

1.)

In a post-automation neon future, most of the world's population live in hyper-urban, overbuilt cities. Automation has eliminated the need for human labor, so the majority of the population lives on 'basic' government assistance provided to every adult; enough to survive but never enough to escape. With no jobs to occupy the population's time, an elite autocracy attempts to control a public that is starved for purpose. In an effort to prevent more civil unrest, they have created a competition that tests both the contestants' physical capabilities and their skills. For the winner, a chance to break free of the basic caste they were born into. Do you have what it takes to break the cycle?

2.)

You play as Finn, a hopeful competitor trying to make a name for yourself and break free of the 'basic' cycle. You can customize your avatar and give yourself a nickname (used for multiplayer).

The game exists in two stages:

First: the "Tutorial Stage". This will be the most narrative driven portion of the game, establishing our time and place. Here we create our avatar and learn the basic controls of the game. The controls are the most unique part of the game. See below for required equipment\*. In the tutorial stage, you'll compete in a few 'qualifier' events that increase in difficulty while also layering in additional controls (jump, drift, use powerup, etc.)

Second: The bulk of the game is centered around the racing competition. The trainer measures the amount of power that the player is producing, which then allows the racer to move faster. Handling is measured with a gyro on top of the handlebars (smartphones can easily be mounted and used for steering, which can also act as a heads up display for powerups, leaderboard, etc).

Your avatar races others in real-time against either a bot designed to push you, or other competitors. Races vary in length, complexity of the course, and have different thematic elements. Races will not strictly be a matter of physical strength leading to victory, but a combination of well timed and strategic efforts and smart game-play.

\* Necessary to play, is a bicycle trainer that is capable of measuring the power output of the player, a smartphone, an Elite Sterzo, and a bicycle that is equipped with electronic shifting (Shimano Di2, SRAM Etap, Campagnolo EPS), and computer.

If all of this sounds very strange and excessive, it might be for now, but it won't be for very long. Indoor cycling has exploded\* and popularity will continue to grow as the technology matures and becomes less expensive.

**This project is an effort gamify indoor training and fitness.**

**\* Peloton has exploded to 47B in market capitalization and Zwift has received over \$600 million in VC in the last year alone.**