



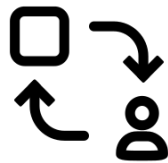
Noah's Ark

<I, Game, Robot> Game Feature Design

DERUTO

Hope & Break & King & Song & Yu

Acknowledgement



This game feature design is base on the the game design planning by zhoumo-creator(0x2B40590F525B4F552B0efB85333877b4A0769400).

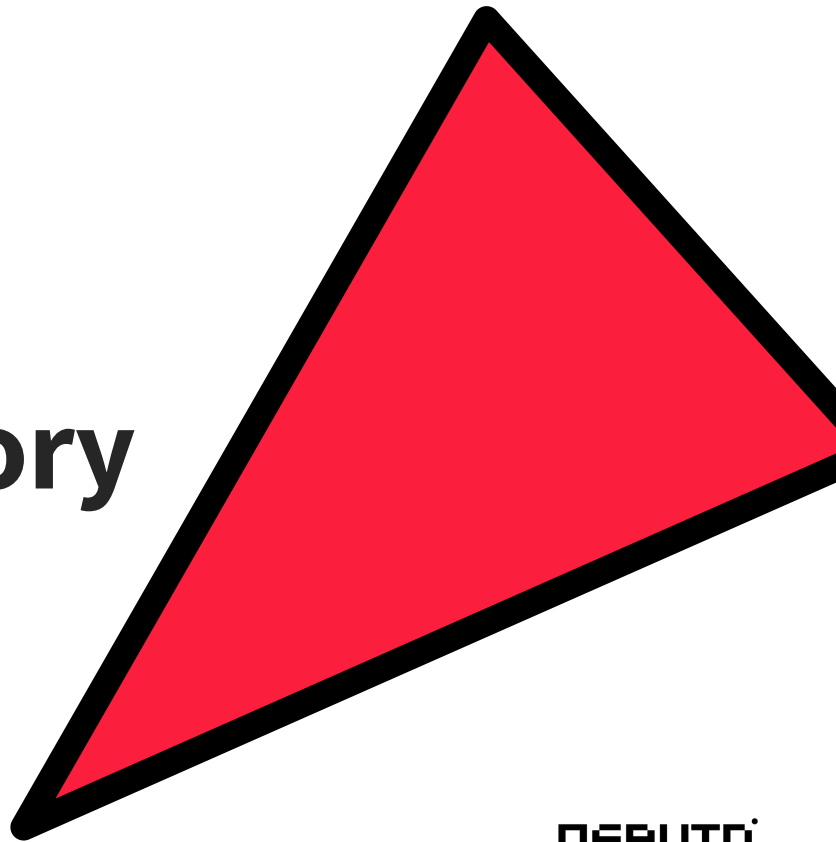
Thanks for their creative game design planning.

Here is their PR:

https://github.com/zhoumo-creator/-I-Game-Robot-_game_design_plan

Noah's Ark

- Background Story



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Background Story

World background

- In 2252
- Efficient modular city, key prop called "mobile space"
- In 50 years the world will be destroyed unless living cities are made
- People organized a new city creation team and established a new city, Noah's Ark

Main Character background

- Name:P
- 25-year-old automotive engineer with engineering and driving excellence, Cross Age Company - located in the Old City
- Loves cars and was poor when he was young
- Developed a prototype robot system, which was rejected by the boss

Narrative framework

Target

- Complete the construction of Noah's Ark before the end of the world

Antagonism

- The car is not just a tool, but also a moving space, the cells that make up the new city
- The industrial giants of the old city want to prevent the construction of the new city

Settle

- The resources of the old city plummeted many times, and the old cityists wanted to control the new city; Players need to speed up their pace, strengthen their strength, and build higher hash power

Storyline

Call of Duty

- P Let go of your worries and go to the new city

Meet a mentor

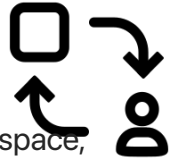
- Sage of the Freedom Alliance

Through obstruction

- In the new city, the car is not considered a tool, but a combat partner

Tests, partners, enemies

- In different communities of riders, P met many friends



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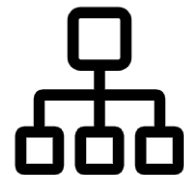


Noah's Ark



The Core Gameplay

Game Flow



- Explore Stages
- Read the Data
- Make Partner
- Manage NewCity
- Unlock OldCity
- Enjoy Match

Explore Stages

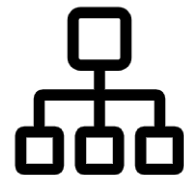
Beginners' Guide

Our players will start their first battle in the beginner map, it will display some basic interactive operations in the battle interface with the background story.

And Players will get **DATA CHIPS** and **COMPUTING POWER** after clearing the stages of the Map.

P.S: Our early players will get our free airdrop in this battle stage.

Game Flow



Explore
Stages

Read
the Data

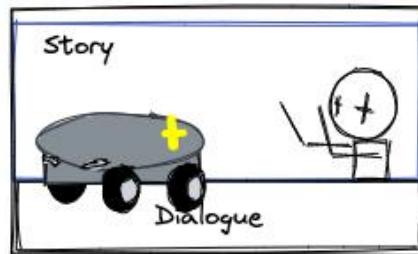
Make
Partner

Manage
NewCity

Unlock
OldCity

Enjoy
Match

Beginners' Guide Script



Fade in
Virtual automobile testing ground

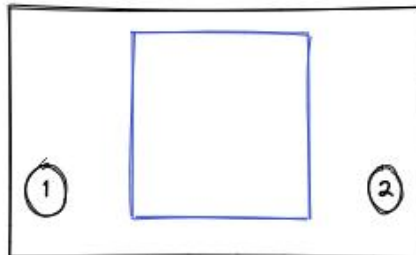
A car with a shining surface is being started slowly.

P, who wears an engineer suit and VR helmet:

"The 10th... .. prototype simulation experiment begins!"

Fade out

Battle Interface



Fade in
Battle Interface with two skill buttons and infoUI

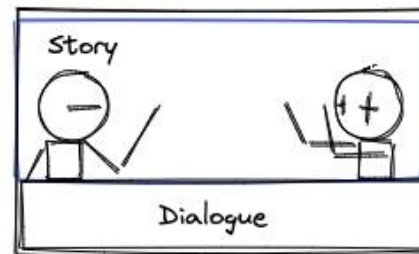
The car is running on the road of the ground and a giant rock shows up

Text prompt: USE Skill-1 to jump over the rock!

Then a heavily armored vehicle approaches

Text prompt: USE Skill-2 to destroy the enemy's car!

Fade out



Fade in
A man is working with his VR helmet in an office with plenty of luxury decorations

P, rushes into the office and show a chip to the man excited:

"Boss! I think my AI robot prototype works! And its performance was amaz..."

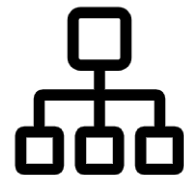
"Nonsense! Our system is perfect enough!" Boss interrupted P and continue his work "Get out! Now!"

Fade out

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Game Flow



**Explore
Stages**

**Read
the Data**

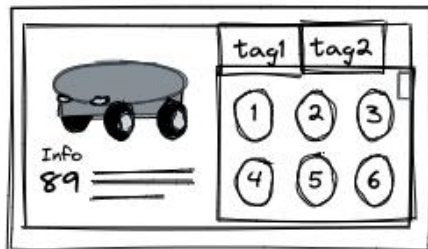
**Make
Partner**

**Manage
NewCity**

**Unlock
OldCity**

**Enjoy
Match**

Beginners' Guide Script



Fade in

P is sitting in a prototype car in his garage with dim lighting:

"... .." Then he installs the prototype chip into the car.

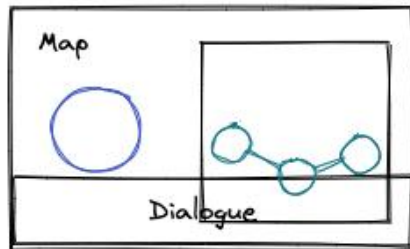
Fade out

Fade in

The interface of Assemble Car

Show the steps to install the chip

Fade out



Fade in

The interface of OldCity management with an unknown picture of the city.

A dialogue show up:

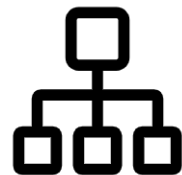
"The destination has been set: Noah's Ark... .."

Fade out

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Game Flow



Explore
Stages

**Read
the Data**

Make
Partner

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Read the Data

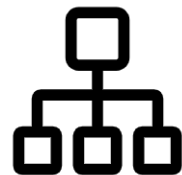
After acquiring the data chips and computing power from the stages, players will read the data chips to **produce elements with our GARAGE** — the AI partner (aka Moving Space).

We will get four kinds of elements to make a new partner:

- Body
- Wheel
- Energy core
- Control chip

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Game Flow



Explore
Stages

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the Data

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Make Partner

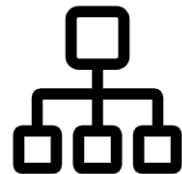
The Doomsday is coming, we must against the clock.

To build the New-city and save our lives, such a great mission, we can't finish this huge plan alone. So we have to make more partners, also a part of the New City, by **assembling elements with our GARAGE.**

They will help us to collect data chips and computing power more effectively.

DEAUTO

Game Flow



Explore
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the Data

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Partner

**Manage
NewCity**

Unlock
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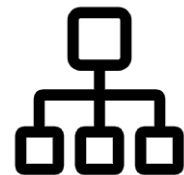
Manage NewCity

To make our Noah Ark a better city and store data as much as possible, we must **update our technologies using computing power**. For examples, players can update the technologies of Exploring maps to get more kinds of date chips to make their ideal partner.

Due to our distributed file system, we can do those things in the GARAGE.

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Game Flow



Explore
Stages

Read
the Data

Make
Partner

Manage
NewCity

**Unlock
OldCity**

Enjoy
Match

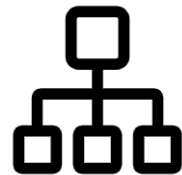
Unlock OldCity

Every Old City has its unique culture and knowledge. To save our culture from doomsday, unlock more Old City will get more computing power and help Noah's Ark store more data about ourselves. Players can get a series of data chips that could use to **make unique elements in different cities' styles**.

And players can **upload their cases of Old City to the Market System**. We will make it a part of our game if it gets enough votes in the community.

DEAUTO

Game Flow



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Enjoy Match

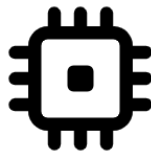
As more and more Freeman come to build Noah's Ark, there are some kinds of matches among freemen.

Some of them like to challenge themselves, so they **make different kinds of partners to explore the map** to get better time records in the game. (PVE mode)

And some of them enjoy **beating other freemen** to make their driving tech better. (PVP mode)

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Core Function



Garage System

In this section, we will use Bartle model to explain how our game works for players.

Bartle Player Taxonomy

Killer: These players **enjoy creating chaos and challenging authority** by attempting to alter the functioning of the game's world and trying to affect the experience for other players.

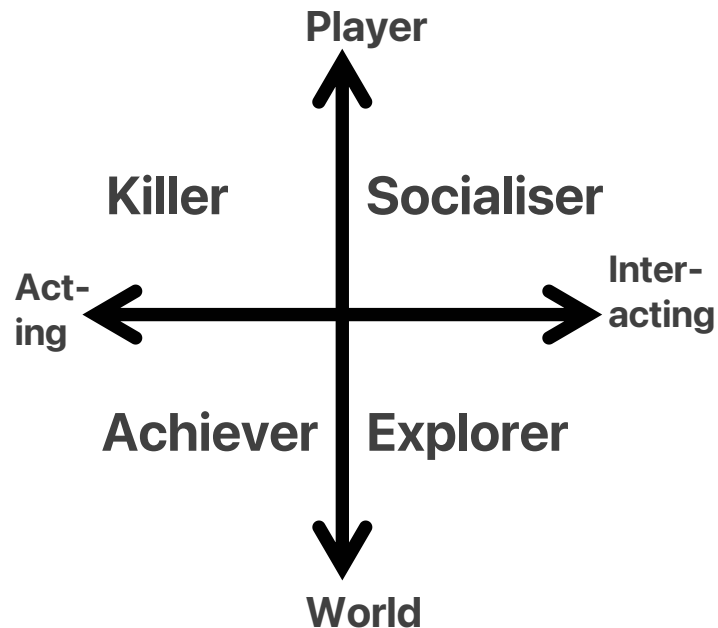
Achievers: Their goal is to **accumulate status, loot, and points** by winning the various battles within in the game; they tend to follow the game's rules.

Explorers: They want to **discover the systems** that govern the function of the game world, **understand their technicalities and uniquenesses**, and learn how to take advantage of them.

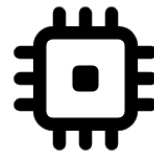
Socializers: They want to **form connections with other players** by telling stories, sharing tactics, and working together within the game.

City Manage

Market System



Core Function



Garage System

Core Function of the Garage System

1 Element manufacturing

When freemen get data chips, they must read the chips with the garage's help. So they will know what kinds of elements had been recorded and could produce them.



City Manage

2 Make Partner

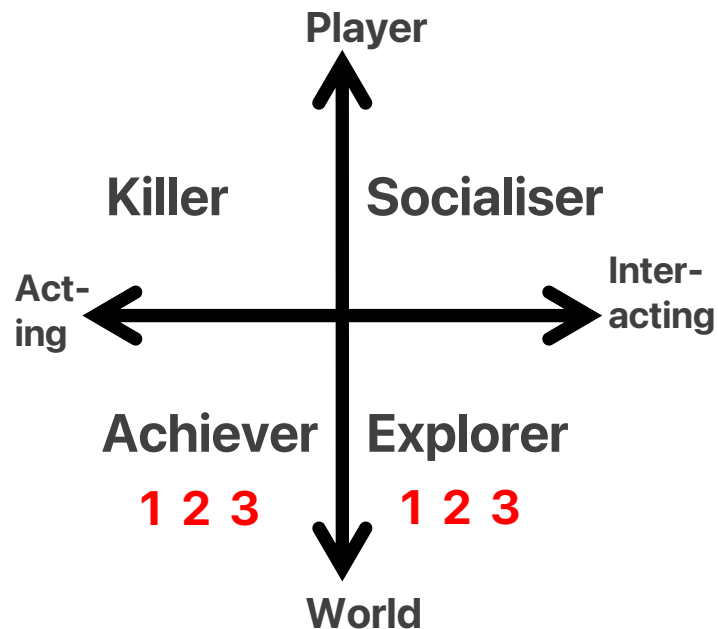
When freemen collect four kinds of elements at least, they could assemble a new partner in the garage. Because there are so many old cities to explore, they could make so many partners who are powerful and versatile.



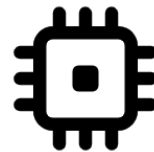
Market System

3 Resource manage

Computing power is the most important resource, freemen should get the balance of city building, tech updating, and partners' upgrades.



Core Function



Garage
System

Core Function of the City Manage

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When freemen get data chips, they must read the chips with the garage system. So they will know what kind of elements have been recorded and could produce them.

City
Manage

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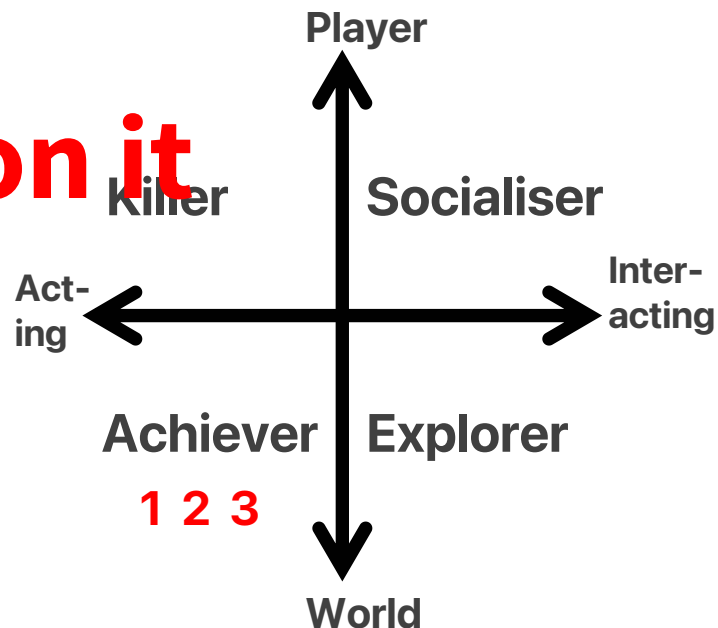
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Market
System

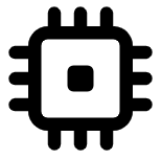
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Still working on it



Core Function



Garage System

Core Function of the City Manage

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City Manage

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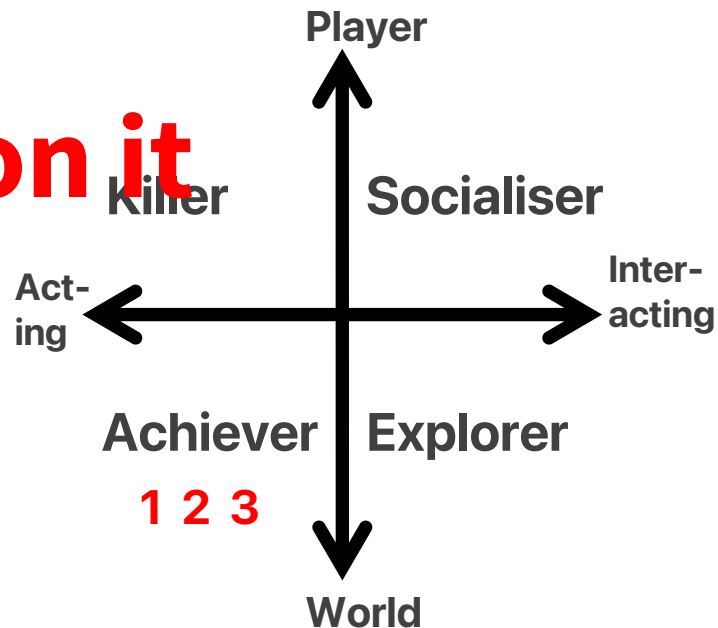
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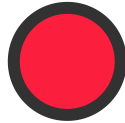
Social Model



Still working on it



Social
Model





Noah's Ark



The Numerical Design

Numerical Design

Level
Design

Still working on it

Partner
Value

Attribute Summary = (Initial Character Attribute + Character Upgrade Attribute + \sum Equipment Attribute Summary + \sum Skill or Effect Attribute Summary) \times (1 + \sum Percentage Attribute Summary + \sum Skill or Effect Percentage Attribute Summary)

Skill: Quick replenishment

Market
System

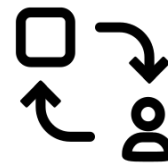


Noah's Ark



The UI Design

Interaction Instruction

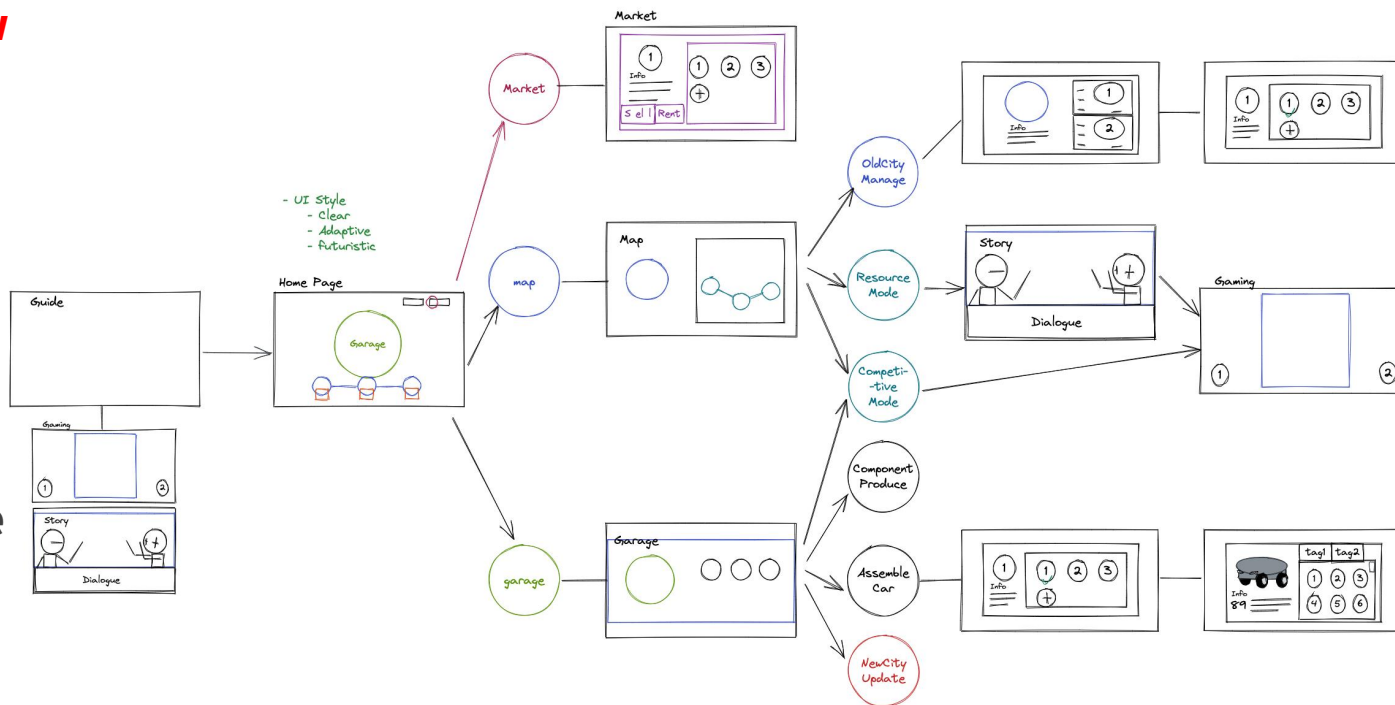


Preview

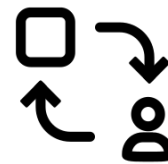
Market System

City Manage

Garage System



Interaction Instruction

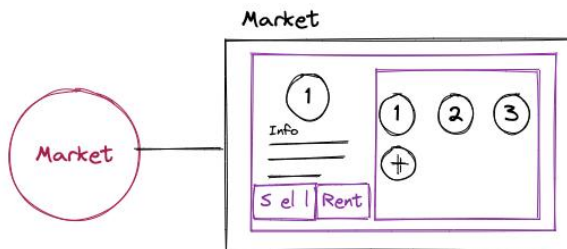


Preview

**Market
System**

City
Manage

Garage
System



Interface requirements:

Pop-up interface for market trading, two-level interface: Browse World Market (display vehicle information, provide both purchase and rental functions) and My Vehicle (display vehicle information, provide rental and sale functions).

Material template:

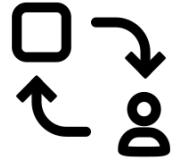
Transparent basemaps*6 of vehicles that require a unified perspective are used in the world market or more, the idea: generate a solid color basemap.



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Interaction Instruction

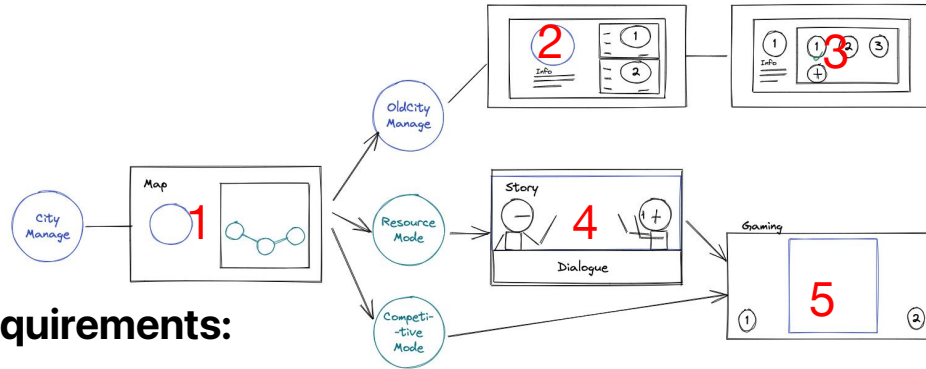


Preview

Market System

City Manage

Garage System



Interface requirements:

1 Old City Map: City Miniature Map (3 cars are required below, with the value of earning hashrate attached below) + Level Map (make components representing the route of the level on the basemap) + Level pop-up (Level Information & Resources/Competitive Mode Switching).

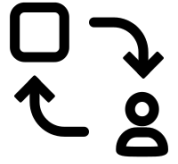
2 Old city management interface: city miniature map (with basic introduction and level information of the city below) + parking space detailed information arrangement.

3 Vehicle selection interface: You can use the same interface with the vehicle management of the garage system.

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Interaction Instruction

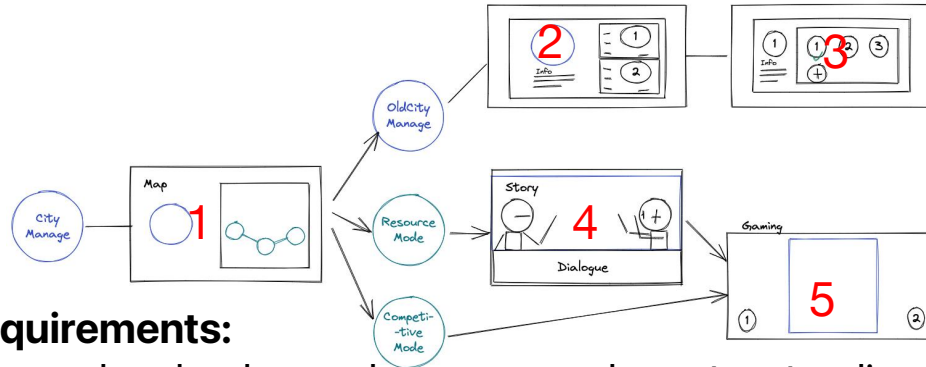


Preview

Market System

City Manage

Garage System



Interface requirements:

4 Plot interface: urban landscape base map + character standing drawing + dialog box

5 Battle interface: track base map + vehicle information display (durability, speed) + skill release button (with cooldown display)

Material template:

Old City Template: City Miniature Map *1 + Level Map *1 + Landscape Map *1 + Track Map (to be experimented), keep the style consistent

New City: New Town Miniature Map *1 + Landscape Map *1



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Interaction Instruction

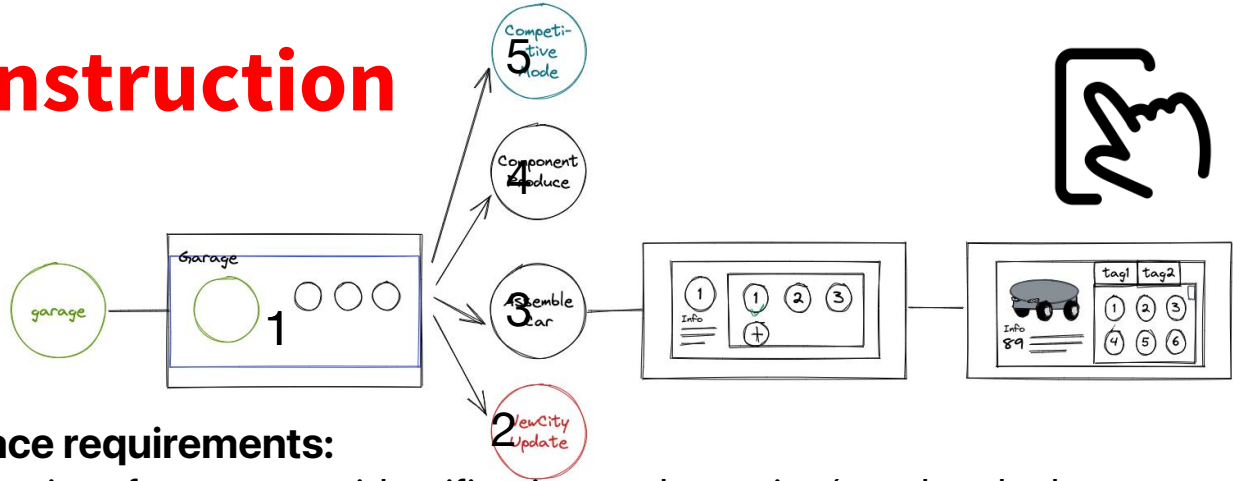


Preview

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

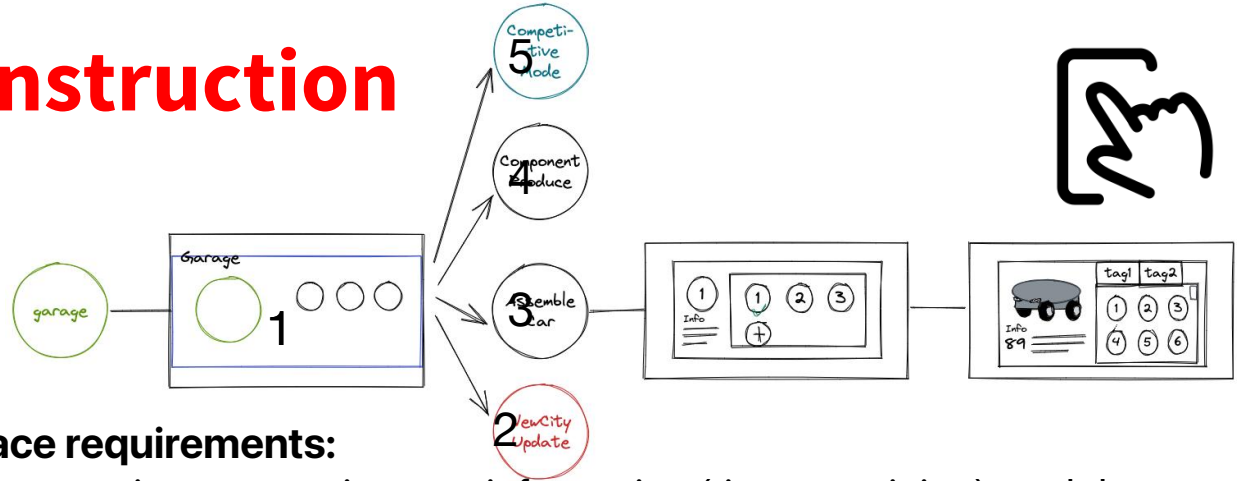
Interaction Instruction

Preview

Market System

City Manage

Garage System



Interface requirements:

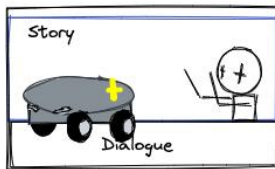
4 Part generation: generating part information (time remaining) + tab bar (body, tires, energy source, smart chip, data chip)

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

Material template:

Button style, border style (color change)

Core UI Design



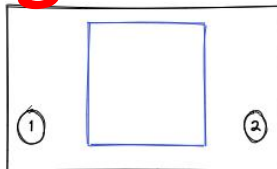
Fade in
Virtual automobile testing ground

A car with a shining surface is being started slowly.

P, who wears an engineer suit and VR helmet:

"The 10th... .. prototype simulation experiment begins!"

Fade out



Fade in
Battle Interface with two skill buttons and infoUI

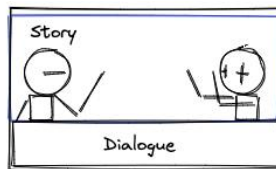
The car is running on the road of the ground and a giant rock shows up

Text prompt: USE Skill-1 to jump over the rock!

Then a heavily armored vehicle approaches

Text prompt: USE Skill-2 to destroy the enemy's car!

Fade out



Fade in
A man is working with his VR helmet in an office with plenty of luxury decorations

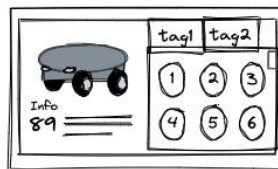
P, rushes into the office and show a chip to the man excited:

"Boss! I think my AI robot prototype works! And its performance was amaz..."

"Nonsense! Our system is perfect enough!" Boss interrupted P and continue his work

"Get out! Now!"

Fade out



Fade in
P is sitting in a prototype car in his garage with dim lighting:

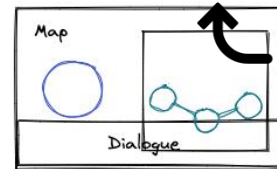
"... .." Then he installs the prototype chip into the car.

Fade out

Fade in
The interface of Assemble Car

Show the steps to install the chip

Fade out

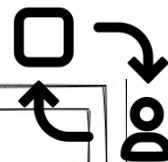


Fade in
The interface of OldCity management with an unknown picture of the city.

A dialogue show up:

"The destination has been set: Noah's Ark... .."

Fade out



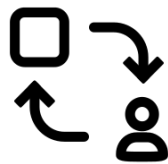
Interaction prototype ideas:

Follow this script combined with planning the background story to do a beginner's tutorial, showing the gameplay, plot, and some basic operations in the process.

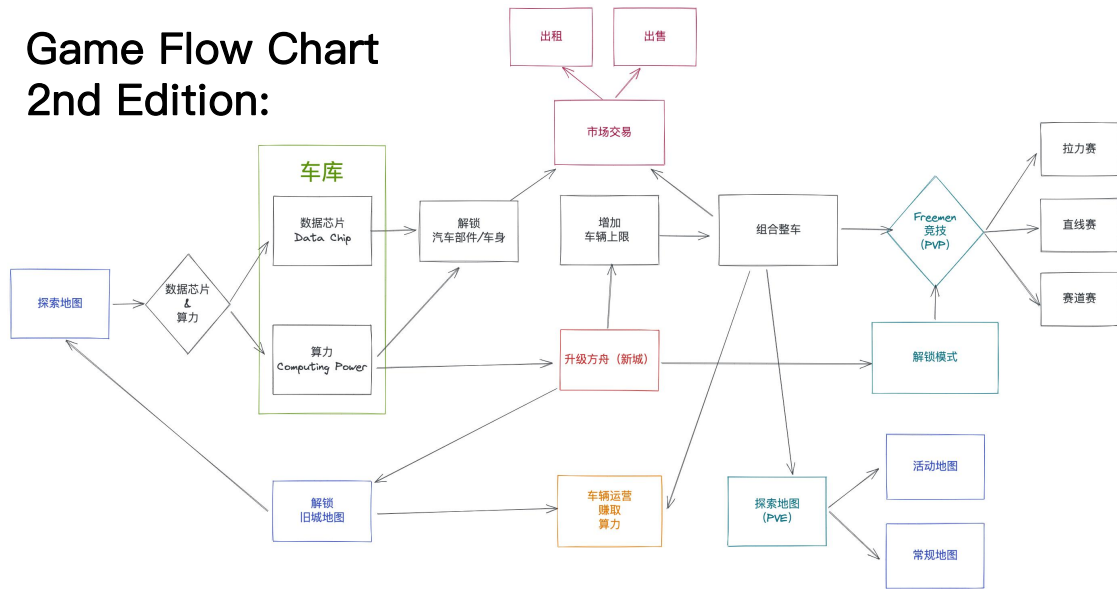
PS: The third content of the track needs to make a car model with the protagonist prototype, and the hostile vehicle of the battle screen can enlarge the prototype as a whole, move the tires outward to enlarge, add offensive attachments, change the color of the texture, etc. to quickly make a second one for the battle screen demonstration.

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Additional references



Game Flow Chart 2nd Edition:



The address (Flowchart, beginner tutorial script can be edited):

<https://excalidraw.com/#room=53e81a44bbb399e47d60,qbDtFXN0CzSAVVDYg4bSaQ>