

Street Fighter: Dimensions is an expansion pack of the Universal Fighting System card game Street Fighter. Holding to the USF Street Fighter combat system, Street Fighter: Dimensions can be played with previous expansions of the game however it is recommended that both characters be of the advanced world to take full advantage of the game mechanics.

Synopsis

Holding true to the world of Street Fighter the battle of epic characters continue in the game Street Fighter: Dimensions. The battle between combatants has raged for hundreds of years channeling magic and technique to their highest extent. Fighters perfected the talented till one day a new phenomenon erupted during the competition, a rift opened after Ryu's Hadouken. Amongst the chaos arose a new fighter from the portal holding devices of mystical creation. Wielding self propelled projectile weapons and armor of what could only be thought to be of a futuristic decent the phantom warrior beckoned the call to a challenge.

From this point on the world of Street Fighter will never be the same. Dimensional pockets of fighters from the farthest reaches of the imagination arose to the beckon and call of the great contest and the rules have changed. Prepare for the voyage propelled through time into the world of Street Fighter: Dimensions.

Mod Preparation

To create Street Fighter: Dimensions I plan to break the development stage down into 3 levels: Story and Character Development, Weapons, Armor and Attack Development, and Concept and Art. Each section can be broken down in further sub points, however by keeping these three levels of integration in mind, the development can precede and a cohesive whole. The majority of the work will be focused in the weapons, armor and attack along with the concept art development. Once all 3 stages have been fleshed out, the final stage of production will commence which includes the printing of cards and manuals.

Character and Story Development

The character development for Street Fighter: Dimensions will be influenced by a range of different concepts. For an initial development stage, thumbnails and character designs will have to be fleshed out. The character which will be development for this first installment of Street Fighter: Dimensions will be one by the name of **Stryker**

Stryker Concept

Stryker is combination and evolution of the Shogun and a futuristic military tactician. The first stage of development on this character will be to gather visual reference and influence. Listed below are several of the influences I will be considering while the development of the Stryker character.

Bubba Fett



Judge Dread



Ghost



Halo



Geiger





Guyver



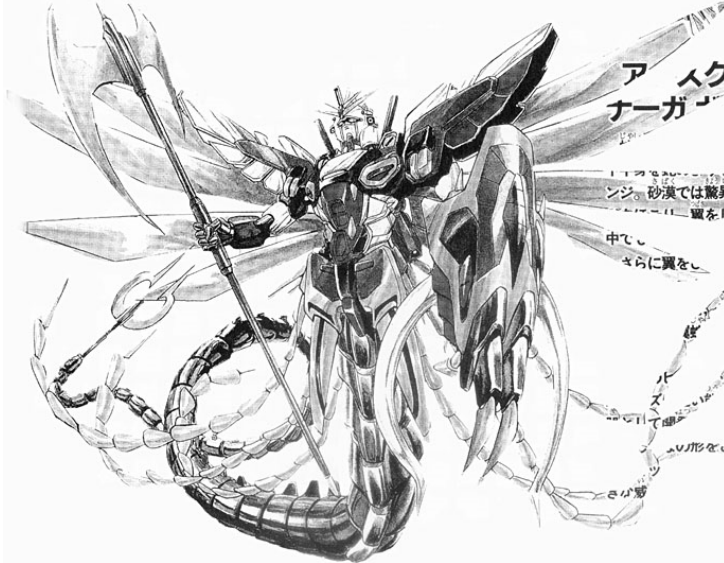
Iron Man



Mech Outsuits

November 3, 2008

Street Fighter: Dimensions



Once a solid concept on the character can be laid out, the idea moves on to the Concept/Art area where he will be fleshed out and developed.

The story which Stryker will come from will also be roughed in at this point. Based on the style of character which Stryker will be developed on will dictate the world he comes from. Loosely this would be in a post apocalyptic universe heavily influenced by Sci-Fi society however still rooted in a Japanese theme.

At a final level, there will need to be 1 color illustration of the character along with a 1 illustration of the environment which he is accompanied by.

Weapons, Armor and Attack Cards

In Street Fighter: Dimensions, the mechanics of card play has been altered in several places. One of the main differences to the Dimensions is the change in the foundation cards. In the original Street Fighter game, foundation cards act as a buffer to the control check as well as aids in character upgrades. In Dimensions, the foundation cards will be broken down into Weapon foundations and Armor foundations. Essentially this break down yields a more intuitive game play when both attack and defending. Weapon foundations aid in control checks of attack cards and Armor foundations aid in the defense while making block control checks. Both cards can be used for either attack or defense at a ½ point reduction.

Attack and armor foundations also aid in the usage particular attacks and defenses as well. For example if the character has a weapons foundation card pertaining to a Vorpak Katana, any attack cards dealing with Vorpak Katanas will receive a bonus. Defensive foundations deal with attack cards which are used in a defensive way such as a defensive bullet spray from a mini gun.

Attack cards will function in the same fashion as the original game. The character must make a control check for a particular action before it is used. In Dimensions the attacks will both include physical attacks as well as tactical use of weapons and maneuvers.

A new card integration will also be introduced to this character is the Asset enchantments. There are positive and negative enchantments which the character can use to aid themselves or hinder their enemy. Examples of these cards can be buff restrictions to the opponent, or the ability to untap foundations mid round.

Card Breakdown

Stryker Deck	
Positive Enchantment	5
Negative Enchantment	5
Character Card	5
Attack Foundation	20
Defense Foundation	20
Attack Cards	35
Total Cards Deck	90

Ryu Deck	
Foundations	34
Attack	38
Action	10
Character	4
Traditional Asset	2
Total Cards Deck	88

Hand Held Weapons / Armor
Bladed Staff <ul style="list-style-type: none"> • Double Hook • Scythe • Sword • Vorpal
Gauntleted Blades <ul style="list-style-type: none"> • Blades • Barbs • Projectiles
Knees, elbow and Shoulder Pad, <ul style="list-style-type: none"> • Raptor esc Claws
Multi-Headed Axe
Bathlet
Katana
Tazer Blades

Projectile Weapons
Nets with barbs
Glue Entrapment
Slicks/oil
Machine Guns
Shoulder Canons
Assault Rifle
Stun Bolts
Harmonic Displacer
Mini Gun
Uzi

Illustration List
1 color illustration for Attack Card
1 Color Illustration for Defense Foundation
1 Color Illustration for Attack Foundation
1 Color Illustration for Enchantment Card
Multiple pages of weapons and armor sketches

Concept and Art

2D rendering is my weakest skill so this area will take most of the time of the project. For every illustration, I will have several pages of thumbnails and rough ideas before I commit them to an illustration. This will give meat to the project with plenty of design sketches and work through for the final presentation. Everything in the design process will have to go through the concept and art stage so working in this workflow will be crucial to the projects success.