# Sprint Vector: Evolving VR for the eSports Scene





SURVIOS

#### R∆W D∆T∆™



ELECTRONAUTS









## INVENTING FLUID LOCOMOTION





## Focus Testing



#### **Locomotion Tuning**

- Physical Effort = Output
- Rhythm
- Combos
- Recovery



#### Track Design





- Three Track Tiers
- Shortcuts vs Power-Ups
- Orientation + Guidance

#### **Competitive Balance**



- Learning Curve
- Power-Up Play

- Map Knowledge
- Stamina Conservation



### Championship Intergalactica Arcade Tournament



















# COMPETE!

ÜNSPOKEN





COMING IN JULY

COMING IN AUGUST



