

HAPPY HALLOWEEN

MAGIC ROAMING



Interaction Instruction

Preview

Market System

City Manage

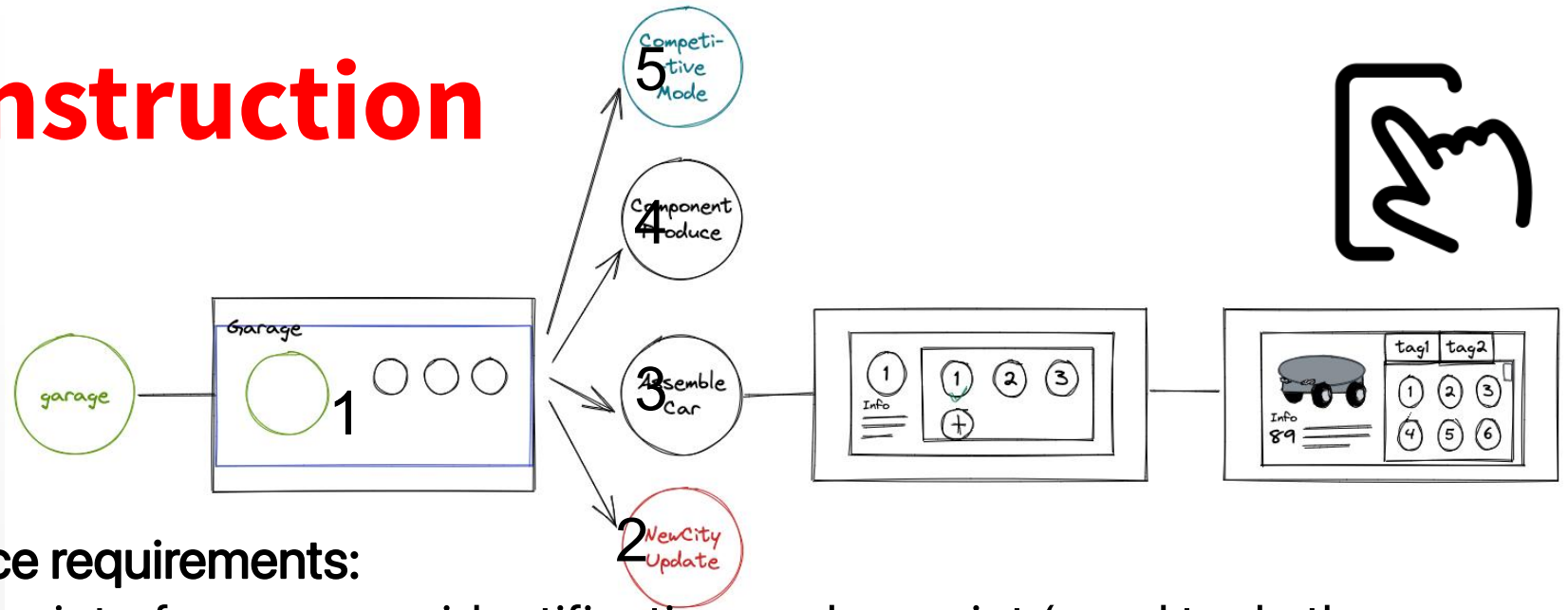
Garage System

Interface requirements:

1 Garage interface: garage identification anchor point (need to do the same style with the protagonist P prototype) + component generation + vehicle management + new city management + competitive mode jump

2 New city management: city miniature map (basic city information, upgrade button and computing power consumption information) + old city unlock interface;

3 Vehicle management interface: select the basic information of the vehicle (text introduction + rating + bar chart) + vehicle display window + assemble new car button



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Interaction Instruction

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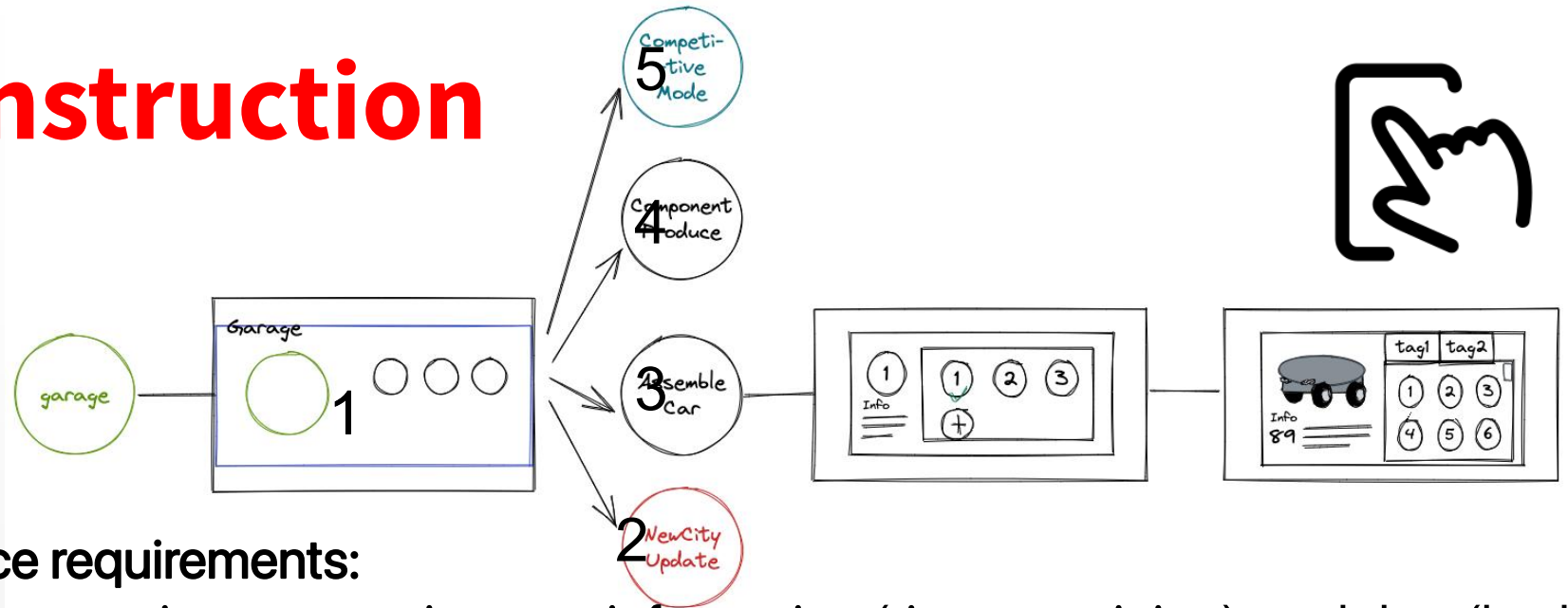
Interface requirements:

4 Part generation: generating part information (time remaining) + tab bar (body, tires, energy source, smart chip, data chip)

5 Competitive interface: PVP mode list (unlocked with new city level, rule game, ladder, plunder mode)

Material template:

Button style, border style (color change)



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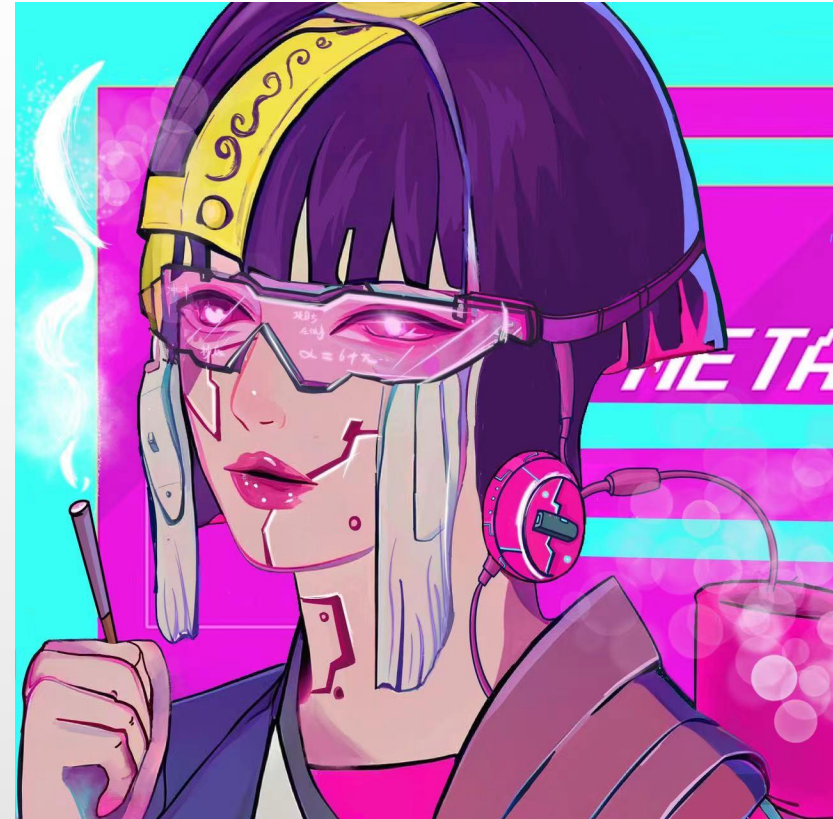


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System**



During Halloween, the annual customs and celebrations are a grand feast, full of beautiful food, beautiful scene. Friends from all over the planet will send envoys and clansmen, many treasure gifts, to celebrate this wonderful occasion.

And beneath the prosperity, there is an undercurrent.

In the darkness of the night, there are several mysterious visitors on the speeding pumpkin caravan, loaded with all kinds of treasures.

Just outside of City, odd-shaped houses and spooky spots of light suddenly appear overnight

It seems that some powerful dark matter will be awakened from its slumber.....

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A new technology has been developed to put pumpkins in the Odi Machine factory and mix them with other materials to form containers that can move quickly. Under certain conditions and with certain energies, the pumpkin's original body can be magnified several times and can be spliced together to make it indestructible.

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Car Factory:

The user can modify the vehicle at the factory

Attack type vehicle Defensive type vehicle Speed type vehicle

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Defensive type vehicle:
Added defense system by modifying the shell



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Leonardo KING &

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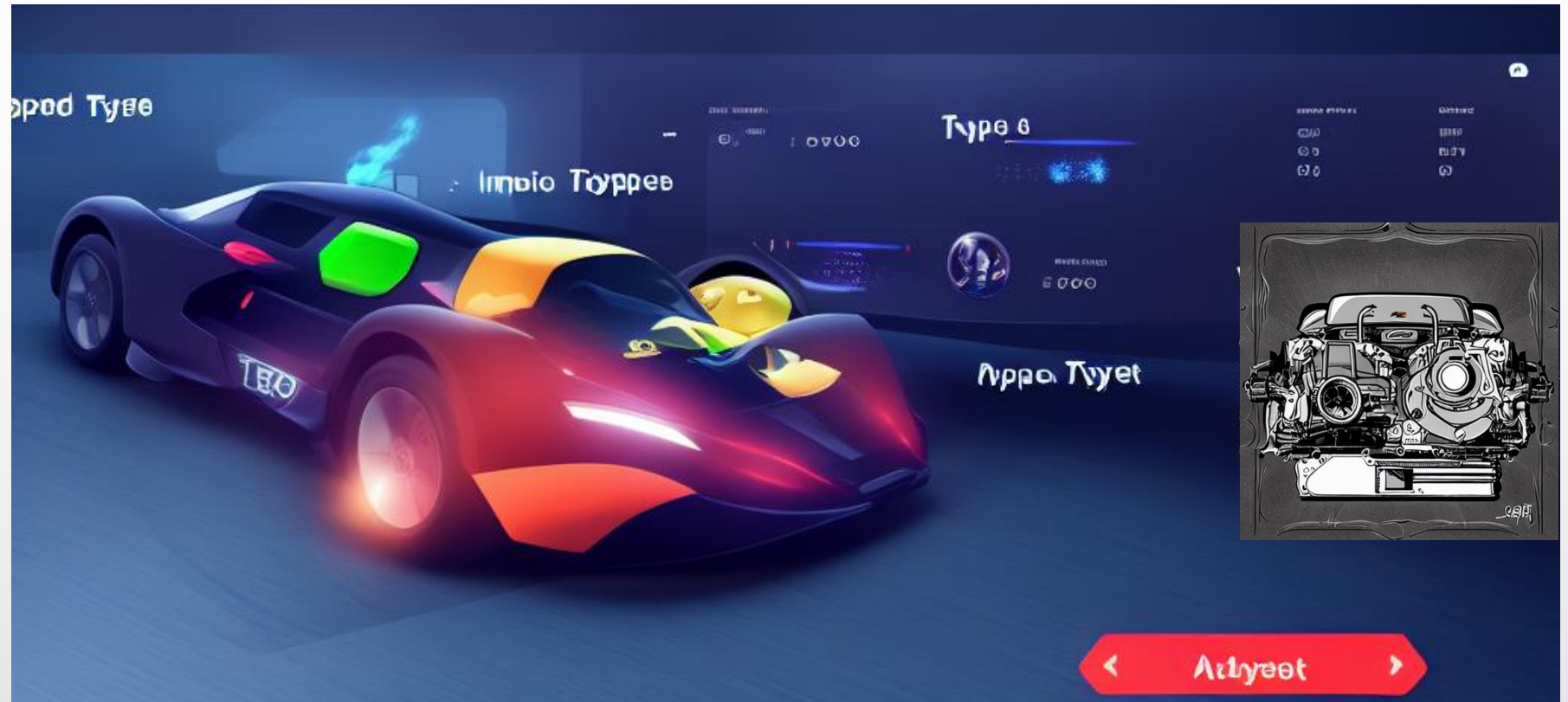


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Attack type vehicle:
Button style, border style (color change)

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Speed type vehicle:
Increase the speed system by modifying the wheels and ejectors

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Competitive mode of game:
Race and crash with other vehicles

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Competitive mode of game:
Race and crash with other vehicles





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