

PIXY ROADS

For (I, Game & Robot) Hackathon

Game Design Planning

Game Title: Pixy Roads

Target platform: Mobile – iOS & Android

Web3 Token: PIX

Blockchain: Need some research, Top 20 Web3 games built on these blockchains: FLOW – BNB – WAX – POLYGON – RONIN

In game currency: Cash (off chain)

Create its background, theme, narrative framework, concept, characters, plots, etc.

Game background:

The game starts when the player arrive to (Shanghai) searching for work, After a while with a help from some friends he get a car from (PIX Moving) and rent a garage to work with DIDI app, With time one of his friends tells him about the Racing battle and the rewards that he will get when he wins.

Game characters:

Player – Friends he meet at Shanghai.

Game Objectives:

The player can choose one or multiple objectives to play in the game:

- DIDI driver and spend his whole time completing tasks and collecting cash.
- Try to win every multiplayer race he can join.
- Collect every battle card in the game.
- Customize his car and share the new styles with his friends.
- Upgrade his garage with cool furniture.

Unique Selling Points:

- Stunning City of Shanghai player can wander around.
- New MashUp game idea.
- Advanced traffic cars AI.
- Realistic driving in town.
- Competitive multiplayer racing.
- Wide range of race battle cards player can collect.
- Lot of options to customize Robo-Vehicle Exterior and Interior.
- Player can earn money by selling NFT battle cards.
- Every player can spend hours upgrading his Robo-Vehicle & Garage as he like.

Define game's type and provide core gameplay instruction, and a key aspect must contain how to customize Robo-Vehicle.

Game types: Simulator – Race – Cards – Customization

(Pixy Roads) is a single Player/Multiplayer MashUp car game, With 4 different genres in one game.

#Card battle racing game (Multiplayer) Mixing card battle game with racing game.

#Car simulator (Single player) Located in the beautiful city of (Shanghai).

#Customization: With cash the player can customize his Robo-Vehicle & Garage.

-Garage: Large empty place when the player starts playing the game, After collecting cash from (DIDI work and Winning racing cards battles), Player can upgrade his/her garage with furniture and other sort of things.

-Robo-Vehicle: When the player starts playing the game he own a Normal Robo-Vehicle, and after progressing through the game he/she collect cash and with it he/she can customize Robo-Vehicle interior and exterior:

1-Change Robo-Vehicle body

2-Change Robo-Vehicle colors

3-Add exterior parts

4-Add interior parts

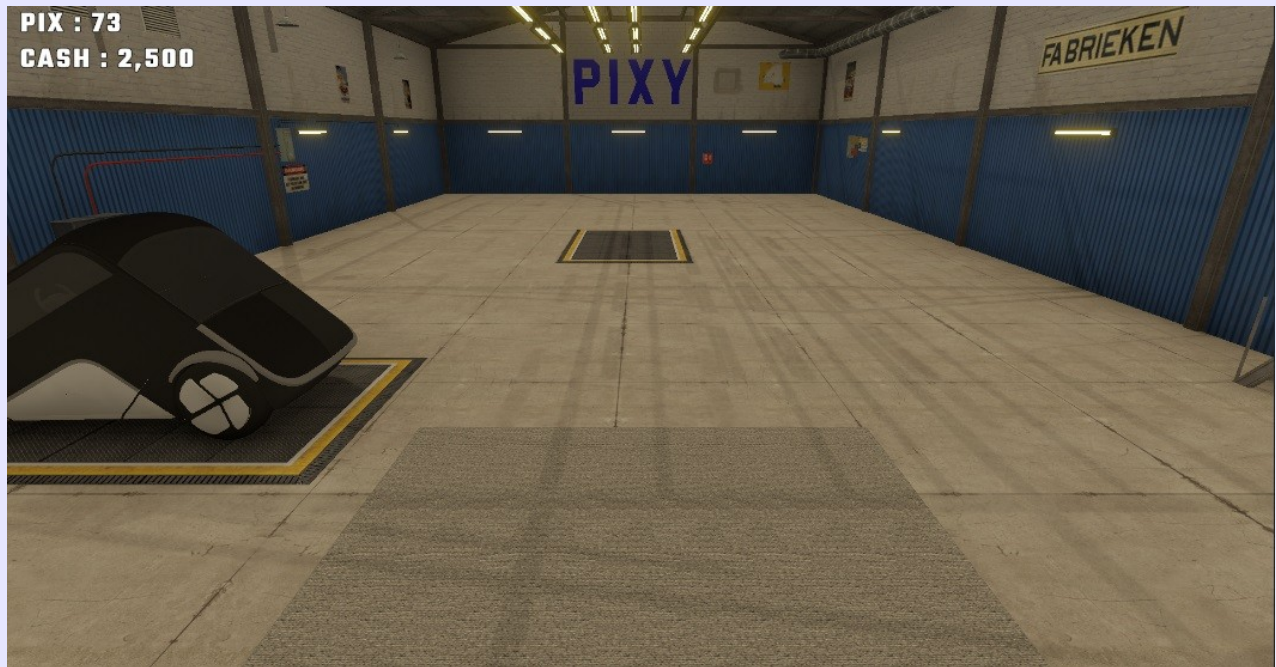
5-Buy Robo-Vehicle stickers

6-Change Robo-Vehicle light colors

Describe its genre conventions and define its concept art style using moodboard. It must contain garage as its key scenario.

Car garage: Huge empty place when player starts the game, Filling the garage with furniture needs Cash.

Empty garage when starting the game:



Buying furniture with cash:



Provide a feasibility analysis report on persona, marketing and gameplay research.

Aspect ratio:

-16:9 is the most popular aspect ratio, due to its considerable width, this format is considered panoramic. In other words, it captures a wider area than other aspect ratios.

Besides, submit a development plan based on your feasibility analysis, including the development cycle, personnel, cost, and other development plans that may support.

Size of the Build:

From 1.5 to 2.5 gigabyte.

What game Engine:

Unity.

Multiplayer System:

Unity Game Server Hosting

Target audience:

Casual gamer (aging from 12 – 30)

The game is targeting a wide variety of mobile gamers:

- Sims players who want to wander around in the beautiful city of (Shanghai) as DIDI drivers.
- Competitive players who want to win and collect cards in the race tracks.
- Players who want to earn money from selling rare cards and as NFTs.

List of in game locations:

- Garage: player home and place to customize the car and garage
- City (Shanghai) where player work as a DIDI driver to collect cash
- Race tracks: where player race against other players and use race cards to win prizes

How players can earn money:

By selling (NFT battle cards), the player gets a random battle card every time he opens a loot box, rare cards will be highly desirable.

Ads in the game:

Ads when playing as a DIDI driver shown when stopping at traffic lights.

What data will be stored on the chain:

- PIX token

- NFT race battle cards

What data will be stored off chain and where:

#These data will be stored in Unity Gaming Services (Cloud Save)

- Collected Cash

- List of items player bought (car customization-garage furniture-music tracks)

- Player's achievements & skill points

- Player's DIDI progress

Studio team and every role:

Project manager:

Role: Make detailed project GDD – Planning and monitoring the project – Build communication lines with game stores, media, blockchain companies – Ensure workflow and deadlines are met – help other sections with problems they have.

Game designer:

Role: Design the whole economy – Design the DIDI game loop – Design the cards race gameplay.

3d modeler & artist:

Role: Build 3d city models: buildings – street cars – props – roads – race track for multiplayer card race – NEV car interior & exterior accessories parts – Garage furniture and props.

Full stack developer:

Role: All blockchain related tasks.

C# programmer:

Roles: Build car controller – City cars AI – DIDI missions system – Off chain economy – Player leaderboard & achievements – Multiplayer networking – NEV car customization system – Garage upgrade system

Q&A:

Role: Test the game and give feedback – Build a social community around the game and collect data.

#(Hire remotely for a short period of time, no needs to be full time employees)

UI designer:

Role: Develop user interface.

2d artist:

Role: Design game logo & banners – race cards – game icons – characters avatars.


Sound designer:

Role: Sound effects & music tracks.

Effects designer:

Role: Create game visual effects

Assets from (Unity Asset Store) can be used to speedup building the game, Each asset is highly developed and can be added to the final build:



REALISTIC CAR CONTROLLER

3/38

Realistic Car Controller

BG BoneCracker Games **★★★★★** (428) | ♥ (2998)

\$50

Taxes/VAT calculated at checkout

Product Information

License agreement [Standard Unity Asset Store EULA](#)

License type Extension Asset

File size 317.2 MB

Latest version 3.52

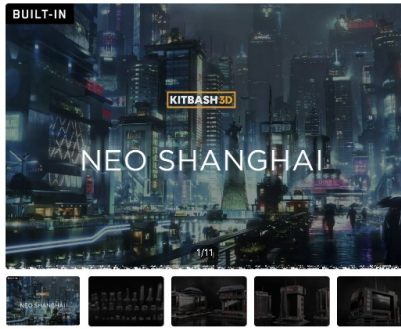
Latest release date Aug 1, 2022

Supported Unity versions 2019.4.24 or higher

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Reviews ★★★★★

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BUILT-IN

KITBASH3D

NEO SHANGHAI

1/11

Neo Shanghai (Built-In)

KITBASH3D (not enough ratings) | ♥ (140)

\$199

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Product Information

License agreement [Standard Unity Asset Store EULA](#)

License type Site

File size 1.0 GB


Latest version 1.1

Latest release date May 19, 2021

Supported Unity versions 2019.3.13 or higher

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1ST **2ND** **3RD**

SIMPLE CAR POSITIONING SYSTEM

4/10

Simple Car Positioning System

N Nanousis **★★★★★** (12) | ♥ (20)

\$9.99

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Product Information

License agreement [Standard Unity Asset Store EULA](#)

License type Extension Asset

File size 83.9 MB

Latest version 2.0

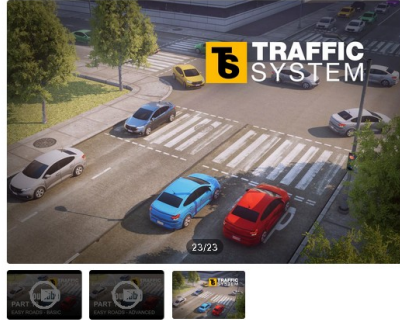
Latest release date Jan 21, 2021

Supported Unity versions 2018.3.0 or higher

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Reviews ★★★★★

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TRAFFIC SYSTEM

23/23

Mobile Traffic System

G Gley **★★★★★** (36) | ♥ (472)

\$60

Taxes/VAT calculated at checkout

Product Information

License agreement [Standard Unity Asset Store EULA](#)

License type Extension Asset

File size 86.2 MB

Latest version 1.3.7

Latest release date Sep 6, 2022

Supported Unity versions 2019.4.40 or higher

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Reviews ★★★★★

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