

Sidekick

Concept document

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

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 data of citizens, elections, economic and financial outcomes. The Voltic government also heavily surveilled its citizens with implants and other advanced tech.

The cooperations 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, Etherium 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 has 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 on high grade tech and 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 join 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 give 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 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 Etherium?

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.
- The direction of a forward/backward moving 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, click or touch 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 the 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 system and health points. These customizations and upgrade can be obtained by going to one of the robo-garage locations in the city, which are also safe houses and the player cannot be tracked or attacked when in the robo-garage.



The first upgrade to the robo-car in the game would be Raven's software upload which will increase robo-car health points x3 and also enables the car to communicate intelligently with Young and run diagnostics by itself, which differentiates it from other in game robo-cars.

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, increase ammunition or shield from drones and surveillance robots.



Art Style

The game characters, drones and cars/robo-cars will be 3d cartoon style, and the game world will be a futuristic city taking inspiration from Singapore.