

TERRA
Avatar Hoverboard
(Name TBD)
Review Request

Updated 1/17/2025



About this Request

This document will provide a brief overview of Extreme Gear – a vehicle type in TERRA (the hoverboard), and show you some design sketches of Avatar's Extreme Gear, while explaining our design philosophy behind the vehicle.

Extreme Gear is a hoverboard unique to the world of Sonic that moves and floats by releasing the air it takes in. For Avatar, we'd like to use airbending as the power source, merging the world settings of Avatar and Sonic.

We will also cover the vehicle customization features in this game and the design restrictions that come with it.

Content to be reviewed:

- **Avatar Hoverboard (Name TBD) designs**

Content for reference:

- **Vehicle specifications/mechanics and additional info**



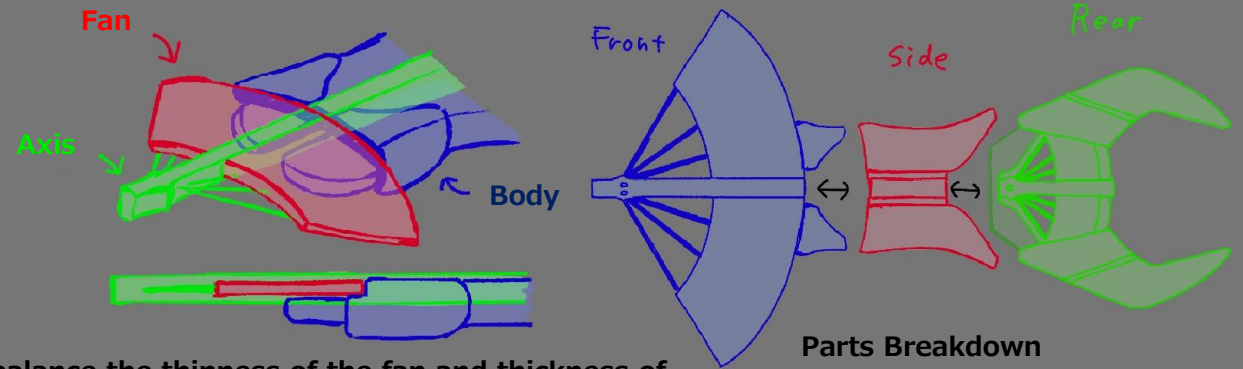
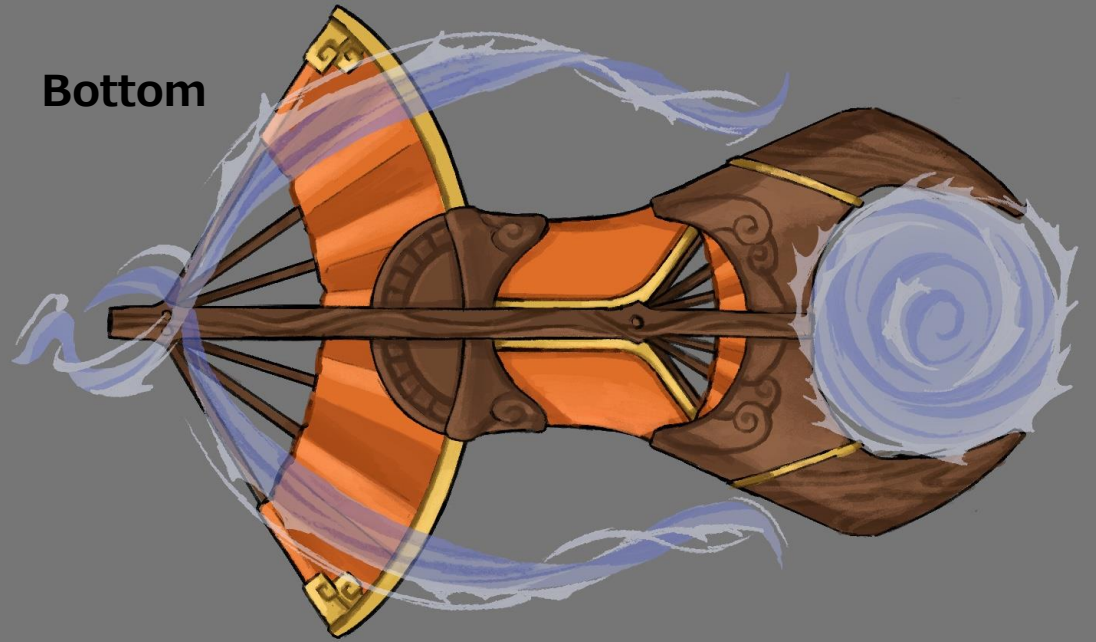
Design Concept

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Top



Bottom



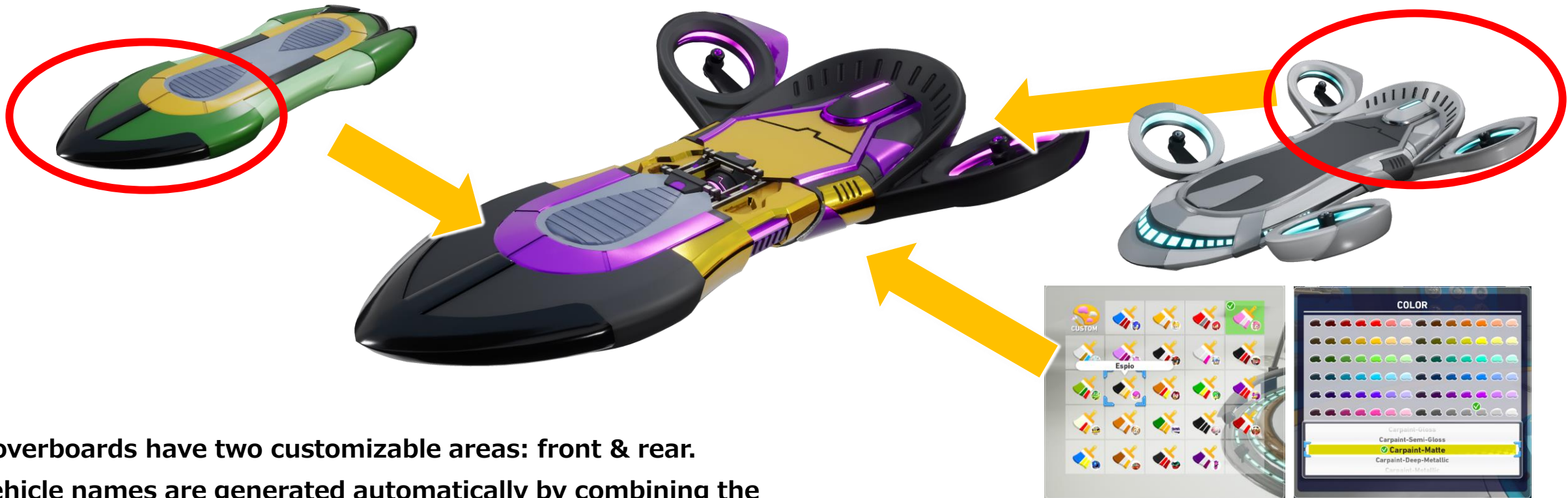
To balance the thinness of the fan and thickness of the main body, they are placed as shown above.

Vehicle Specifications / Mechanics

Specifications/Mechanics

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- Extreme Gear can be customized by combining parts with other Extreme Gear.
- Colors and materials can also be customized freely from the palette menu shown below.
 - This allows players to create their very own unique vehicle!

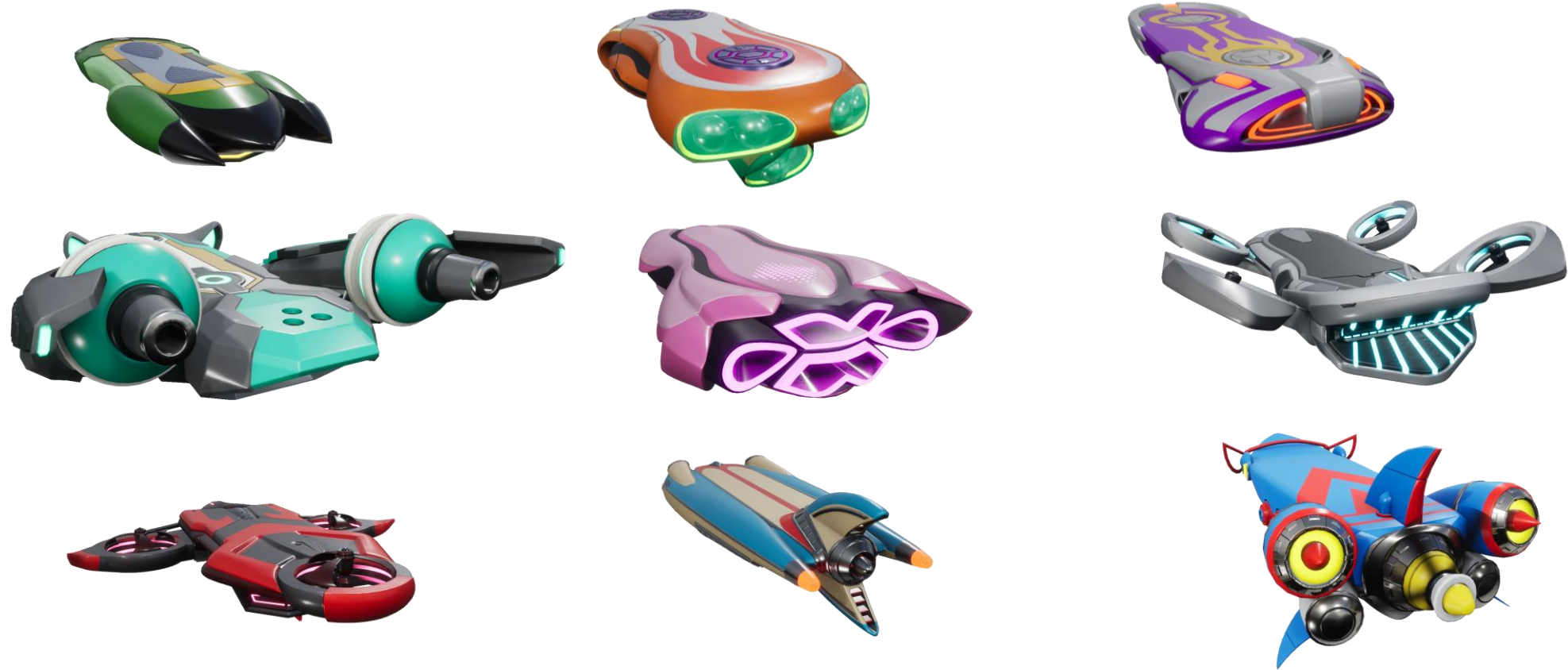


Combination Examples

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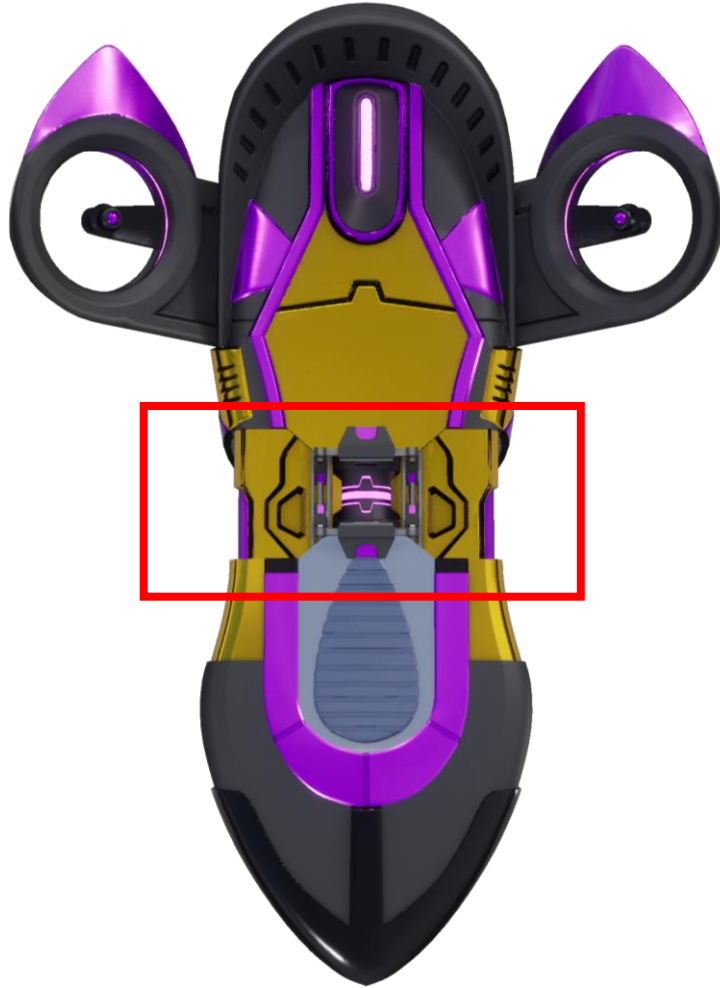


Extreme Gear can only be combined with other Extreme Gear (not with cars)



Extreme Gear are powered by their rear section.

Since the power source for almost every board is in the rear section, they are designed to have more going on in the back – this is the context for why we have placed the airbending where it is for the Avatar vehicle.

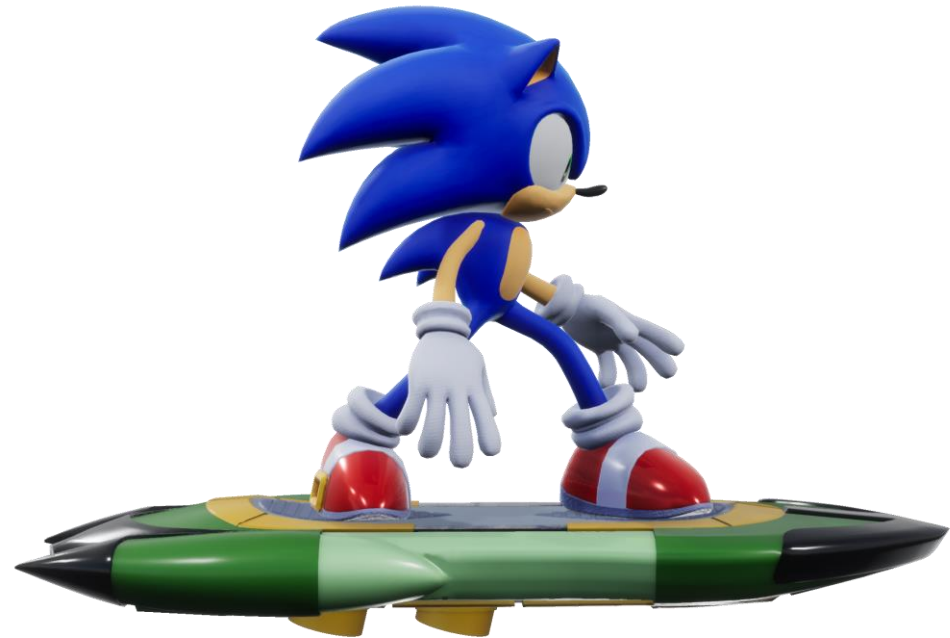


The center is where the front and back assembly are attached.

Please note that this design does not allow effects to be added to the center.



Large Characters



Small Characters

This is how characters look on an idle board.



This is an in-game shot of characters on an idle board.

The front is almost completely obscured by the character, which is another reason we focus on rear parts of the vehicle.

Appendix

Vehicle Regulations



Cockpit and suspension arm/tire sizes are fixed for each vehicle type.



Vehicles cannot be extra wide or long out of consideration for vehicle performance and collision.



Decals cannot stretch across the front/mid/rear parts, to prevent inadvertently displaying inappropriate words/designs.



Dirt, rust, and other effects are not shown.



Boards cannot be extremely long in the front/back/sides out of consideration for trick animations. Additionally, the tip of the board cannot be arched.



All cars are convertibles (open) and cannot have roofs.

Please let us know if there are further questions or concerns and we can provide more granular details as needed.