



For (I, Game & Robot) Hackathon
Game Feature Design
By A.Nasser 10/2022

THE CORE GAMEPLAY

Game Flow

No barriers to play the game, and the player can get every battle card and upgrade his garage and customize his Robo-Vehicle without spending any money.

But if the player want to progress faster he must buy (Cash) in game currency.

Three type of play modes :

1-DiDi driver in Shanghai city.

2-Multiplayer racing with other players.

3-Customize Garage & Robo-Vehicle.

DiDi Gameplay

- The player uses DiDi app to take a trip, and drive in the city streets to his destination.**
- Driving the vehicle is more realistic compared to the race mode.**
- The vehicle can reverse and completely stop when the player holds the brake button.**
- Traffic violation system (the traffic system is by cameras in street) if camera catch you making something wrong it will give you ticket.**
- Earning money depends on the Trip length.**

-DiDi available play modes & time session

Player can select between 4 mods to play on DiDi driver simulator:

1-Relax Driving: just wander around the city.

2-Short Trips: short trips 2-3 minutes.

3-Normal Trips: 5-7 minutes trips.

4-Long Trips: 10 + minutes trips.

Cooldown System

When the player plays as a DiDi driver, we add a cooldown system (recharge car battery in the garage), to prevent the player from endlessly being on the road, and spend more time on the Garage OR Race.

Ideas to add more variety to DiDi Gameplay

-Traffic Jams.

-Closed Roads.

-Day/Night Cycle.

-Rain/Fog/Snow Effects.

-Festivals Themes.

-Empty city and player must reach the destination before time ends.

-Following a Ghost car and must collide with it before time ends.

-Competing with AI DiDi driver who can reach the destination first without making traffic violation.

-Prizes for best DiDi drivers with clean records of the month, they will get more cash and free race tickets.

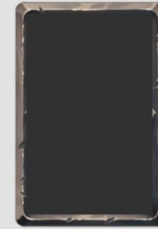
Race Gameplay

JOIN RACE

PLAYER NEED TICKET



PLAYER WILL BE EQUIPPED
WITH NFT RACE CARDS



OTHER PLAYERS WILL JOIN



FAIL



Race Gameplay

-Every player join the race with 5 NFT cards, 3 cards he select from the inventory and 2 cards will be picked randomly, This to prevent the players from picking only the strong cards.

Total of 5 cards in the deck when racing with the other Rivals.

The player objective is to reach the Finish line in the Third Lab to win the race.

-Four Players in every race.

-2 types of Races:

1-Quick Race : Multiplayer Lobby Race (Player compete with other players online).

2-Story Mode : Player compete with AI.

-Player enter race by Race Ticket.

-Player can buy Race Ticket with 1000 cash

- Play time session: 3 laps 3 minutes, the player can complete every lap in approximately 1 minute.
- Every new player will get 3 free cards (Not NFTs): Nitro card – Slow rival card – The third card will be random from opening a free Gift box.
- Player will attack visible nearby rivals when using cards.
- Skilled players can Evade the Normal Cards attacks (The First Card Upgrade will be harder to Evade – The Second Card Upgrade will be impossible).
- Player will get alert when Rival attack him with Card.

While racing player can collect Cash



How much Cooldown for every Card in Race mode

- Normal card Before Upgrade - (15 seconds cooldown)**
- First upgrade (12 seconds cooldown)**
- Second upgrade (10 seconds cooldown)**

How much it costs to upgrade a card

- First upgrade 200 cash**
- Second upgrade 500 cash**

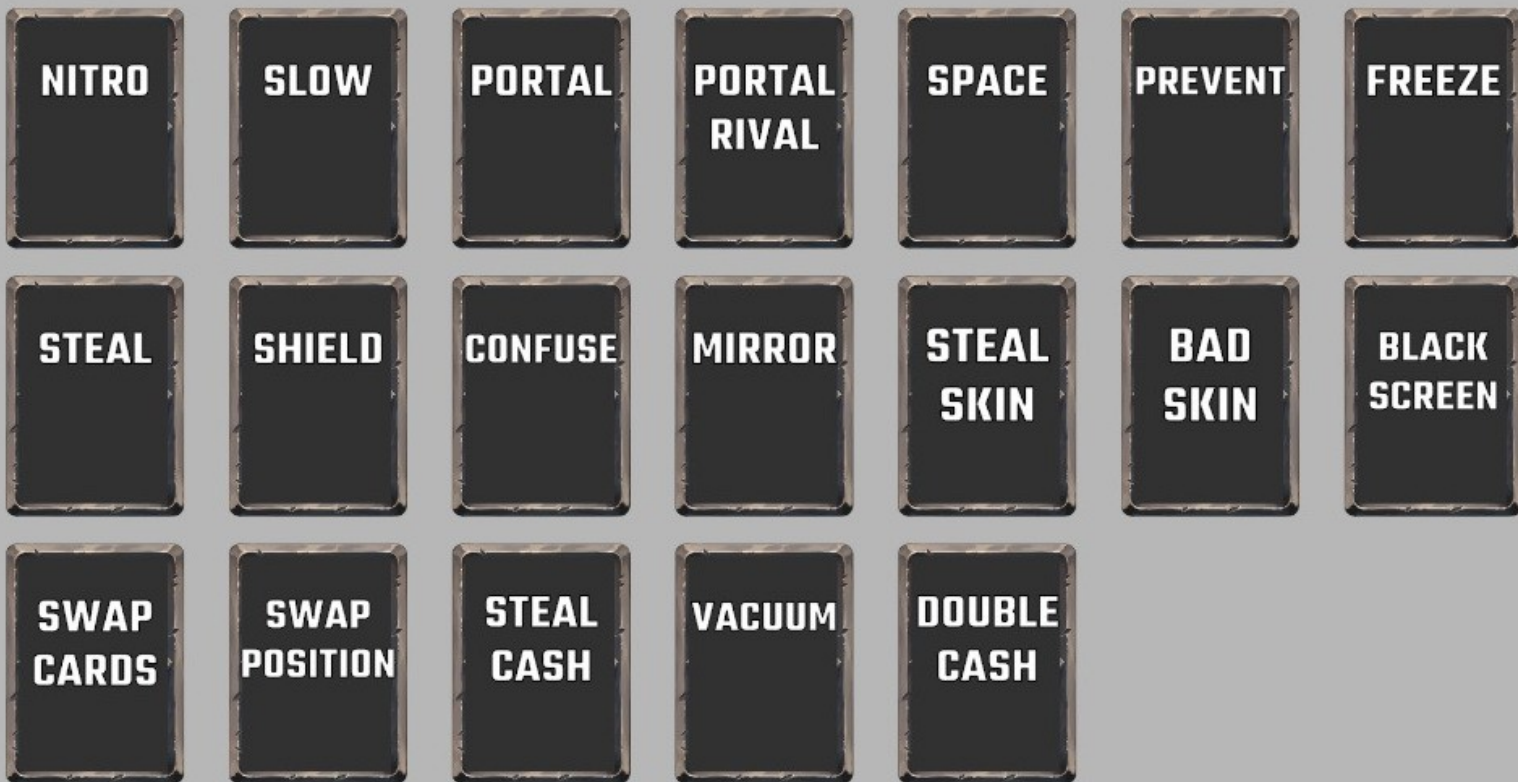
Winners in the Race will get:

- First Place : (5000 Cash - 2 race tickets – Free Random NFT Race Card)**
- Second Place: 1 race ticket – 500 cash**
- Third Place: 500 cash**

Ideas to add to the Gameplay:

- Adding system to unlock more city areas with time.**
- Player can buy gaming arcade to his garage, and every arcade has its own mini games with global and local leader boards.**
- Adding seasonal features, updating a game with thematic design and functions on holidays (like Christmas and Easter).**
- Customer review AI system after every completed DiDi trip, based on driver skills.**
- Consuming vehicle bar (change oil – wash and clean – parts need to be fixed).**
- Start with small garage with time and after progress can rent a bigger one.**
- Prizes for the best Racer driver.**

Cards



Cards: (every card can be upgraded with cash 2 times and be much powerful):

1-Nitro: make player Vehicle move faster.

2-Slow: make rival Vehicle move slower.

3-Portal: translate player Vehicle forward.

4-Portal rival: translate rival Vehicle back.

5-Space: move rival Vehicle into space for X time.

6-Prevent: prevent rival using cards for X time.

7-Freeze: stop rival Vehicle from moving for X time.

8-Steal: steal 1 card from rival.

9-Shield: protect player from other rivals attacks for X time.

10-Confuse: make rival use random card on another rival Vehicle.

11-Mirror: reflect any attack for X time to another rival Vehicle.

12-Steal skin: strip rival Vehicle skin (just in the race).

13-Bad skin: give rival Vehicle bad skin.

14-Black screen: rival cant see screen for X time.

15-Swap position: swap position between you and rival Vehicle.

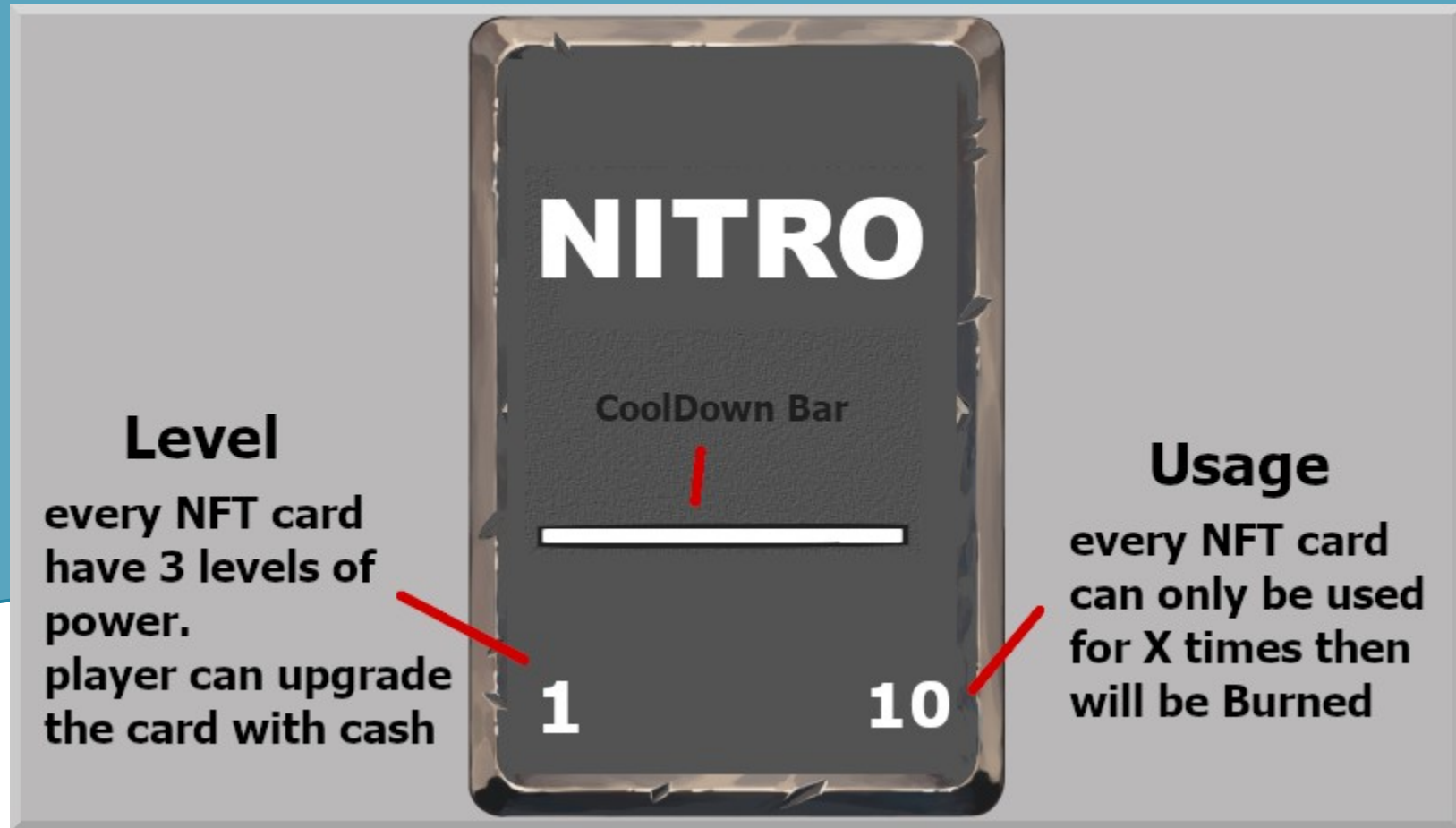
16-Swap cards: take rival best card and give him worst card.

17-Steal cash: steal rival cash that he collect in race.

18-Vacuum: collect cash from around the player Vehicle.

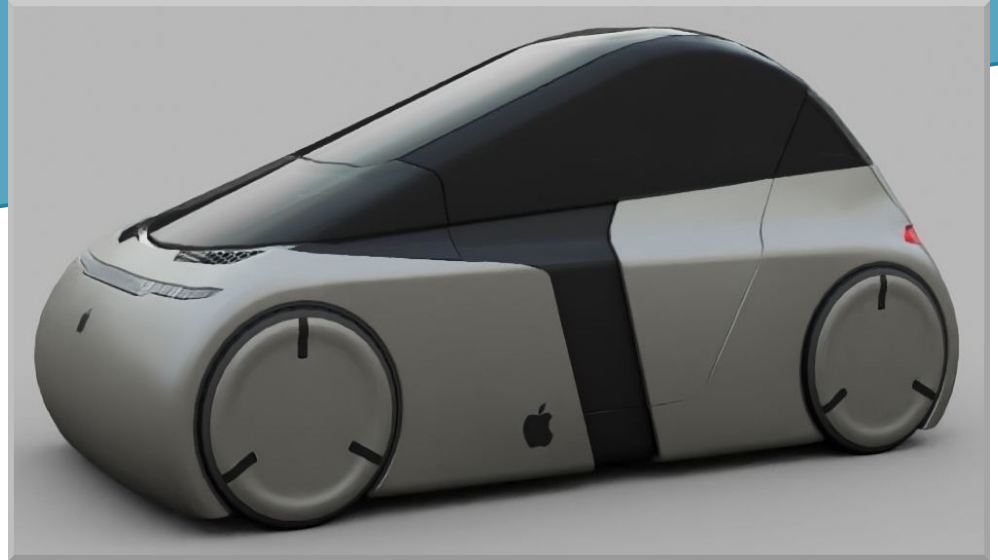
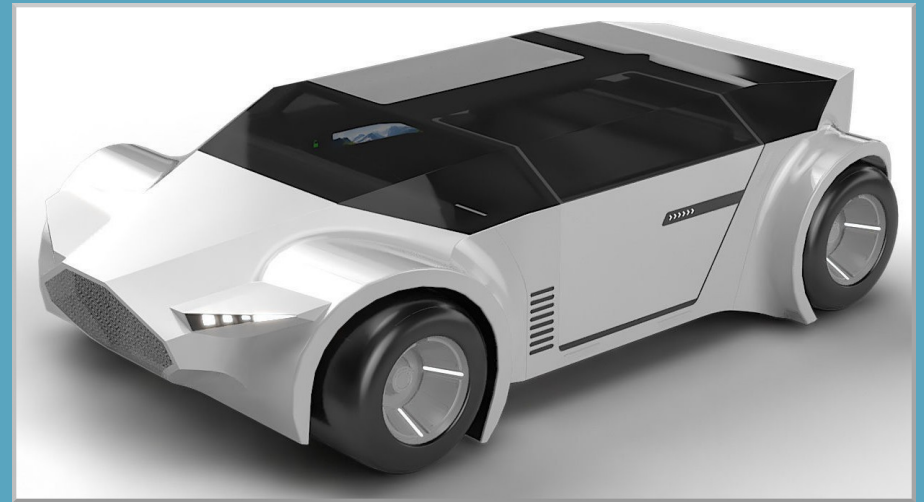
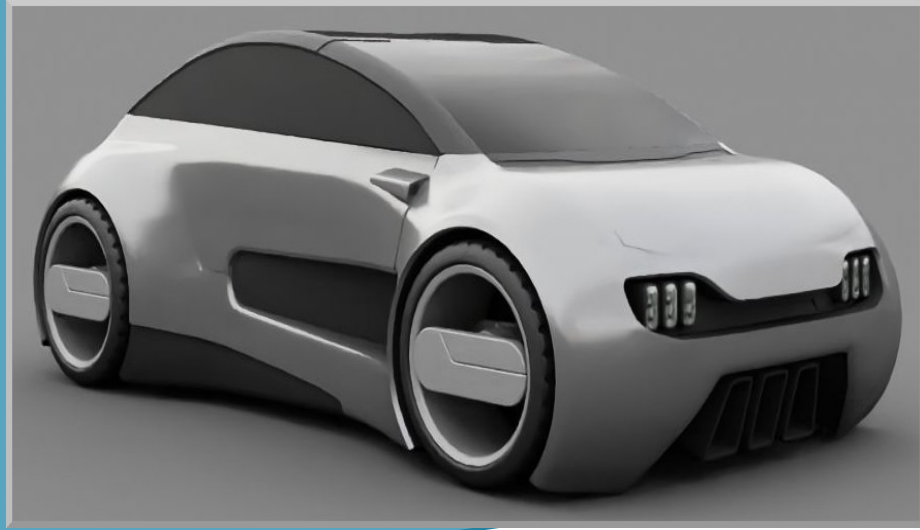
19-Double: double your collected cash.

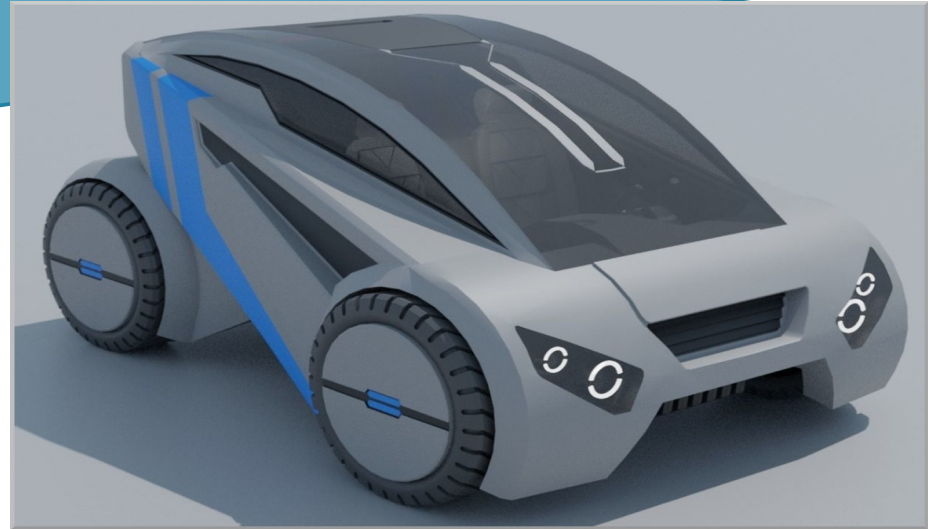
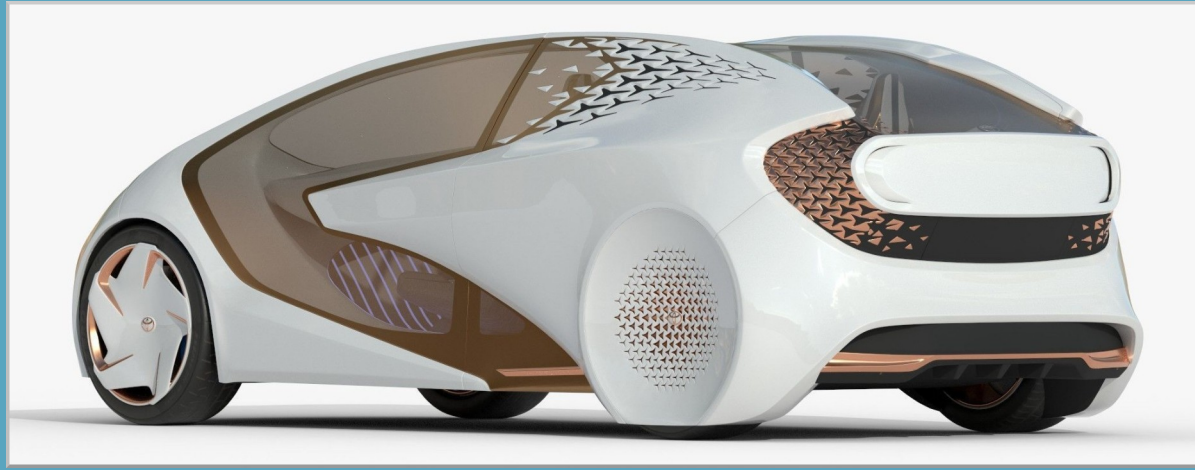
Explain Cards Interface



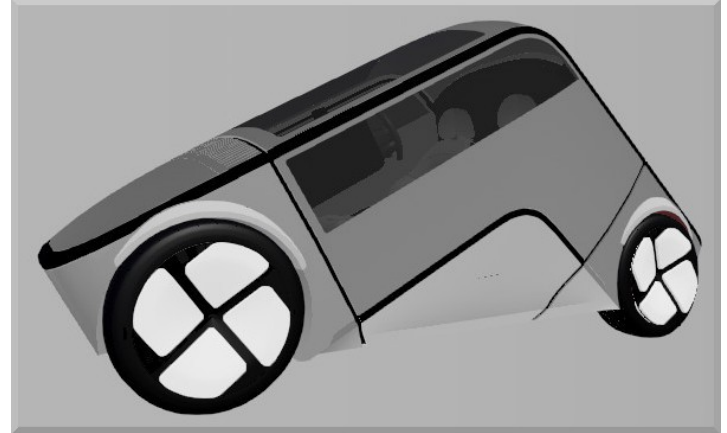
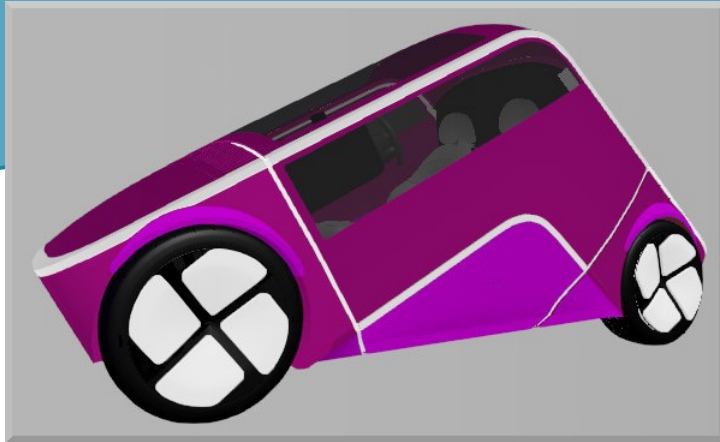
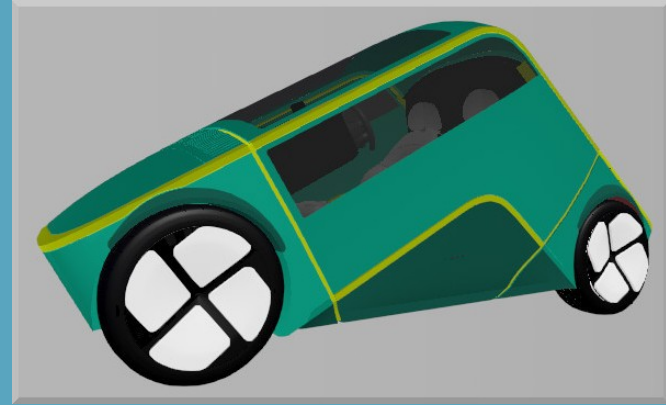
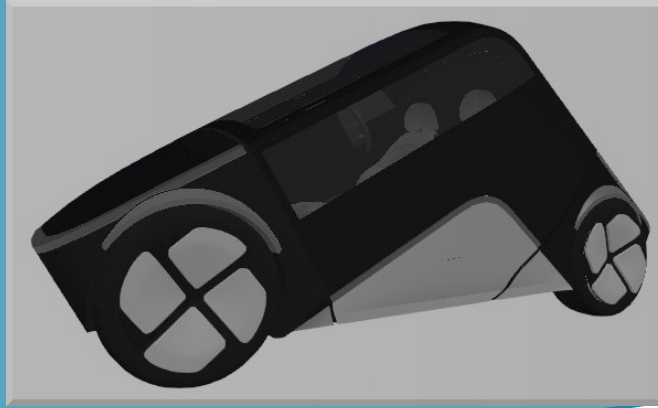
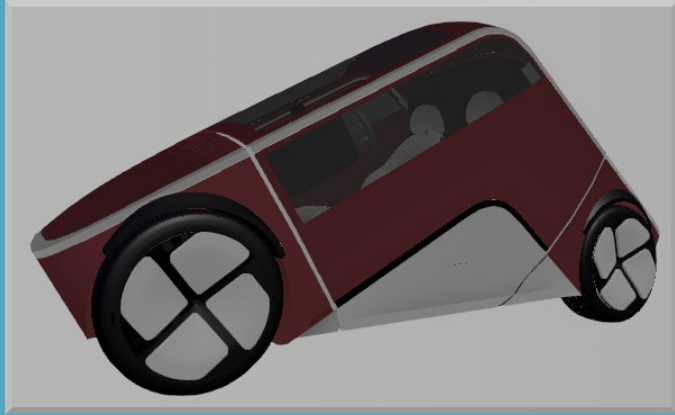
ROBO-VEHICLE CUSTOMIZATION

Change Robo-Vehicle Body:

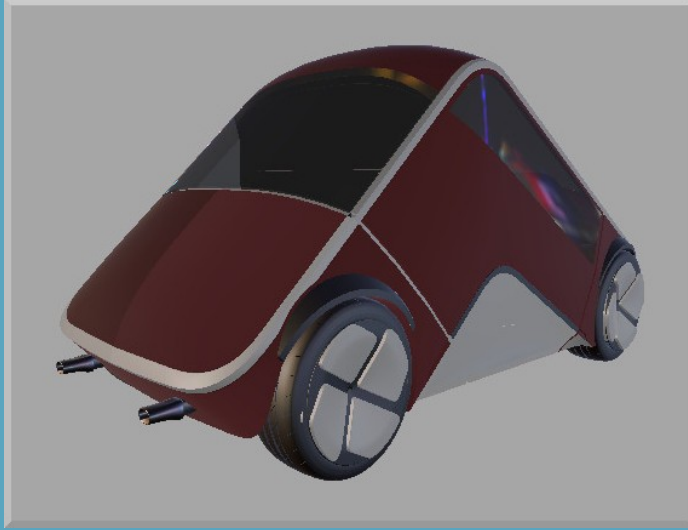
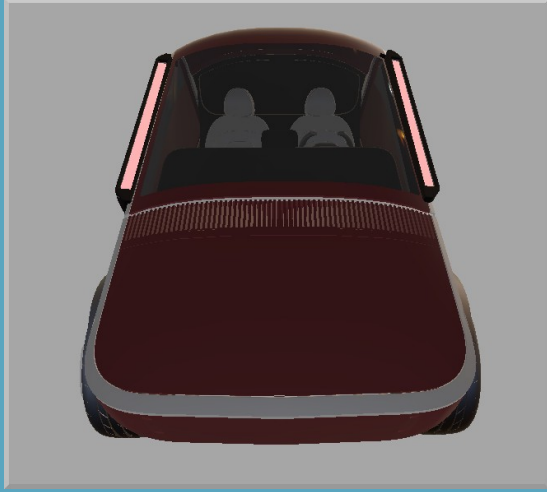




Change Robo-Vehicle Color:



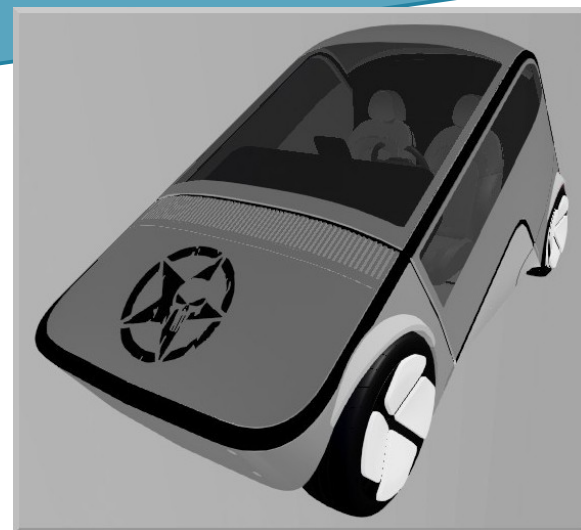
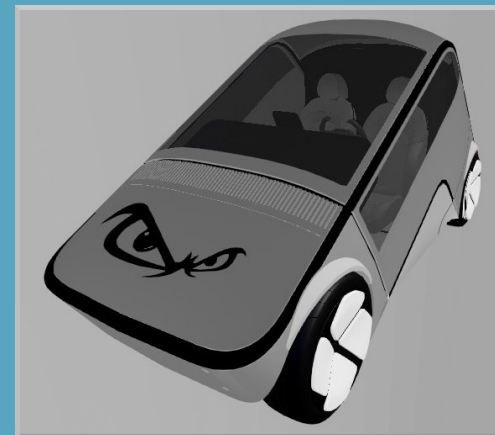
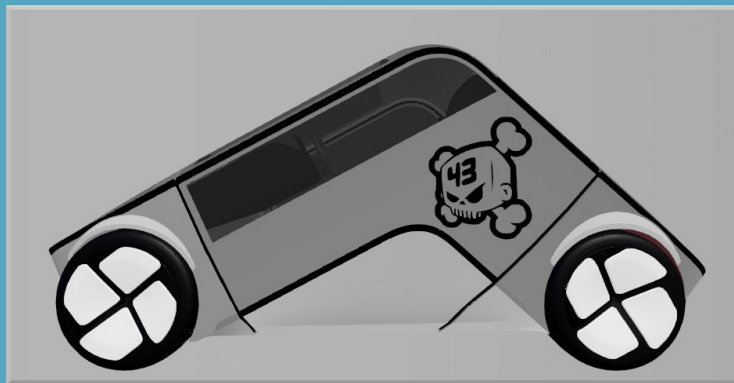
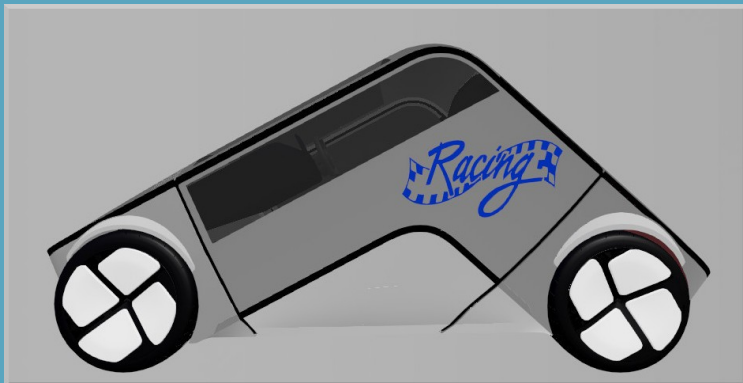
Add Exterior parts to Robo-Vehicle:



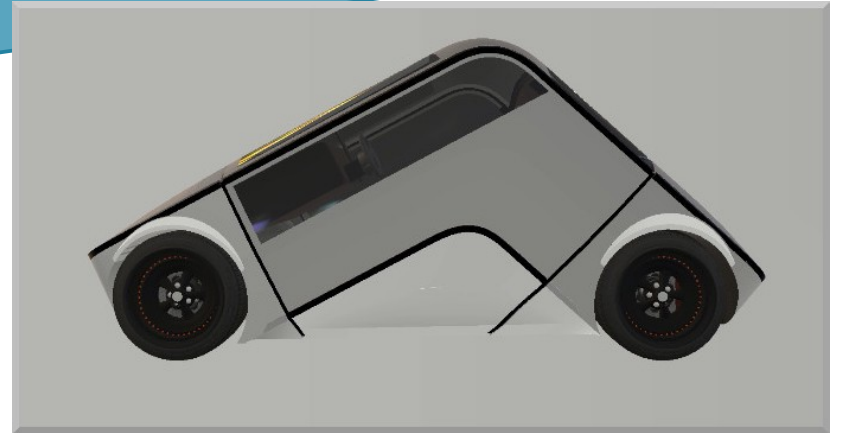
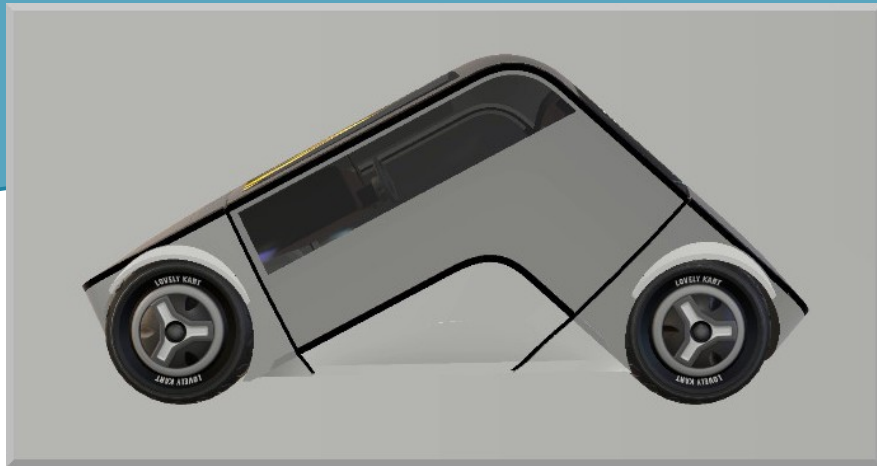
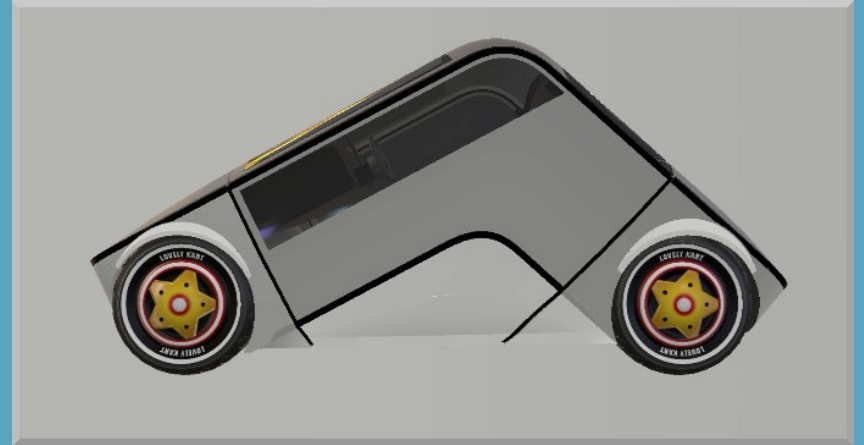
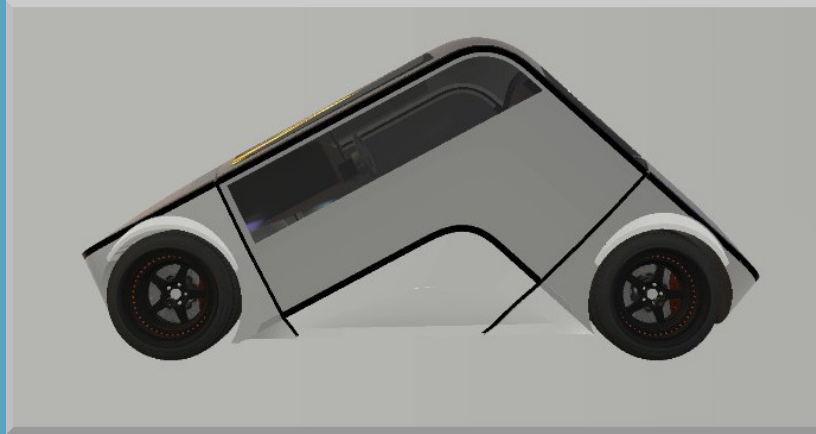
Add Interior parts to Robo-Vehicle:



Add Stickers to Robo-Vehicle:



Add Tires to Robo-Vehicle:

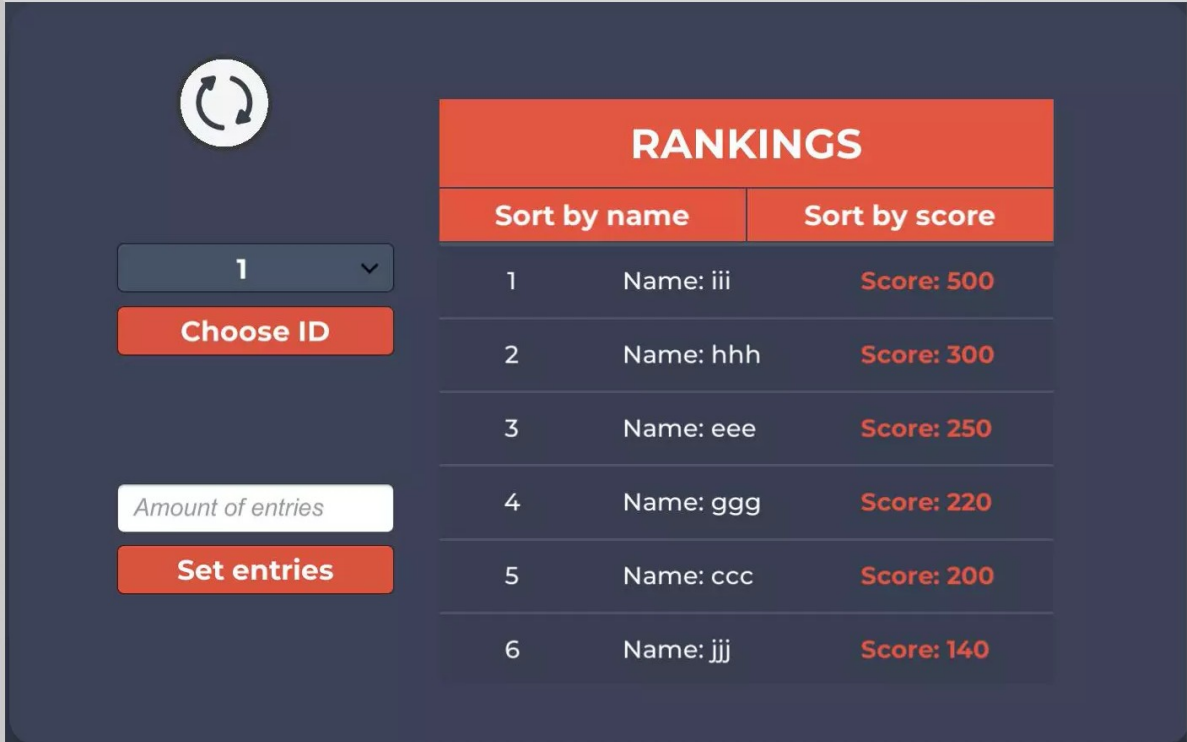


THE OTHER GAMEPLAY

Leader Boards

Ranking systems that rank players based on their in-game achievements.

- Global leaderboard
- Country leaderboard
- Event leaderboard
- Guild leaderboard



RANKINGS		
Sort by name	Sort by score	
1	Name: iii	Score: 500
2	Name: hhh	Score: 300
3	Name: eee	Score: 250
4	Name: ggg	Score: 220
5	Name: ccc	Score: 200
6	Name: jjj	Score: 140

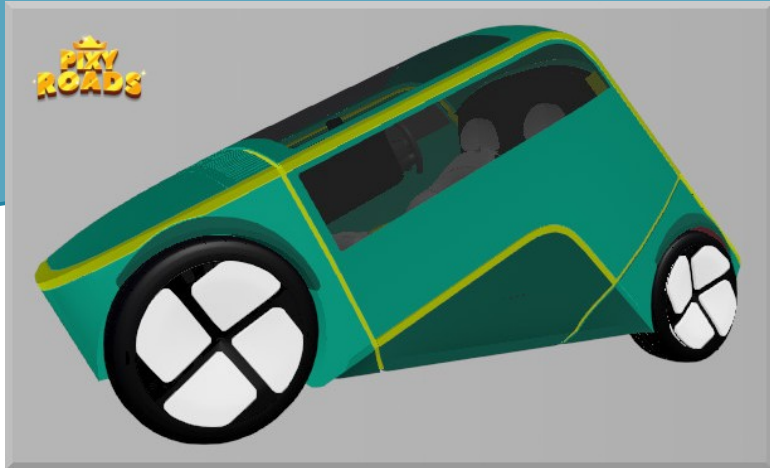
1- Sharing Photos with friends : for (Garage / Win race / Robo-vhicle Customization / Traffic violation)

-How player can share Photos?

Using Unity Asset : (Native Share for Android & iOS)

-How player can take Photos?

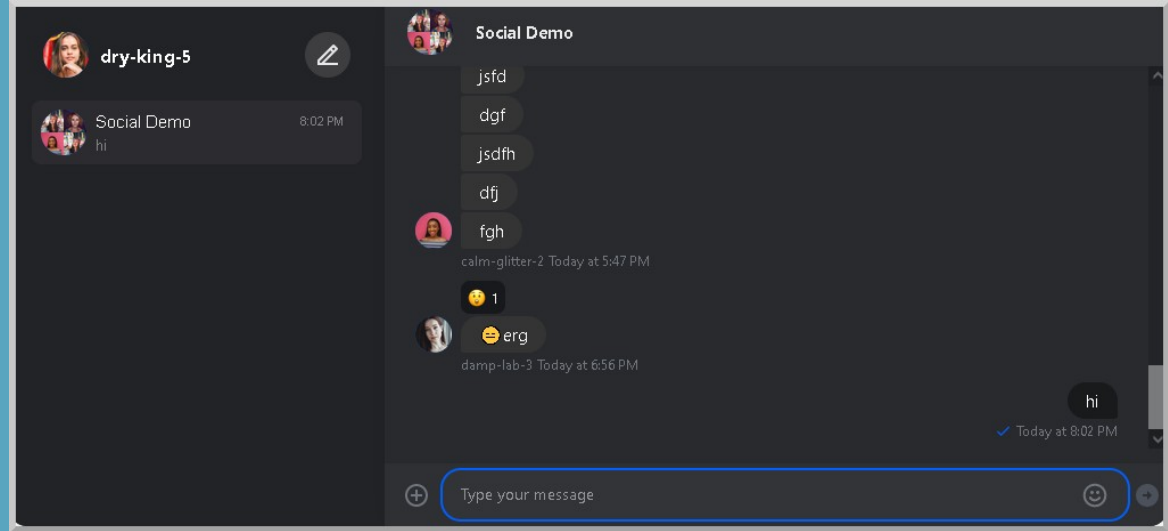
Player can take photos while he in garage, Other photos fro Wining race & Ticket violation will be sent to player chat system from the game.



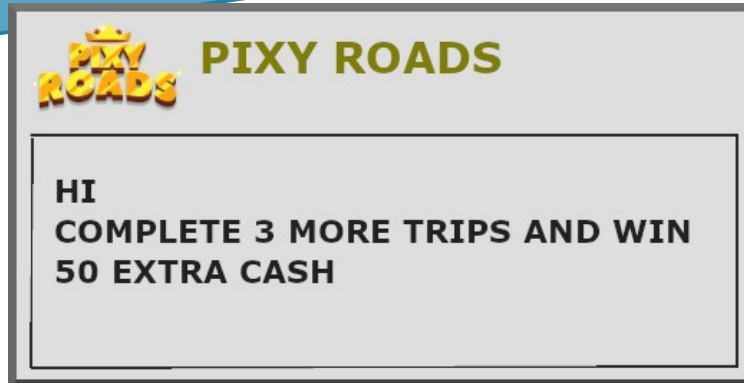
- **Chat System** : Player can chat with game friends only in the **Garage**, This will add another layer of fun to stay in **Garage**.

What Chat system to use?

-Stream Unity SDK from : **Getstream(.io)**



-**Push Notifications** :



Guild System: New variant type for the multiplayer Race :

Four Players 2 in each team, the goal is who will reach the finish line first, the Player who reach the finish line first his team will win.

So every team will use strategies and tactics to win the race.

Birthday Announcement

Every day announcement for who's players birthday today, So players can send Gifts and messages to each other.

Treasure Chest Keys

Free treasure chest in the game contain random prizes, every chest needs 3 specific keys to open it.

These special keys will be given away randomly by the game to random players.

Players job is to search and chat with each other and join together to open the treasure chest.

Gifts between players:

Ask and Send gifts to other players:

Players can ask for specific items in the game from other players OR send these items to players.

Game Items can be sent:

-Garage furniture

-Robo-Vehicle parts

-Race tickets

-Music tracks

#Must add limitation to this feature, So it won't destroy the Shop system.

THE NUMERICAL DESIGN

The player start the game, without money.

And must pay every month: Garage Rent - Robo-Vehicle installment

Garage Rent = 500 cash

Robo-Vehicle installment = 300 cash

To earn money the player works at DiDi company.

DiDi Trips Types:

Short trip = 15-25 cash - (2-3) minutes

Normal trip = 40-60 cash - (4-6) minutes

Long trip = 100-120 cash - (10+) minutes

With Cash player can:

A-Customize Robo-Vehicle

Change Robo-Vehicle Body = 10,000 cash

Change Robo-Vehicle Color = 500 Cash

Add sticker to Robo-Vehicle = 100 Cash

Change Robo-Vehicle Tires = 300 Cash

Buy Exterior parts (from 200 – 1000 cash)

Buy Interior parts (from 50 – 1000 cash)

B-Buy Garage Furniture

Example of Prices :

1-Normal Couch 500 cash – Better Couch 1000 cash – Amazing Couch 1500 cash

2-Gaming Arcade 2000 cash

3-Wall Clock 200 cash

4-Vase 100 cash

5-Small Table 300 cash – Coffee Table 700 cash

C-Buy Race Tickets

1 Race Ticket 1000 Cash

2 Race Ticket 1500 Cash

3 Race Tickets 2000 Cash

D-Pay Traffic Violation

- Failing to stop at a red light 500 cash**
- Driving over the speed limit 300 cash**
- Blocking street for X time 200 cash**
- Colliding with other cars 100 cash**
- Driving in other road 300 cash**
- Driving the wrong way 300 cash**

E-Buy Music Tracks (To play on Garage & DiDi trips)

Every Music Track 200 Cash.

F-Upgrade NFT Race Battle Cards

- First Card upgrade 200 cash.**
- Second Card upgrade 500 cash.**

Race Numerical

Every race will start with 4 Players.

3 laps every lap is 1 minute total of approximately 3 minutes to finish the race.

Every racer will be equipped with 5 cards.

The winners will get

-First Place : (5000 Cash - 2 race tickets – Free Random NFT Race Card).

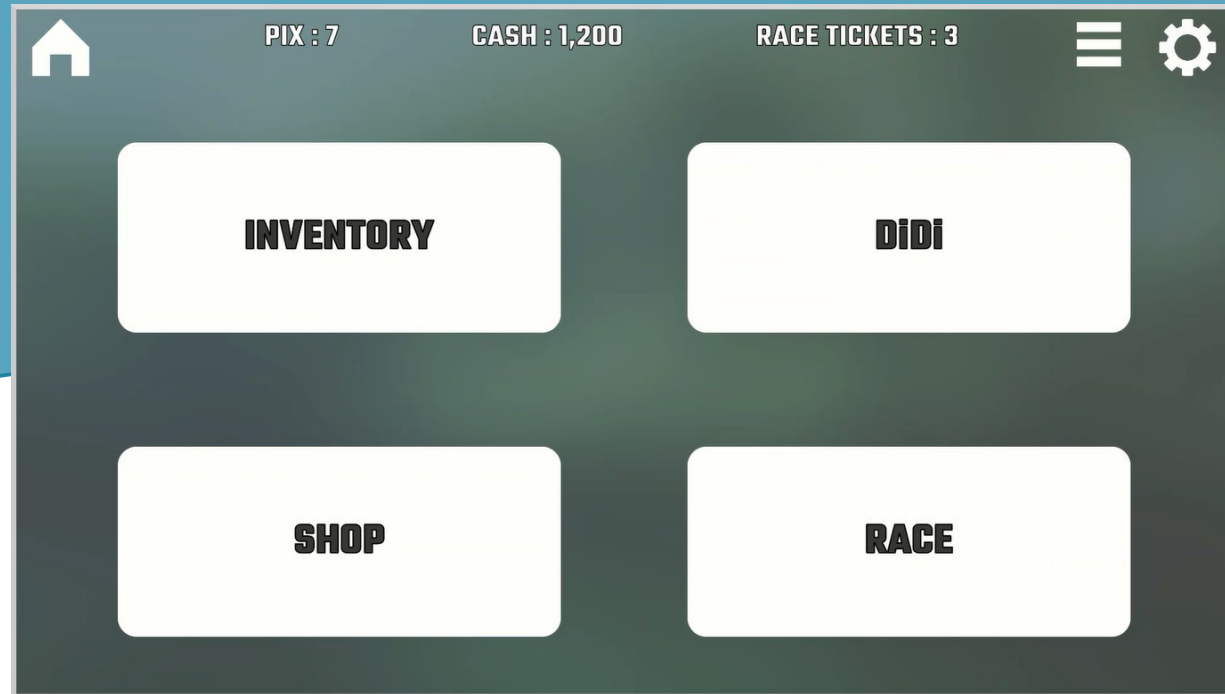
-Second Place: 1 race ticket – 500 cash.

-Third Place: 500 cash.

THE UI DESIGN

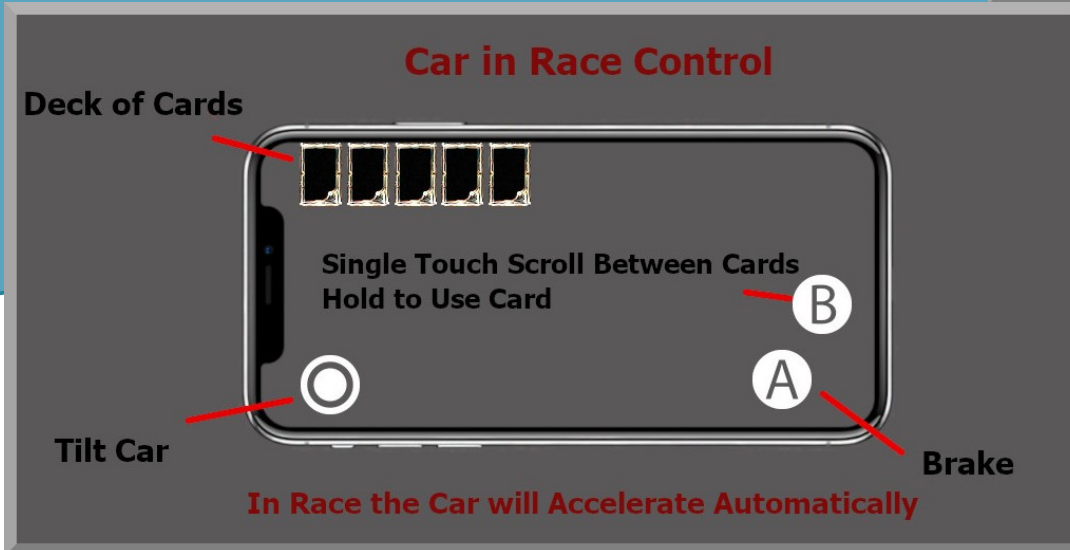
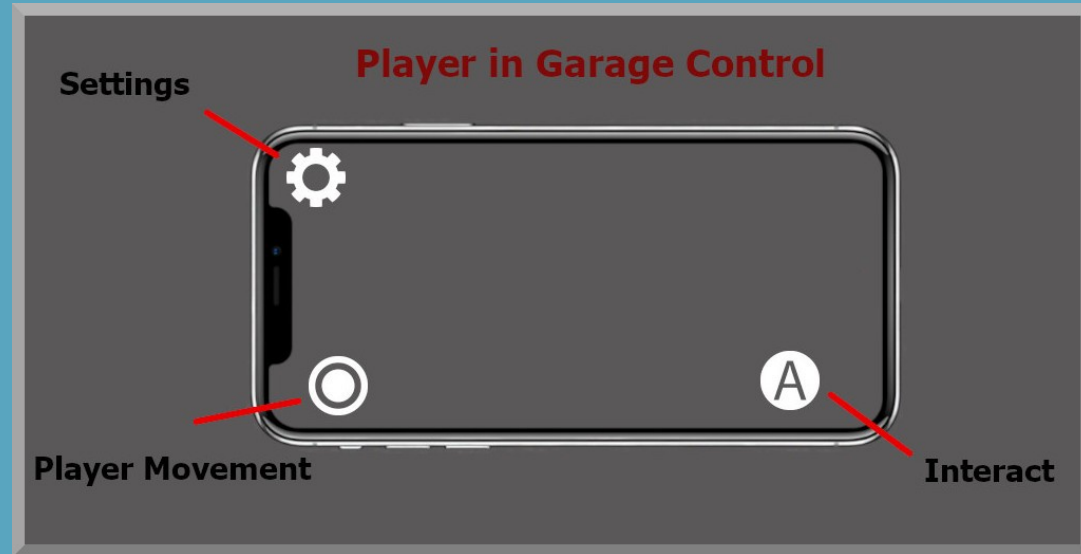
Video trailer showing menu UI

<https://www.youtube.com/watch?v=ylApwOur49g>



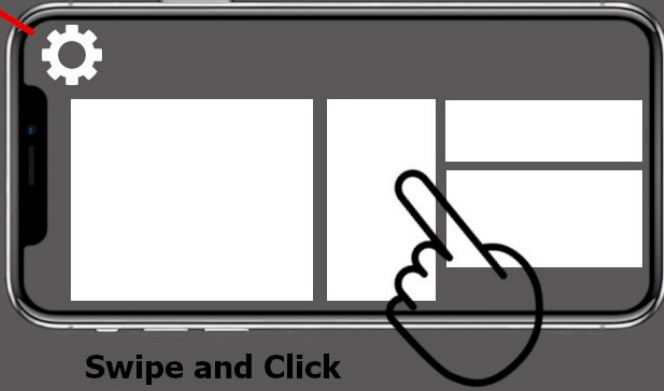
Game Controls (Mobile):

4 types of touch controls in the game



Settings

Shop-Inventory-Progress-DIDI interface



Swipe and Click

Settings

Car In Town Control



Brake
Reverse

Tilt Car

Accelerate

Game camera types:

#In Garage FPS camera style.

#In Town & Race: 4 types of camera views.



PIX : 73
CASH : 2,500



PIX : 73
CASH : 2,500



THE DEVELOPMENT PLAN

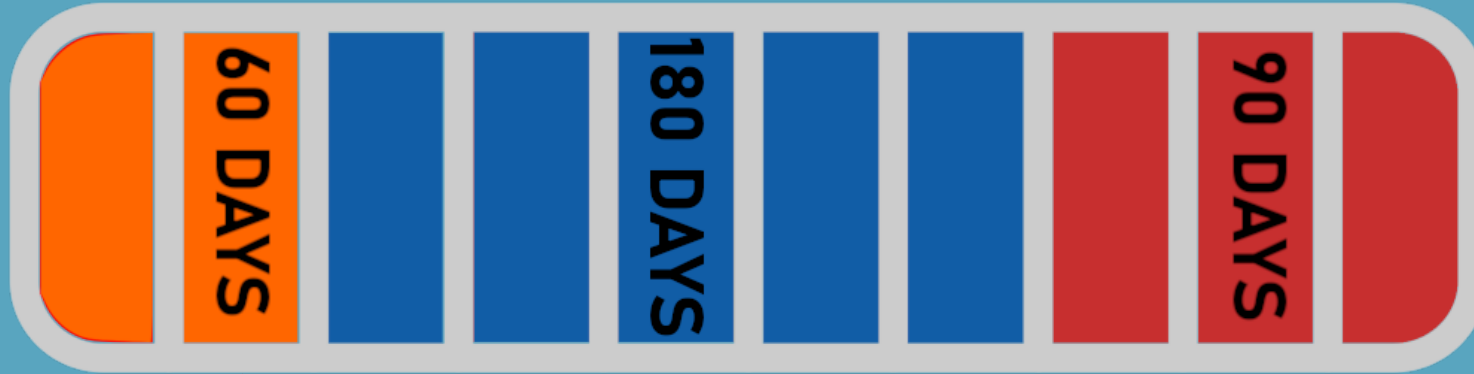
Development cost

Regardless of the type and size of the game you develop, there are several factors that influence the costs, which apply to almost all mobile game development.

Pre-Development Costs

For the game development process to be well structured, game developers will create a strategy in the form of a GDD document that will include all the game details. This step is essential because it will be the basis of the whole project.

DEVELOPMENT PROCESS



Pre Production

- Forming team
- Concept art
- Rough prototype
- Detailed game design document

Production

- Serious building
- Hire freelancers
- Test iterate loop
- Start free marketing

Post Production

- Get ready to launch
- Start paid marketing
- Start Localization
- Fix bugs and optimization
- Test iterate loop

-Win cash and prizes

-Drive and earn cash

DIDI

RACE

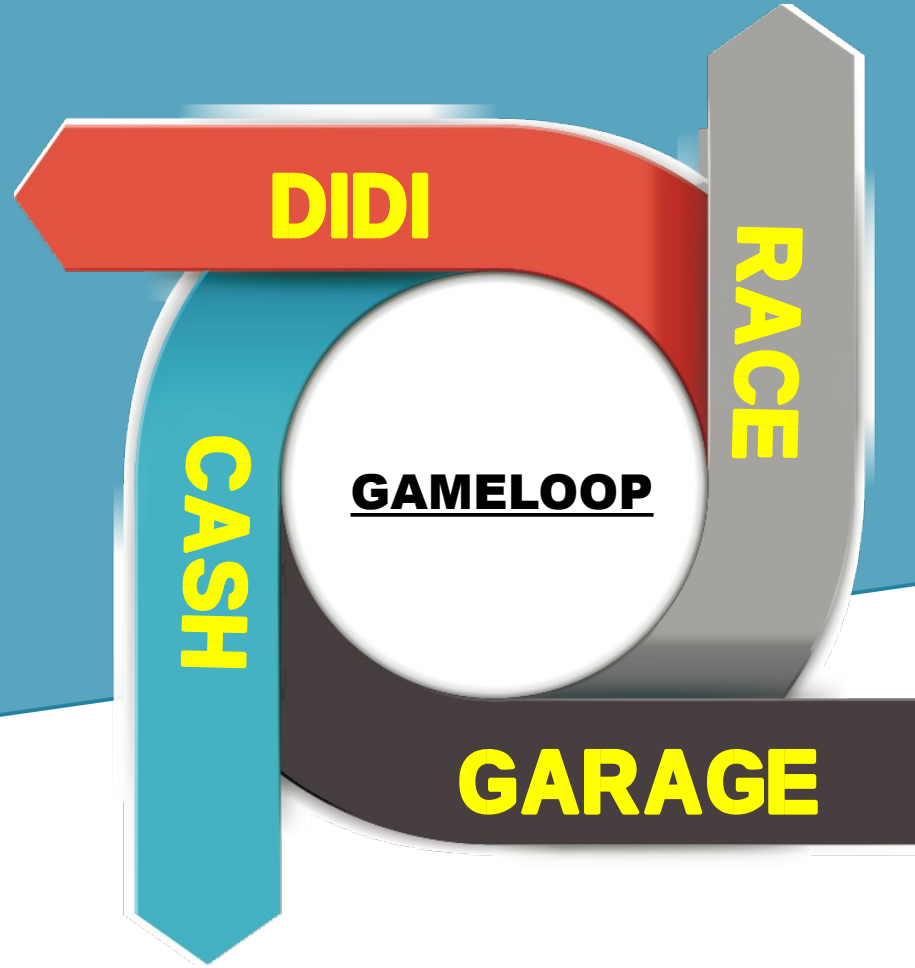
CASH

GAMELOOP

GARAGE

-Manage your journey

-Buy/Customize/upgrade



E N D



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