

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

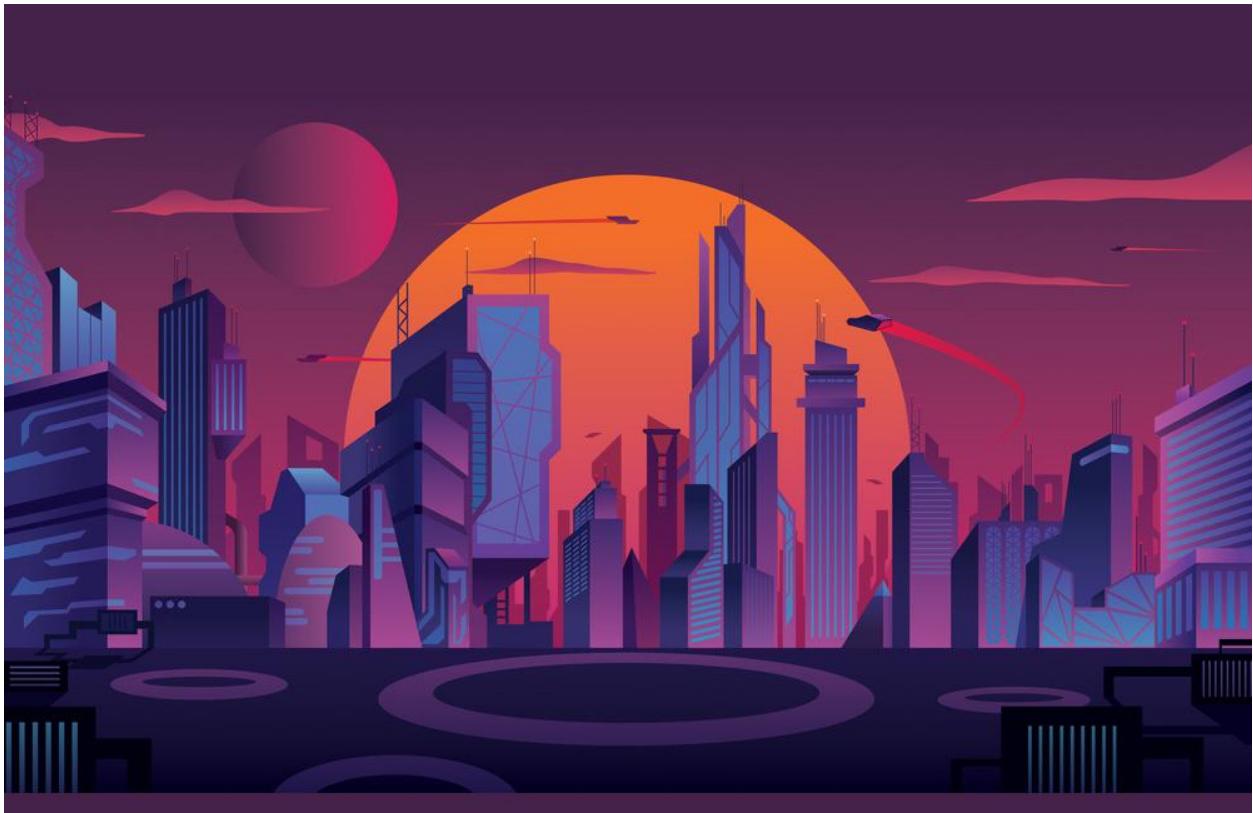
Monetization: Freemium, with in-game microtransactions

HIGH CONCEPT

Sidekick aims to create a fun, engaging, 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.

Story

Plot

This is a story of a time in the future, with advancements in science, technology, and other fields, a time when most things that used to be considered impossible have become 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 city's faith 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 will have an open and inclusive monetary system, a network state. The public good community has built a powerful, public, and permissionless 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 corporations have come up with a plan to take over this public network, to achieve this a team has been set up 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.

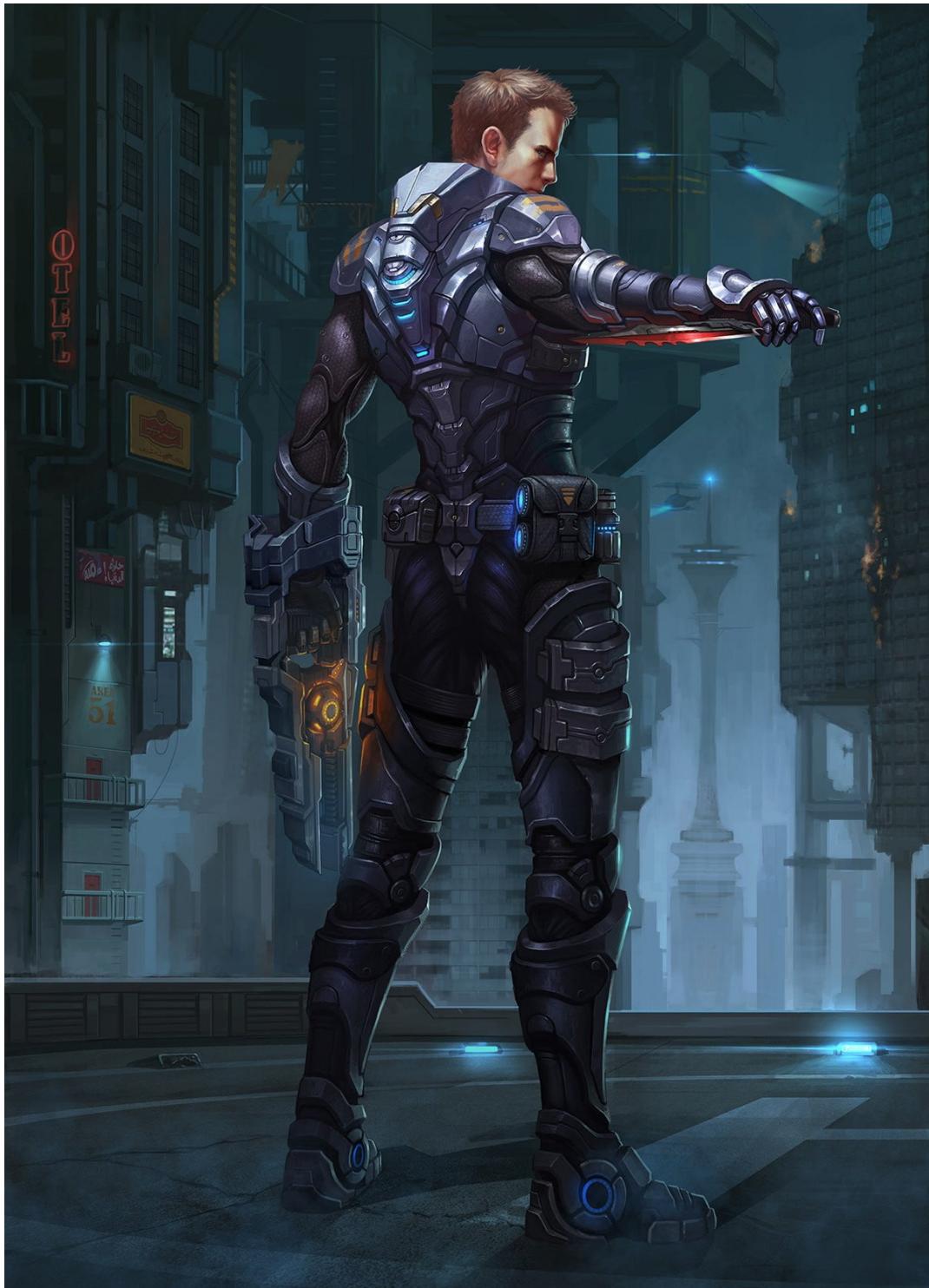
A data scientist leading the team whose responsibilities include deploying nodes for this attack, Young, has to make a difficult choice between continuing the plans to execute the attack or joining Austin and Eva (public good evangelists), as they are the only ones who could help find his missing wife 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 the network state?

Characters

- ★ **Young (Player):** Young is the leading player and a repented government data scientist seeking the truth about his wife going missing and no longer existing 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 V-G in the city which are very inconspicuous and serve as safe houses from 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(Robo-car):** 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 works 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 met Young in College and has been in love ever since, she works as a freelance software engineer and has kept her work for the public good secret from Young 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:** Cross is in charge of operations in Voltic city and received orders from a seven-member board of directors, whose existence is not common knowledge, Cross executes orders and reports back regularly to the BOD.



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 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 enter the player into a jumping state.
- Double tapping on the player will enter the player in a squat state.
- The player can shoot/attack by selecting by tapping the left bottom of the screen while holding a weapon and tapping on the target on the screen.
- The direction of a forward/backward movement off a car 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.
- ➔ The game will start with Young in the garage with Austin and Eva where the first challenge will be given, which will be to retrieve the flash drive which Raven has saved Mavis the robot from a warehouse in the city where player will face some hostile cops and drone. Completing this challenge will unlock the robot state of the robo-car who can now begin to communicate with Young and help in completing other challenges.
- ➔ The game is story driven so the game will play recorded sences at interval to keep the player up with the storyline and the story will be told in a third person voice and screen readers to support.
- ➔ The robo-car is also a self-drive car and can be called on from where ever the player is currently located in the city by touching a robo-car icon that will be provided on the top left of the screen.

- The main NPC/enemy will be the Voltic city drones which will be created in specific ratios for different zones in the city.
- The city police will be a ground force with machine gun cars but will be created less than the drones which are also auto snipers.
- The drones can detect any object in their line of sight and run their details through the Voltic city database which has the private information of the whole city.
- Drones and cop cars will always be after the player in specific zones in the city or when detected by a surveillance device.
- Game challenges will range from going to a heavily guarded site to retrieve devices, plant keylogging devices, hack into the city control center, recover kidnapped individuals that will help the public good effort, or provide information about the whereabouts of Raven
- The player can prevent being detected their going to one of Austin's garages or purchasing stealth and disguise from the in-game store that will be provided.
- Missions will be determined or started by going to a garage in the city and speaking with Austin, completing these missions will earn player VOLT depending on the difficulty and players can choose to exchange their volt tokens for Ether.
- If the player dies in-game player can choose to watch an Ad to continue from the last checkpoint with (50HP or purchase health points from the game faucet to start from the last saved timestamp.

- Things can be purchased in-game with VOLT, 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.

Customizations and in-game items:

1. Food

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

Players will have to eat something every 30 mins spent in-game. If the player doesn't eat within the provided time, 5 Health points will be removed from the remaining HP.

Available foods in the game are:

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

2. Clothes

Customization options

Players can customize their character's physical appearance, name, and apparel in *Sidekick*. Outfits usually cost between 2 VOLT and 10 VOLT which will be NFTs while the name can be changed at any time for free. At the start of the game, players can choose their appearance from six possible models but can change this after from the in-game marketplace or even with compatible external NFTs. The

protagonist is always male as there is no option to make the character female in the default head appearance selection screen.



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. Customizations

The player can 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.

Customization options

- ★ Bodywork
- ★ Engine upgrade

Upgrades and customization usually cost between 50VOLT and 200VOLT while the name can be changed at any time for free. At the start of the game, the robo-car will have the basic look with variable colors.



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).

The player can opt to customize robo-car wheels from 50 VOLT in the customization menu that will be displayed on the screen when a player drives into the garage, which will increase the robo-car speed by 30%

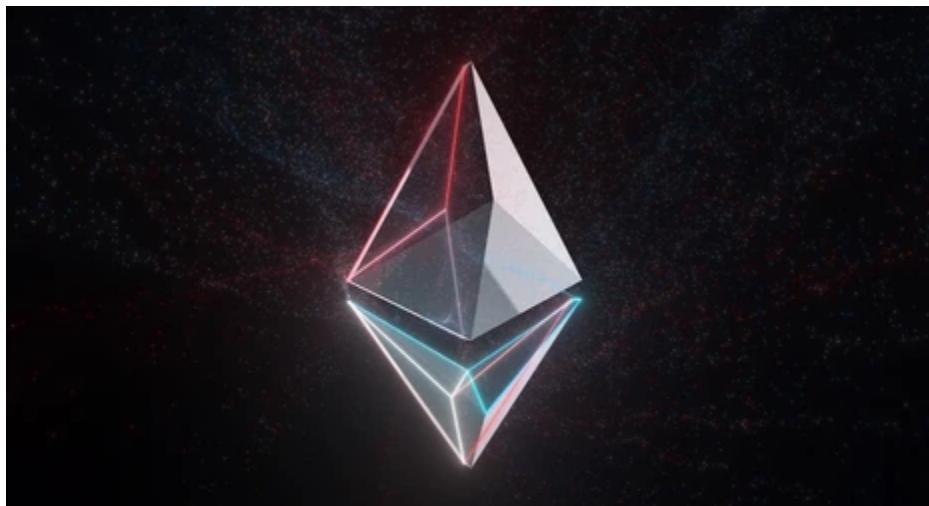
The player can customize the robo-car to enable armored mode which will decrease the damages made on the robo-car when attacked by 50%.

5. **Guns and Ammo:** Players can enter gun shops and trade advanced weapons.
6. **Asset:** the player will be able to trade land, houses, etc in-game.

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.



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 gotten from the game faucet for 10 VOLT, 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 cause loss of HP:

- Being shot
- Illness
- Starvation

Being shot once will reduce the player's HP by 10 and being involved in an accident will reduce the player's HP by 20.

- DeAutoDAO community will be important for the longevity of the game as the game will reward community members with tokens, airdrops, rare items, etc.
- The community will also receive tips, tricks, and strategies to ensure the game continues to be fun and never get boring.

Feasibility Study

- ❖ Target market:
 - ★ Mobile game(cloud): Cloud games are the biggest trend in the market for mobile games.
 - ★ Roleplaying web3 game built on the Ethereum network.

This game is created with Gen z and crypto enthusiasts (Male and Female) in mind (15 to 40), according to [psmarketresearch.com](https://psmarketresearch.com/mobile-game-market-research) Mobile Game market research this age group held the largest share in the market due to this age group's greater adoption of advanced technology. Furthermore, the majority of smartphone users are in this age bracket, as they are technically sophisticated and keen to try new products. The release of new smartphones with special

features that support high-tech games influences gamer involvement, because these devices provide a better user experience.

→ Top performers:

★ Eternium

Eternium is a beautifully crafted Action RPG, reminiscent of the great classics.

Eternium is unique among mobile Action RPGs with its effortless “tap to move” and innovative “swipe to cast” controls, and its player-friendly “no paywalls, never pay to win” philosophy.

With the exception of a couple of online-only features, the game can also be played offline after the content download completes.

★ Gangstar New Orleans



This is an action-adventure video game developed by Gameloft Montreal and published by Gameloft. It's the largest open world ever released on mobile

An Internet connection is needed to enter the game; after that, it can be played offline.

- ★ Both games have 10M+ downloads on the google play store with very good ratings and reviews.
- ★ These top performers have very similar features and ideas with Sidekick and is a direct competition to the game.
- ★ Sidekick adds fun and novel features to distinguish itself from similar games in the market.

❖ Technical analysis:

Experimental features:

- ★ Non-fungible tokens(Clothes, customizations, rewards, etc): Game items will be NFTs and can be transferred into compatible games and vice versa.
- ★ ERC20 tokens (VOLT): The game currency will be an ERC20 and will be traded in-game.
- ★ Ethereum wallet: The game will need to be connected to a wallet to perform transactions and play the game.

→ Development tasks:

- Spin-up starter kit — 2 week
- Create volt tokens — 2 weeks
- Create in-game faucet and Decentralized exchange(DEX) — 3 months
- Create in-game item NFTs – 1 month
- Build react-native platform — 6 months
- Test 2 months

→ Risks:

- Smart contract security: The game contracts runrun the risk of being hacked if not properly audited.

- **DEX security:** The exchange can be manipulated if not properly designed.
- **Using platform-agnostic tech:** Planning to use a technology suchlike React-native will come at a performance cost as React-native is neither built specifically for Android or Apple but will run on both platforms. This performance cost can be prevented by building platform specific versions of the game.
- **Incomplete risk assessment:** This risk assessment was solely based on secondary research and will require deeper risk assessment before development begins.
- **Complexity:** This project might run the risk of becoming too complex to build if the right people are not involved in the project which will increase development time or worse, abandoning the project. This can be avoided by striving to find the right people to join the team.

→ Alternatives:

- **Use traditional payment alternatives:** Using fiat for the in-game economy will reduce complexity, development time and the risk that comes with experimental features but will change the intent of the game which includes encouraging the use of Blockchain tech as a settlement later.
- **Make Sidekick a paid game:** Making Sidekick a paid game will add a revenue source but will increase the barrier to participate.

→ Estimated resources

→ Human resources:

- Blockchain Engineer
- Game developer/designer
- Concept Artist

- Product Manager
- Audio engineer
- Smart contract auditor/tester

→ Tech resources:

- Game engine
- Cloud services
- Ethereum

→ Estimated schedule:

Assuming is green-lit to start development at the start of a new year(2023):

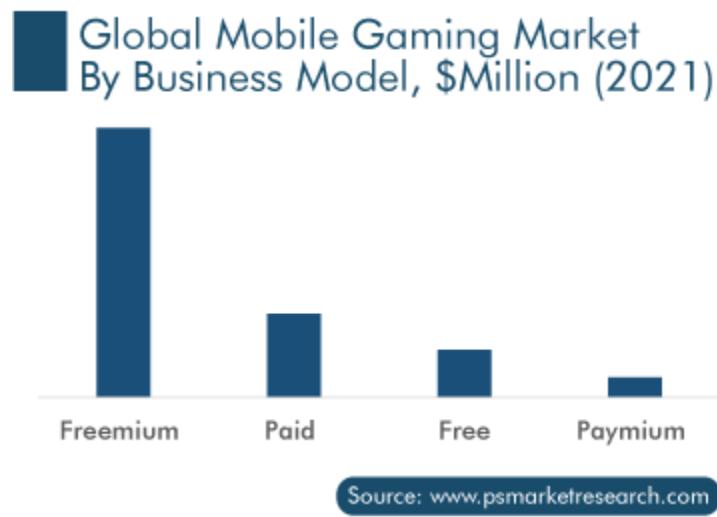
- ★ **January** - In-depth research, market analysis, game design, spinning up a development environment and template, and resource gathering.
- ★ **February - April** - Tokenomics research/testing, creating game tokens, and DEX development. Smart contract auditing.
- ★ **May** - Create official game artworks and NFTs, development of in-game NFT marketplace.
- ★ **June - December** - Core game development, user-facing implementations, UI/UX, connect game with Ethereum, Alpha, MVP, etc.
- ★ **January (2024)** - Testing, additional features, marketing, localization, advertising, community building, airdrop, and launch.

❖ Cost and revenue projections:

- ★ Wages for a team of 6 working on Sidekick for a year give or take will come between \$250,000 and \$500,000 including contractor wages and other labor costs.
- ★ Marketing, publisher including operation overhead is estimated to be around \$200,000

- ★ The initial transaction cost for contract development and testing will be around \$10,000
- ★ The cost of submitting the game to the google play store and app store will be around \$100.
- ★ **Revenue projections:**
The global mobile gaming market size was \$93,163.8 million in 2021, and it is expected to grow at a CAGR of 12.2% during 2021-2030. The growing adoption of innovative technologies for making games, as well as the increasing smartphone usage, is an important contributor to the growth of the market.
Firms in the mobile gaming industry currently make the most money from games downloaded via Google Play Store.

By 2030, the mobile gaming industry revenue will be \$261,586.3 million according to mobile game research by psmarketresearch.com



Freemium games have been shown to outperform other types of monetization strategies.

Assuming 100k active users let's say each user chooses to watch 10 ads each day they use the app. Then we have

$10 * 100,000 = 1,000,000$ impressions a day.

So, the earnings with \$0.05 CPC you get:

$1,000,000 * 0.05 = \$50,000$ per day.