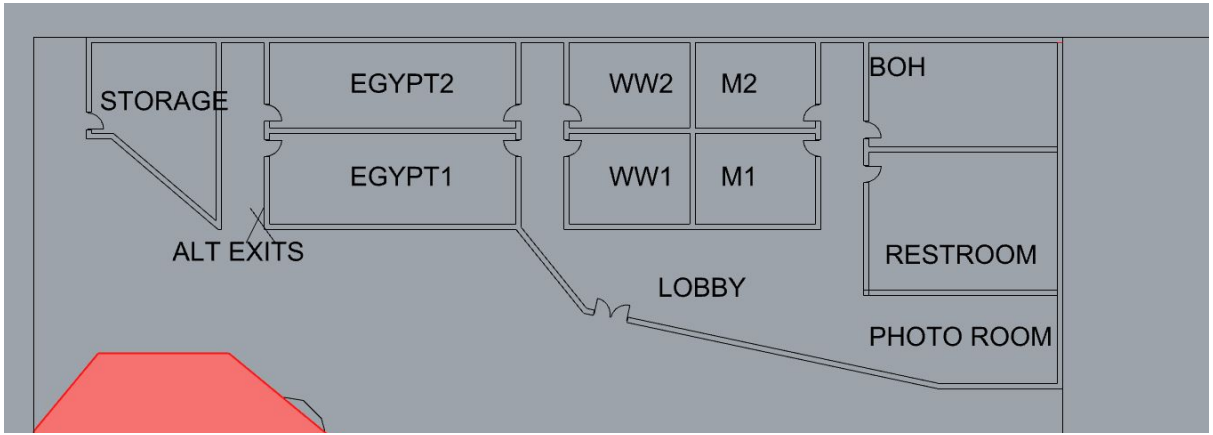
Pneugiri Restaurant



- Includes large sushi bar as well as traditional seating
- Casual dining area delivers sushi rolls through pneumatic tubes
- Bathrooms located adjacent to restaurant
- Offers simple and complex sushi rolls, as well as ramen soups and rice bowls
- Offers boba teas and soda fountain

Escape Room

- Plenty of Back of House space and storage
- 10 total rooms to be allocated across three games
  - Allows multiple groups to play the same game at the same time
- Three game setups revolve around each of the sections of the park: Medieval theme, Egyptian theme, Wild West theme



Medieval

Goal #1

Pulling the correct sconces opens a secret passage to reveal an alien armory with out-of-place alien weaponry

Goal #2

A word riddle hidden in a safe will suggest the armory lights be turned off, revealing numbers glowing on each of the weapon

Goal #3

Hanging the weapons in the correct order in the display case will open a secret drawer with the exit code.

Escape!

Egypt

Goal #1

Placing three staffs with the right color gems in them and shining light through them reveals a safe code.

Goal #2

Blueprints for sphinx/pyramids will create a brick pattern. pulling out the proper pattern of bricks unlocks a secret passage

Goal #3

Putting a hidden totem on the correct pedestal causes the exit code to be displayed above

Escape!

Wild West

Goal #1

A safe in the floorboards contains keys to leave the jail cell and enter the next area of the room.

Goal #2

A journal on the sheriff's desk includes names of alien authorities. Matching images of them around the room to the journal's descriptions.

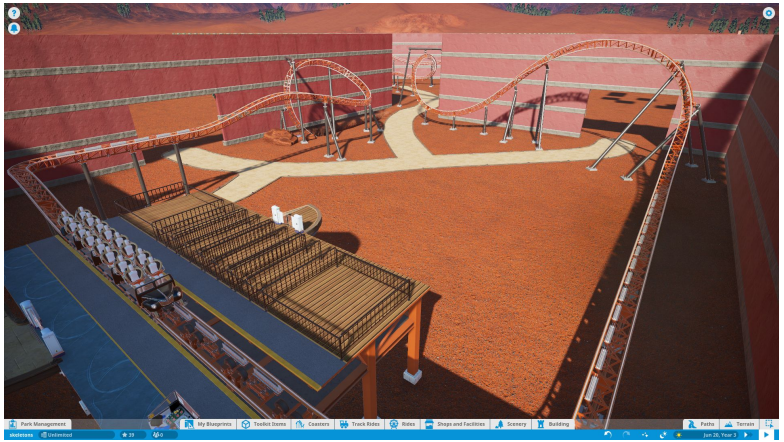
Goal #3

Safes will contain lost belongings of the alien authorities with numbered tags. Sorting the items in the order in the journal entry reveals the exit code.

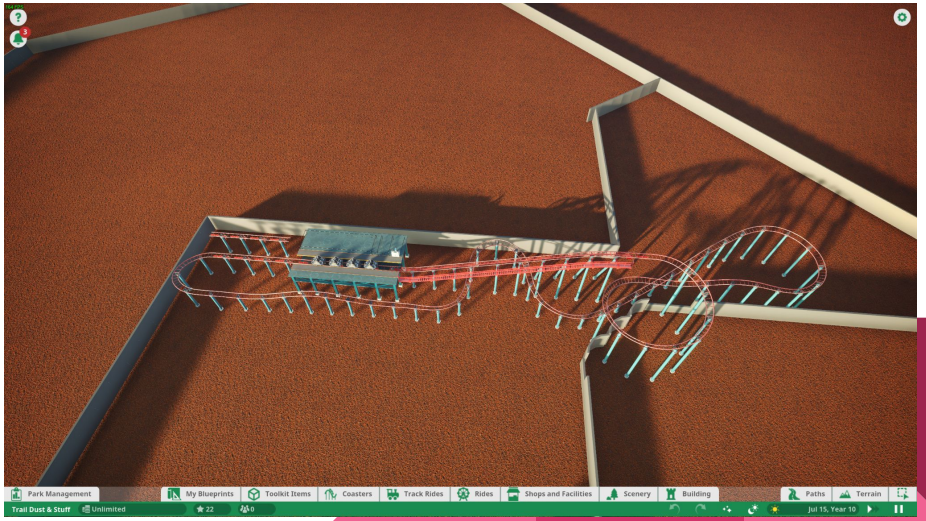
Escape!

"Alien Spinvasion" Roller Coaster

Initial concepts created in Planet Coaster

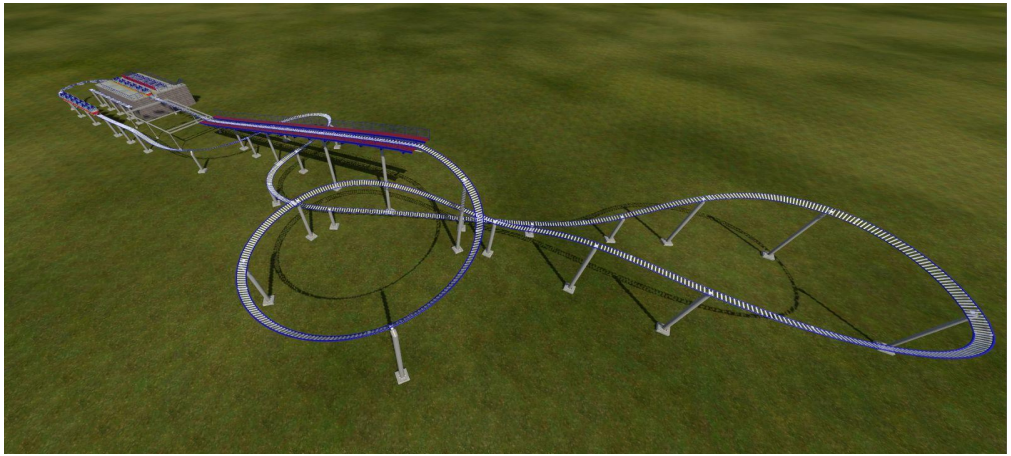


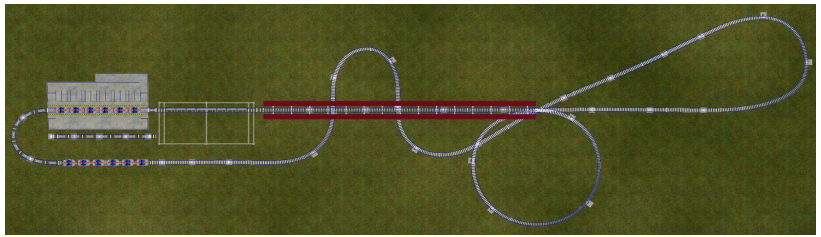


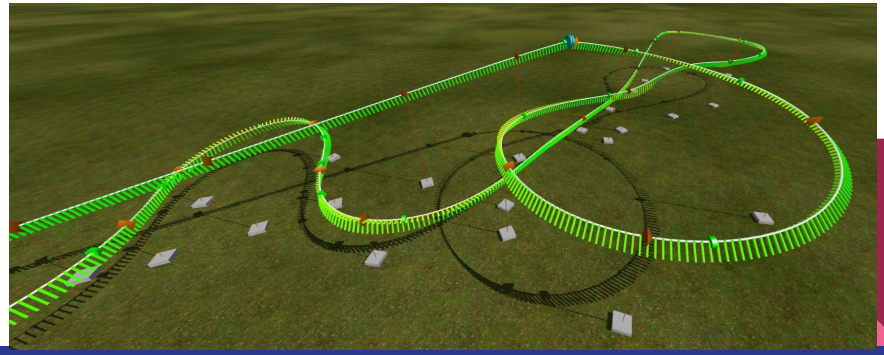


“Alien Spinvasion” Roller Coaster

- Maurer Rides SC2000
- Designed in NoLimits 2
- 1,238 track length
- 45.4 feet tall
- 1 min 19 seconds ride time
- 25 MPH top speed
- Estimated 950 riders per hour
- Estimated 3 million dollar cost

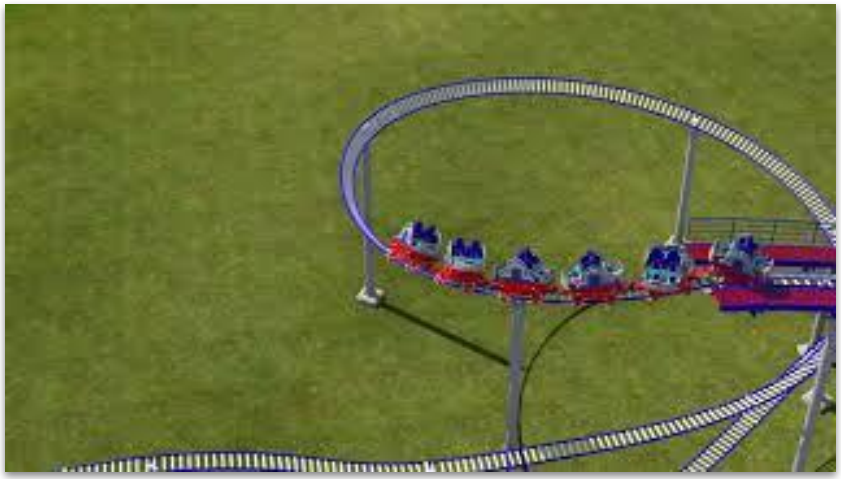






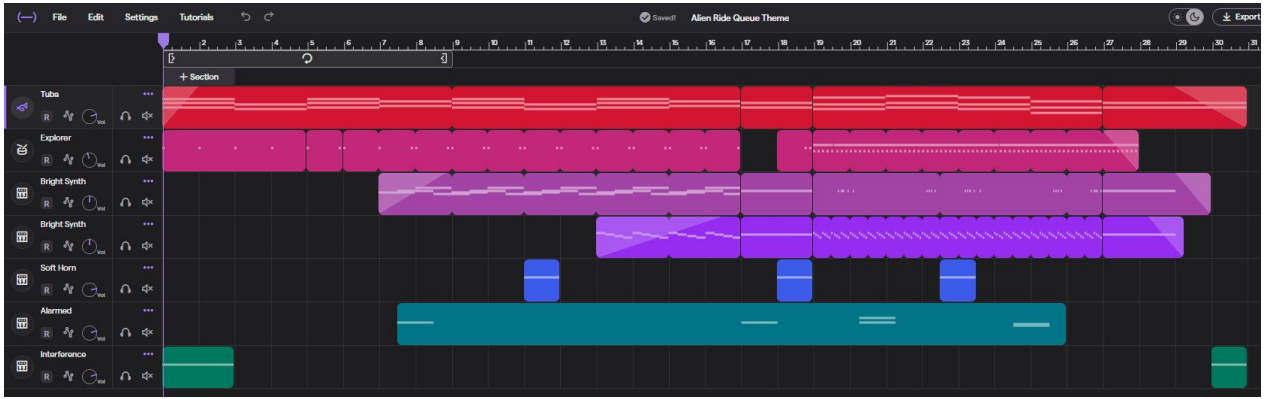
Nolimits POVs





Music

- Made in SoundTrap
- Completely Original Music
- Mostly Electronic “Synths” and elements



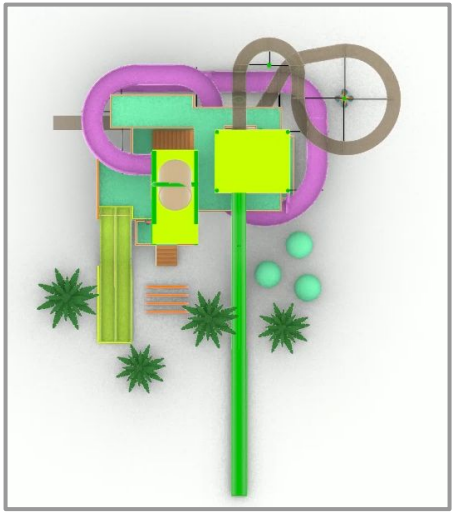
- Coaster Queue/General Theme
- On-Ride Audio

Egyptian Oasis Splash Park

- 4 slides
  - Crocodile Drop
  - Sand Viper
  - Hippo Run
  - Flamingo Racers
- 40 ft tall bucket
- Various Spray Features Built into Theming
- Modeled in Rhino 7







Thank you!

Questions?

