Play. Discover. Build. Create.



ONE TECHNOLOGY DESTINATION

9,000 sq ft / single story

32 public gaming PCs

Electronics retail + demos

16 assigned employee desks

Production stage + voice room

Control/edit + equipment rooms

CYBERLYTICS

cyberlytics.dev

Reference-led architecture / Houston-area concept / 17 October 2026

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Project controls

CONTROL	CONCEPT BASIS
Building	150 × 60 ft / 9,000 GSF / single story
Site	280 × 240 ft / 67,200 sq ft assumed parcel
LAN café	3,000 GSF / 32 gaming stations / light refreshments
Electronics store + support	2,400 GSF / retail, stock, toilets and building support
Code + Creative	3,600 GSF / 16 assigned employee desks / production rooms
Height controls	16 ft nominal roof deck / 18 ft parapet / 14 ft studio clear
Parking	40 nominal spaces; accessible provisions require local confirmation
Identity	cyberlytics.dev / technology, development, automation and marketing
Issue	2026-10-17 / preliminary concept and planning estimate

Visual reference and design translation



Use the supplied image for the charcoal façade, three sign zones, curved café canopy and warm interiors.

Apply one uniform tint to the employee wing. Develop stage and recording rooms behind the coding area.

cyberlytics.dev informs development, automation and marketing functions within Code + Creative.

The image is unscaled. The 150 × 60 ft shell and 280 × 240 ft site are concept assumptions.

View 1 / Reference Aerial



Reference aerial: all three connected wings / 3840 × 2560 px

View 2 / Reference Street



Street frontage, green canopy and uniform studio tint / 3840 × 2560 px

View 3 / Site Rear



Roof, rear support and site context / 3840 × 2560 px

View 4 / Lan Cafe



32 public LAN stations and café / 3840 × 2160 px

View 5 / Electronics Store



Electronics islands and checkout / 3840 × 2160 px

View 6 / Coding Workspace



16 assigned employee desks / 3840 × 2160 px

View 7 / Production Stage



Production stage, cyclorama and podcast equipment / 3840 × 2160 px

View 8 / Control Edit



Shared control and editing suite / 3840 × 2160 px

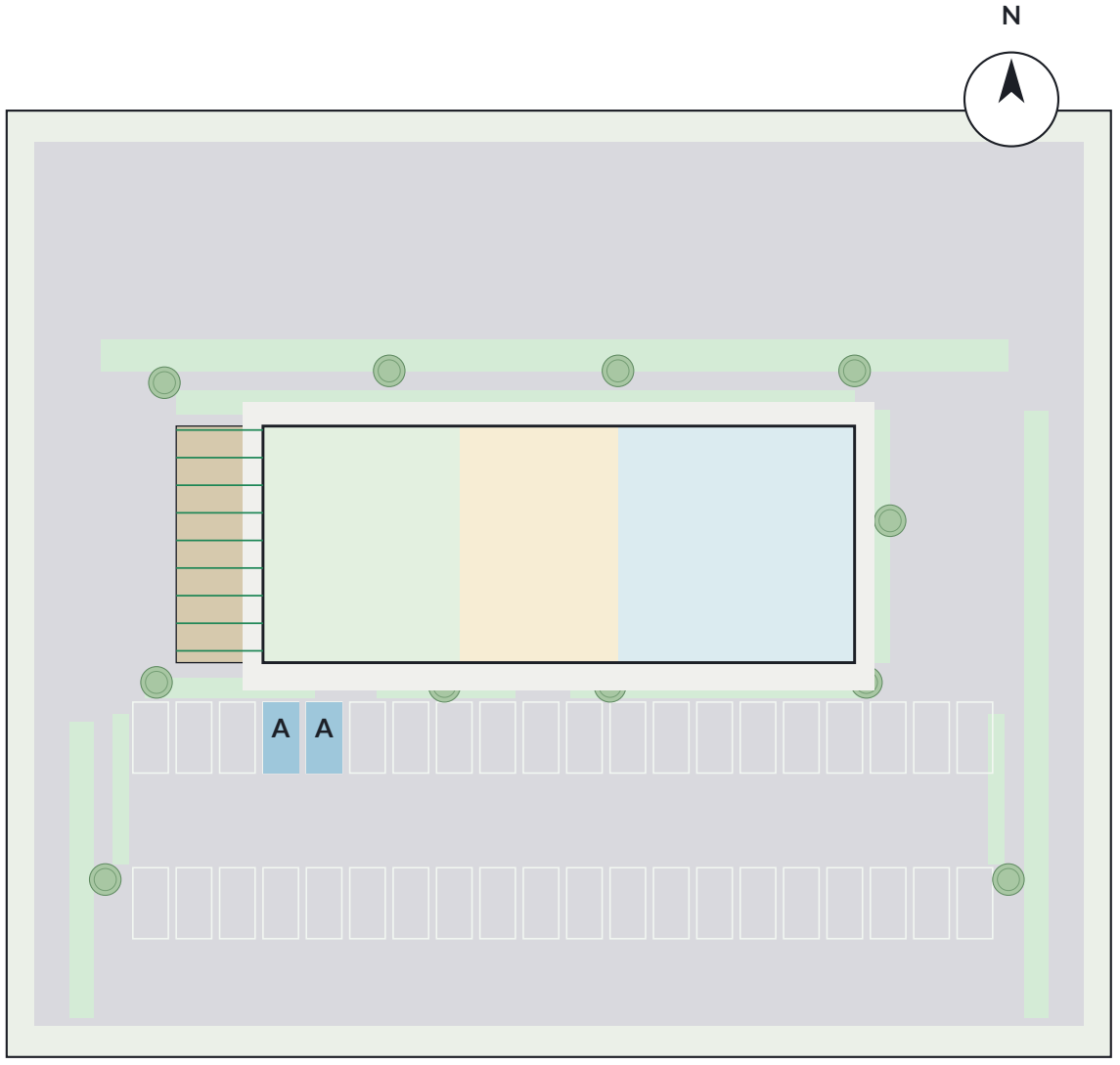
Assumptions and next design steps / 1

ID	COORDINATION BASIS	FOLLOW-UP
A01	Houston-area cost and climate context; no surveyed address or parcel supplied.	Confirm location
A02	280 × 240 ft site, southern frontage, flat grade and direct street access assumed.	Survey / civil
A03	150 × 60 ft shell and three program zones fixed for coordinated concept geometry.	Owner briefing
A04	Gross room rectangles include allocation for partitions; usable areas will be lower.	Design development
A05	32 gaming PCs; 16 assigned employee desks; control/edit seats are shared production positions.	Program control
A06	Café serves packaged items and light snacks; commercial cooking and grease exhaust excluded.	Confirm food service

Assumptions and next design steps / 2

ID	COORDINATION BASIS	FOLLOW-UP
A07	Staff wing access is controlled; public café and retail circulation are connected.	Security design
A08	Exterior staff-wing glazing uses one tint; studio acoustic walls limit rear glazing.	Envelope design
A09	Stage nominal clear height 14 ft; room-within-room, isolation and silencers are allowances.	Acoustic consultant
A10	Roof units, drainage and network diagrams show intent; loads and capacities are unsized.	Licensed engineering
A11	Parking and accessible routes are concept allocations, subject to jurisdiction and site geometry.	Code / civil review
A12	Image controls appearance; it is not a measured or engineered construction document.	Reference basis

Site, access and landscape



280 × 240 ft assumed parcel; 67,200 SF.

40 nominal parking spaces; accessible allocation is near public entries.

Café terrace and canopy lie west of the building.

Rear receiving serves stock, studio equipment and maintenance.

Survey, grading, stormwater and fire access require civil development.

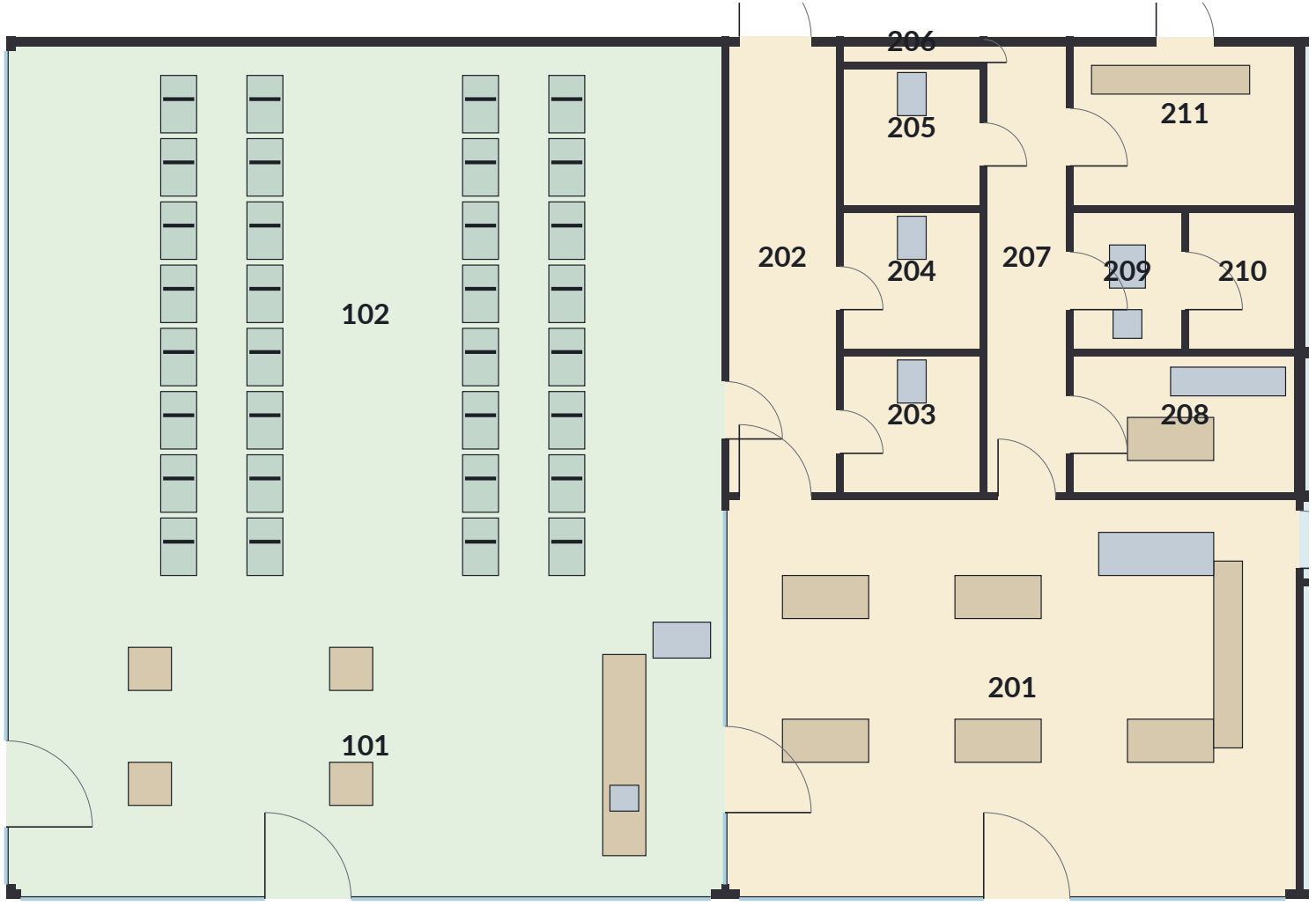
Overall program and furniture



LAN café / 3,000 GSF • Electronics and support / 2,400 GSF • Code + Creative / 3,600 GSF

Public café and retail connect. Staff, stock, network and production access are controlled.

Public LAN, café and retail



32 gaming PCs in four banks.

Café check-in and light refreshments.

Hands-on retail displays and checkout.

Public toilets are reached from lobby 202.

Staff corridor 207 secures support rooms.

Employee coding and production



16 assigned desks in room 301.

Buffer 302 separates coding and production.

Stage 303: 960 GSF including soundlock; 14 ft nominal clear.

304 is shared control/edit; 305 voice; 306 gear/greenroom.

Room numbers match the room schedule.

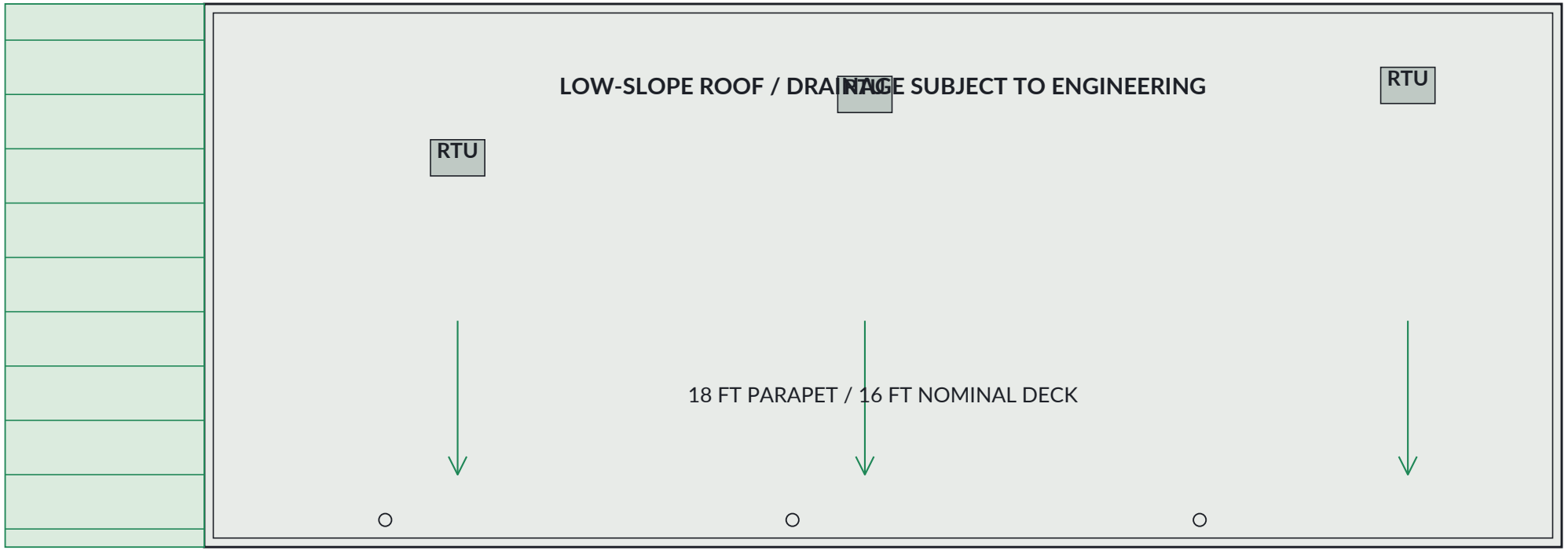
Room schedule / gross allocations / 1

ID	ROOM	GSF	USE
101	Café, check-in and refreshments	1,000	Public
102	32-station LAN arena	2,000	Public
201	Electronics retail and demonstrations	1,120	Public
202	Public restroom lobby	256	Public
203	Public restroom A	100	Public
204	Public restroom B	100	Public
205	Employee restroom	100	Staff
206	Janitor closet	20	Staff
207	Secured service corridor	192	Staff
208	Employee break room	160	Staff
209	Network and UPS room	80	Staff

Room schedule / gross allocations / 2

ID	ROOM	GSF	USE
210	Electrical and utilities	80	Staff
211	Stock and rear receiving	192	Staff
301	Employee coding workspace	1,320	Staff
302	Employee circulation and acoustic buffer	360	Staff
303	Photo, video and podcast stage	960	Staff
304	Control and shared editing suite	384	Staff
305	Isolated voice room	192	Staff
306	Equipment and greenroom	192	Staff
307	Production service corridor	192	Staff

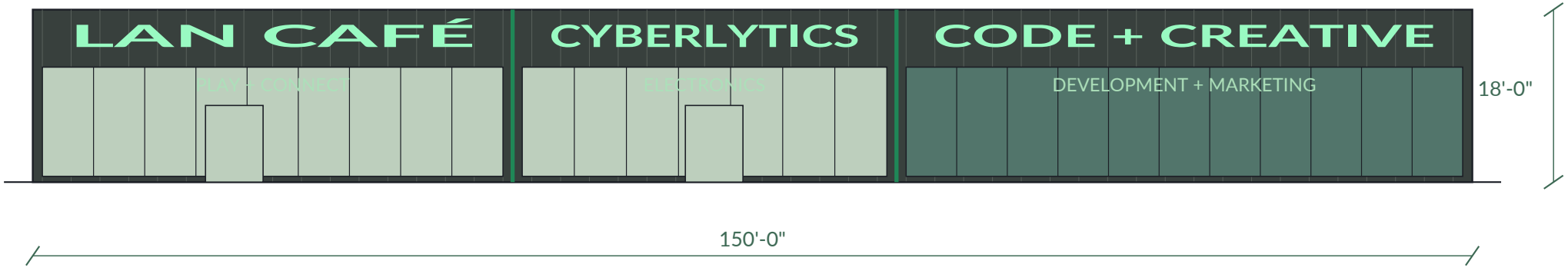
Roof and service coordination



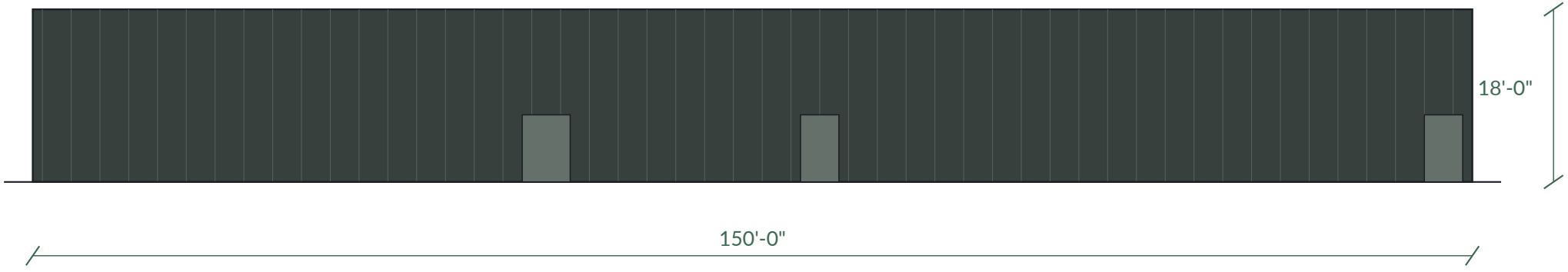
18 ft parapet / 16 ft deck. Roof units, drains and slopes are coordination intent; no equipment capacities are specified.

Exterior elevations / S and N

S ELEVATION

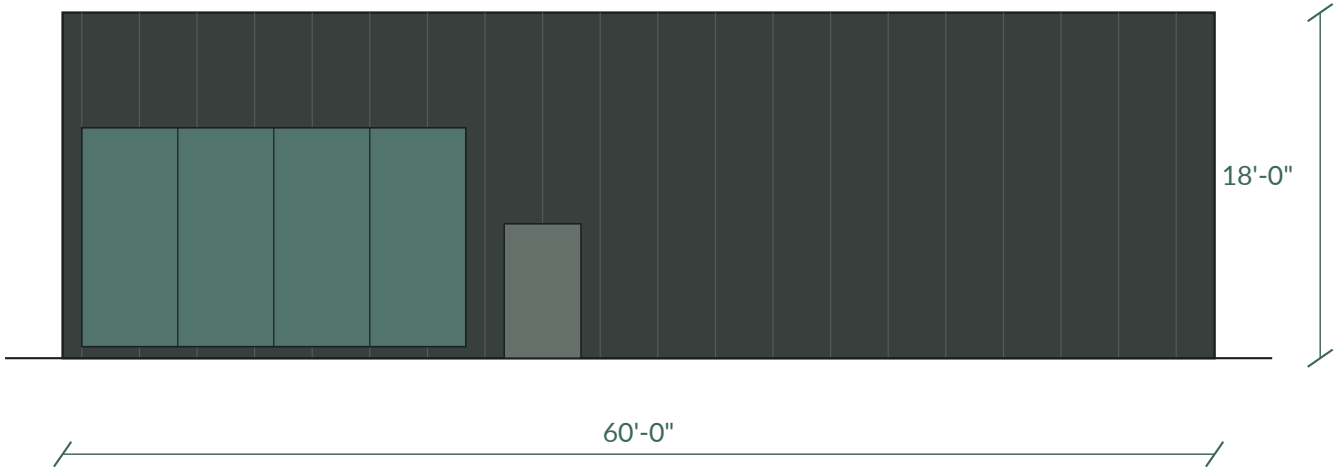


N ELEVATION

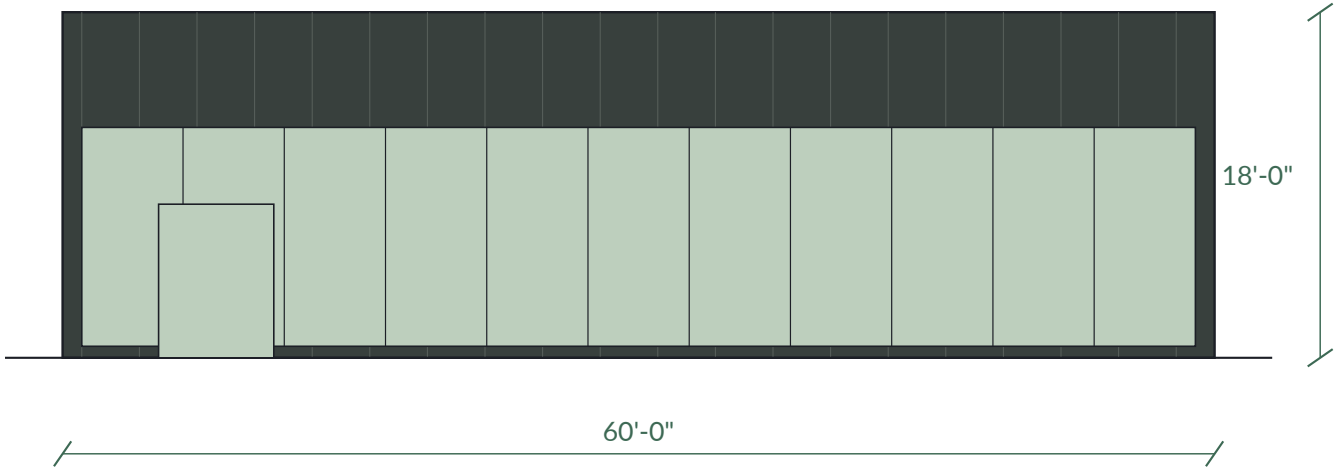


Exterior elevations / E and W

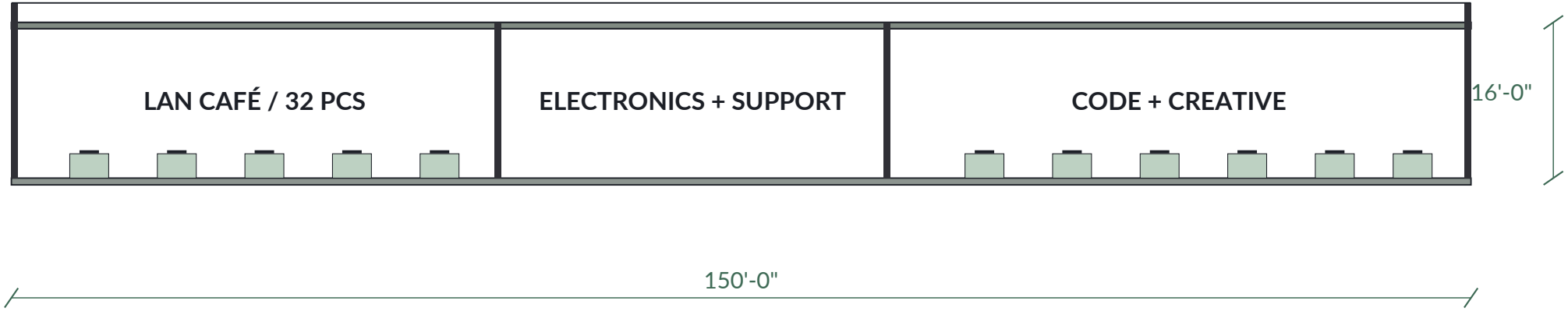
E ELEVATION



W ELEVATION

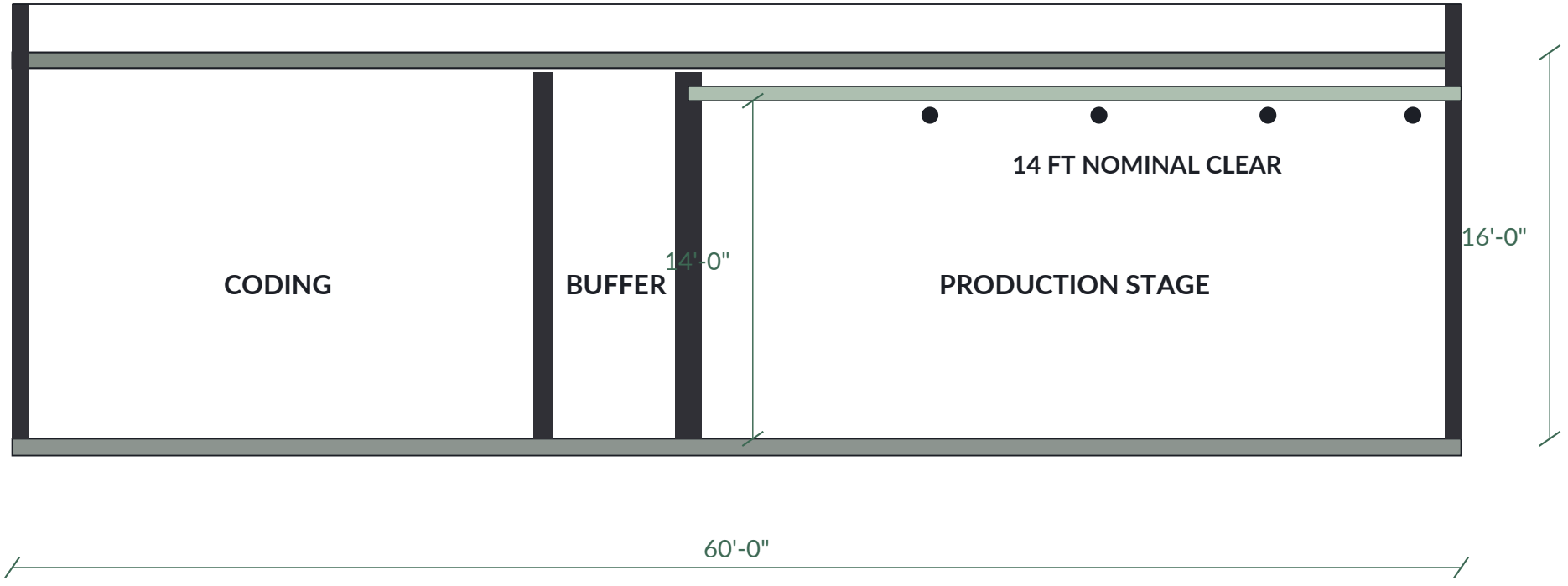


Building section



One-story shell; 16 ft nominal deck, 18 ft parapet and 14 ft nominal studio clear height. Isolated studio ceiling and structural/service depths require engineering.

Coding, acoustic buffer and stage



One-story shell; 16 ft nominal deck, 18 ft parapet and 14 ft nominal studio clear height. Isolated studio ceiling and structural/service depths require engineering.

Door schedule / nominal apertures / 1

ID	WIDTH	HT	FROM	TO	ACCESS	LEAF
D-01	6'-0"	8'-0"	101	outside	Public / staff	Glazed
D-02	6'-0"	8'-0"	201	outside	Public / staff	Glazed
D-03	6'-0"	8'-0"	101	patio	Public / staff	Glazed
D-04	6'-0"	8'-0"	101	201	Public / staff	Glazed
D-05	4'-0"	7'-0"	102	202	Public / staff	Solid
D-06	5'-0"	7'-0"	201	202	Public / staff	Solid
D-07	3'-0"	7'-0"	202	203	Public / staff	Solid
D-08	3'-0"	7'-0"	202	204	Public / staff	Solid
D-09	3'-0"	7'-0"	207	205	Public / staff	Solid
D-10	1'-7"	7'-0"	207	206	Public / staff	Solid
D-11	4'-0"	7'-0"	201	207	Controlled	Solid

Door schedule / nominal apertures / 2

ID	WIDTH	HT	FROM	TO	ACCESS	LEAF
D-12	4'-0"	7'-0"	207	208	Public / staff	Solid
D-13	4'-0"	7'-0"	207	209	Controlled	Solid
D-14	4'-0"	7'-0"	210	209	Controlled	Solid
D-15	4'-0"	7'-0"	207	211	Public / staff	Solid
D-16	4'-0"	7'-0"	211	outside	Controlled	Solid
D-17	4'-0"	8'-0"	201	302	Controlled	Glazed
D-18	4'-0"	8'-0"	301	302	Public / staff	Glazed
D-19	4'-0"	7'-0"	302	303	Public / staff	Solid
D-20	4'-0"	7'-0"	302	304	Public / staff	Solid
D-21	3'-0"	7'-0"	304	305	Public / staff	Solid
D-22	3'-0"	7'-0"	304	306	Public / staff	Solid

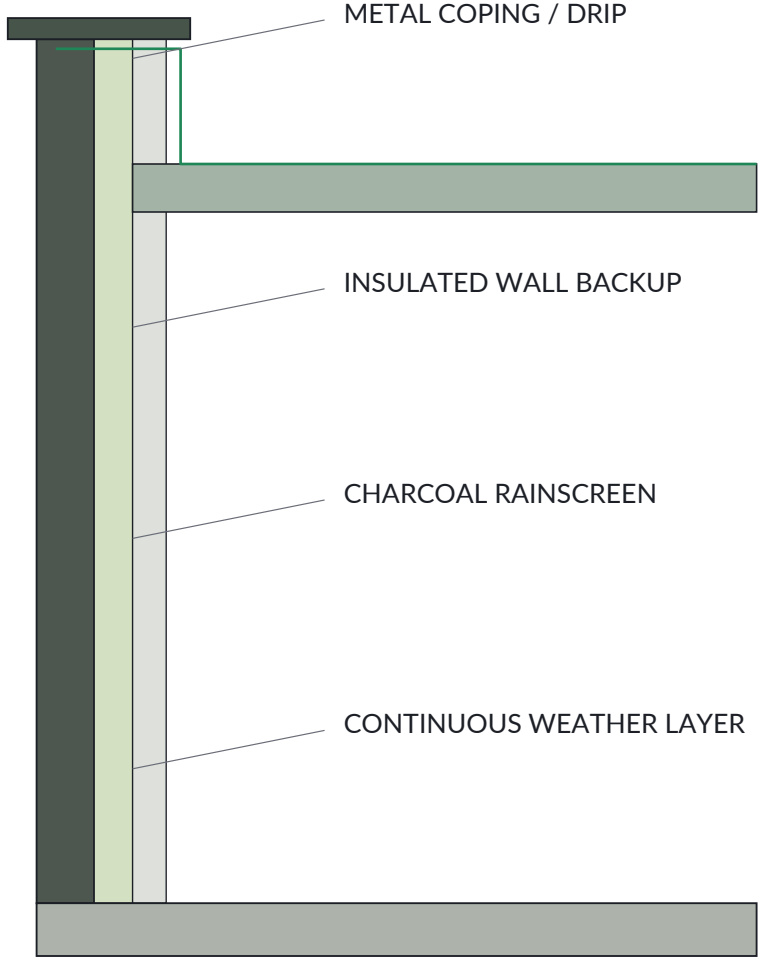
Door schedule / nominal apertures / 3

ID	WIDTH	HT	FROM	TO	ACCESS	LEAF
D-23	4'-0"	7'-0"	304	307	Public / staff	Solid
D-24	4'-0"	7'-0"	306	307	Public / staff	Solid
D-25	4'-0"	7'-0"	302	outside	Public / staff	Solid
D-26	4'-0"	7'-0"	307	outside	Public / staff	Solid
D-27	5'-0"	7'-0"	202	outside	Public / staff	Solid
D-28	4'-0"	7'-0"	303	303	Public / staff	Solid

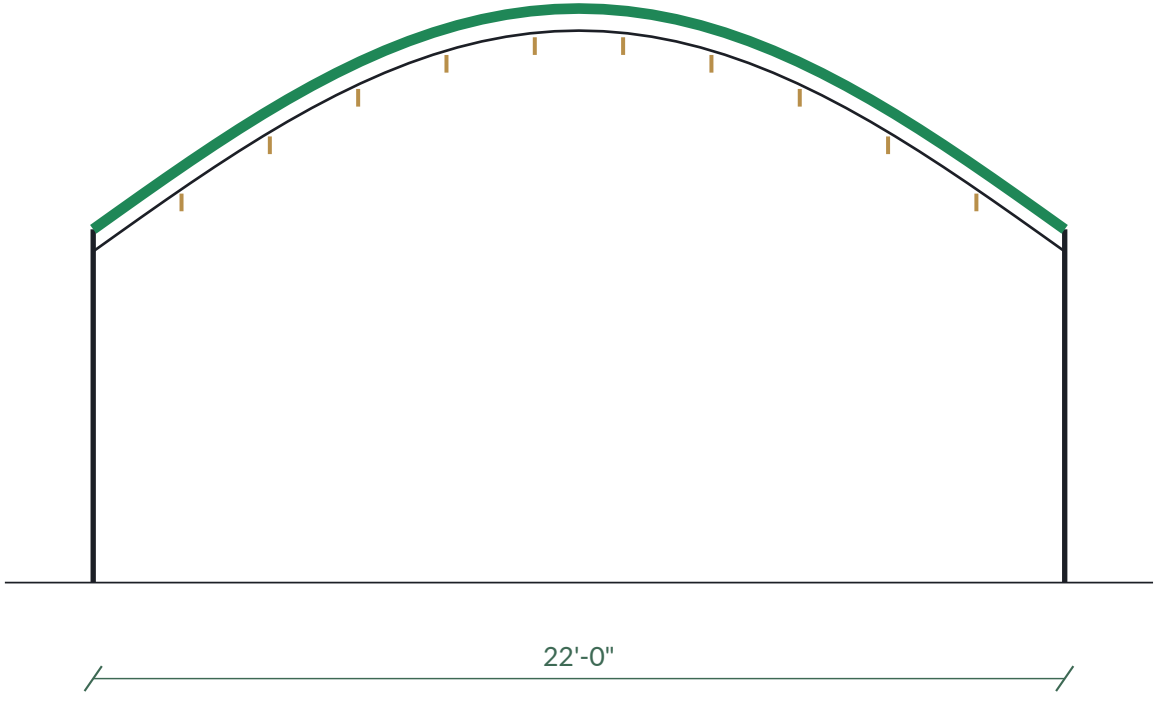
Finish and envelope intent

ID	LOCATION	CONCEPT
M01	Exterior cladding	Charcoal vertical metal; insulated backup; weather barrier
M02	Public glazing	Clear/low tint safety glass; thermally broken frames
M03	Employee exterior glazing	One uniform tinted-glass material across the wing
M04	Interior floors	Durable low-glare floor; resilient café/retail finish
M05	Studio partitions	Decoupled multi-leaf acoustic construction; specialist design
M06	Roof	Low-slope insulated membrane, flashings and drainage
M07	Canopy	Curved metal ribs, warm slats and green accent lighting
M08	External paving	Accessible slip-resistant paving; wet render appearance only

Envelope, parapet and café canopy



Curved metal ribs, warm slats and linear green light frame the outdoor café terrace.



Diagrammatic details. Select tested weather, thermal, fire, structural and safety assemblies during detailed design.

Acoustic and technology design

Set room isolation, reverberation and background-noise targets with the production workflow.

Use decoupled acoustic walls/ceilings and multiple sealed door leaves at the studio soundlock.

Provide quiet low-velocity air, duct attenuators, isolated equipment and sealed cable sleeves.

Separate power, data and audio/video pathways. Resolve rack cooling, UPS, grounding and future capacity.

Shared editing stations are production equipment; the assigned employee desk count stays at 16.

Building services and network zoning

Dedicated workstation and studio circuits: engineer electrical service, PC diversity, UPS and cooling loads.

Separate public café/LAN, employee and production thermal zones. Quiet stage ventilation needs specialist design.

Segment managed gaming, employee production, POS and guest networks; provide wired desktops and studio storage.

Coordinate life-safety systems, lighting, sprinklers, exits and accessible routes with the project architect.

Shared café/toilet plumbing, roof drainage and site utilities remain engineering development items.

Modeled furniture and equipment / 1

MODELED ITEM	COUNT
Audio Display	1
Break Table	1
Cafe Counter	1
Cafe Table	4
Camera	2
Checkout	1
Coffee Machine	1
Computer Display	1
Control Console	1
Cyclorama	1
Edit Station	2
Employee Desk	16
Gaming Pc	32

Modeled furniture and equipment / 2

MODELED ITEM	COUNT
Gear Shelf	1
Greenroom Sofa	1
Hvac	3
Kitchenette	1
Light	3
Network Display	1
Network Rack	1
Patio Table	6
Peripherals Display	1
Podcast Table	1
Refrigerator	1
Restroom Fixture	3
Smart Home Display	1

Modeled furniture and equipment / 3

MODELED ITEM	COUNT
Sofa	1
Soundlock	1
Stock Shelf	1
Studio Monitor	2
Ups	1
Voice Mic	1
Voice Table	1
Wall Display	1

Concept capital estimate / USD

COST GROUP	LOW	EXPECTED	HIGH
Building construction	$2,101,800	$2,830,560	$3,815,040
Sitework	$225,000	$350,000	$550,000
Furnishings and fixtures	$49,800	$78,400	$126,000
Computers and network	$104,998	$143,621	$200,200
Studio equipment	$28,200	$50,795	$88,200
Cafe equipment	$11,150	$21,269	$36,600
Opening sale inventory	$25,000	$50,000	$100,000
Professional fees and permits	$209,412	$381,667	$654,756
Procurement tax and freight allowance	$15,340	$41,290	$99,180
Concept contingency	$277,070	$592,140	$1,133,995
TOTAL CAPITAL ALLOWANCE	$3,047,770	$4,539,743	$6,803,971

Estimate basis and exclusions

Dated concept allowances for the Houston area. Published construction benchmarks and supplier examples anchor expected costs; local bids and selected equipment are still required.

Building, sitework, furniture, technology, studio equipment, opening inventory, fees and contingency are separate. The schedules are not additional priced quantities to add to the estimate.

Land acquisition, financing and recurring operations are excluded. Refer to the detailed estimate source register and scenario bases before using totals for a funding decision.