

Sidekick

<I, Game & Robot>

Public good vs the State.

Overview

Genre: Role-playing / Open world

Target audience: Crypto enthusiasts, Gen Z

Age: 15-40

Gender: Male/Female

Monetization: Freemium, with in-game microtransactions

HIGH CONCEPT

Sidekick aims to create a fun, addictive, and customizable sci-fi game that will leverage novel graphic methods. It is a Role-playing/Open world game set in Voltic City which features, and is inspired by, developments and growth in Blockchain and Artificial intelligence technologies. Its gameplay is strongly story-driven.

THEME AND SETTING

Sidekick is a role-playing / open-world game set in a fictional city, Voltic, taking inspiration from Singapore.



The player takes on the role of a public good leader in an effort with his frens to give power back to the Voltic people, and prevent the corporations working to take control of the last public peer-to-peer network with a planned Sybil attack on the network, E, a permissionless network which the people trusted over the centralized network owned and controlled by the Voltic state. The player gets to complete different challenges and hack into control centers used by the state to surveil the people and complete different challenges to prevent an attack on the public network.

Characters

- ★ Young(Player): Young is the leading player and a repented government data scientist who is after the truth as his wife goes missing and no longer exists in the Voltic high surveillance network. He takes on the challenge to find his missing wife and become a public good leader and help prevent the government from taking control of the last peer-to-peer network which has saved the Voltic citizens from government oppression and censorship.

- ★ Austin: Austin is a respected leader of the public good and has been a wanted man for a long time, staying off the radar and moving like a ghost. He is a very rich man as he earns from his stakes on the network and runs multiple garages called in the city which are very inconspicuous and safe houses from the eye of the government. These safe houses are surveillance-proof and also a hub for robo-car customizations. He also worked very closely with Raven and is the only one who could help find Raven.

- ★ Mavis: This is the robot software created by Raven which is the most advanced AI software in Voltic city and operates on its own. Mavis has the ability to communicate by voice and can run diagnostics on any connected device or network. Mavis runs through a satellite and can be installed in any robo-car. Mavis learns to become Young's assistant and helps in hacking into government data centers and other public good causes.

- ★ Eva; This is Austin's teammate and Raven's best friend who also worked on the robo-car as a mechanical engineer.

- ★ Raven: This is young's wife. Raven is one of the secret public good agents who is one of the best hackers in Voltic city. She meet Young in College and has been in love ever since, she works as a remote freelance software engineer and has kept her work for the public good secret from young because she wanted to keep him safe as he works for the same people who want to take control of the city but made it known that she didn't like how things were and would want to change it. She is also the inventor of the robo-car software robot Mavis who becomes Young's indispensable sidekick to save the city.

- ★ Cross: While Young was a lead data scientist working for the corporations to take control of E(peer-to-peer network) he reported directly to Cross who was in charge of operations in Voltic city and received orders from seven board of directors, whose existence is not common knowledge, Cross was the boot on the ground and executed orders and reported back regularly to the BOD.

Story

Backstory

This is a story of a time man has only dreamed of, with advancements in science, technology, and other fields, a time when most things that used to be considered impossible became reality. Voltic is a leading city in these advancements and practiced a Democratic system on paper, while in reality, the elites of the city had control of everything down to the private information of citizens, elections, and economic and financial outcomes. The Voltic government also heavily surveilled its citizens with implants and other advanced tech.

The corporations believed only the elites should have a say in the faith of the city and would use any means necessary to protect the centralized power of the city.

On the other side of the city, some public good evangelists are pushing for a decentralized system of governance where everyone's voices would count and have an open and inclusive monetary system. The public goods have built a powerful, public, and free network, E which allowed the people to participate freely. The government wanted control of this network as the people choose to transact on it instead of the cooperation-owned networks to avoid surveillance and censorship.

The only chance the government had in taking over this public network was to execute a Sybil attack (a hostile takeover) on the network and take control of the whole network, with heavy investments in high-grade tech and an abundance of resources this plan looks promising to the officials leading this effort.

A data scientist leading the team whose responsibilities include deploying nodes for this attack, Young, has to make a difficult choice between continuing the plans to execute the attack or joining Austin and Eva (public good evangelists), as they are the only ones who could help find his missing wife Raven who was secretly working with Austin and Eva to create a software program that will change the game for the public good efforts as it gives the robo-car special abilities and make it nearly impossible to hack.

The evangelists are on a mission to frustrate the government's efforts and prevent this attack by leveraging the power of the robot car that has been developed by a team of public good individuals (notably Austin and Eva with other anonymous contributors which included Raven), to go against the cooperations and shutdown government control centers and add good nodes in the public network.

Who takes control of E?

Gameplay

The player (Young) will be able to move around in all directions and can also drive around the game world in 3D. This movement will also be achieved on mobile by using on-screen analog buttons, which will be used to control movement.



- Holding the bottom-right of the screen will move the player/car forward.
- Moving the finger while holding the bottom-right screen will dictate the direction of the forward movement of the player.
- Tapping on the player would make the player enter a squat position.
- Double tapping on the player will make the player jump.
- The player can shoot/attack by selecting by tapping the left bottom of the screen while holding a weapon.
- The direction of a forward/backward movement can be controlled by moving a finger across the bottom-right of the screen or tilting the screen.



- Holding the bottom-left of the screen will move the car backward or brake an already forward-moving vehicle.

Things can be purchased in-game with volts, which is the in-game/ Voltic currency—more on this in the monetization section.

Purchases can be achieved in-game by approaching vendors and dealers, clicking or touching them, and interacting with an on-screen menu.

The player will start out with 10 volts balance in the pocket and a pistol with 10 rounds.

The player can purchase the following items in-game:

1. Food

Food plays a part in the game, as the player has to get recharged (eat) in intervals.

Available foods in the game are:

- ★ Bread (1 volt)
- ★ Cheese (3 volts)
- ★ Cake (5 volts)
- ★ Chicken (7 volts)

2. Clothes

3. Vehicles

Vehicles play a large part in the game and will be fun to drive. The following list describes the vehicle behavior we can simulate.

Car handling characteristics:

- ★ Wheel spins
- ★ handbrake turns
- ★ y-turns
- ★ 180 reverse turns
- ★ Power slide round bends (like Sega rally)
- ★ Jumps

Automatic Gears

It is necessary for vehicles to have gears. These will be used by the audio programmer to create realistic engine noises. All cars in the game will be self-driving cars, automatic, no manual gear control is available.



Auto brake when changing direction

there are only two buttons for driving the car: Accelerator and a combined Brake/Reverse.

If the player is driving forwards and wants to stop, the button-left of the screen must be pressed. This causes the car brakes to operate. Once the car has come to rest, the reverse gear is automatically selected and the car will reverse.

Creation Ratios

Cars within Sidekick will use a ratio creation system. As the player enters new zones, cars will be created depending on the ratios defined for that zone. A typical ratio would be as follows:

- ★ Cops 20%
- ★ Normal 40%
- ★ Trucks 10%

4. Upgrades

5. Customizations

The player can upgrade and customize the robo-car to different designs, operating systems, and health points. These customizations and upgrades can be obtained by going to one of the garage locations in the city, which are also safe houses and the player cannot be tracked or attacked when in

the garage.



Once the robo-car is parked on the stage for 3 secs an on-screen menu appears and the player can select designs, upgrades, or designs to purchase.

The first upgrade to the robo-car in the game would be Raven's software update, which will install Mavis's operating system and increase robo-car health points x3 (300HP).

6. Guns and Ammo

7. Asset

The player can pick up objects in-game by standing or parking on the object for 3 secs.

There are gem-like objects of four different shapes and also four different colors available in game, these objects would increase the health points, and increase ammunition, or shield from drones and surveillance robots.

Feature Details

Attributes

The player has the following attributes:

- Health: This is a value from 0 to 100 with a possibility of 50 bonus health points(HP) in 5 min intervals. These bonus health points can be obtained through the game faucet, which will set a timer after a player claims his bonus points. The player will not be allowed to claim HP for the next 5mins after the player claims 50 bonus points. If the player tries to claim bonus HP while the player's HP

Things that causes loss of HP:

- Being shot
- Illness
- Starvation

Feasibility Study