



# Noah's Ark

<I, Game, Robot> Game Feature Design

DEAUTO

HopE & Break & King & Song & Stevenwei

# Acknowlegement

This game feature design is base on the game design planning by zhoumo-creator&season.

Thanks for their creative and amazing idea.

Here are their PR:

Game Design Planning:[https://github.com/zhoumo-creator/-I-Game-Robot-game\\_design\\_plan](https://github.com/zhoumo-creator/-I-Game-Robot-game_design_plan)

Game Feature Design:<https://github.com/HopeLightning/I-Game-Robot-Game-Feature-Design>

Concept Art Design: <https://github.com/451935154/MAGIC-ROAMING>

Monetization Model Design:<https://github.com/StevenWXY/monetization-model-design-of-noah-s-ark>



Noah's Ark

# Background Story

# Background Story

## World background

- In 2252
- Efficient modular city, key prop called "moving 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

# Background Story

## 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

## Explanation of terms

### Freeman

- Players. We call those people who own a partner car freeman.

### Partner

- AKA moving space. We call it partner because it is an AI robot not just a car or a house.

### Data Chip

- It is a kind of important resource to build the New City and get new partners.

### Computing Power

- Base currency and resource in the game.



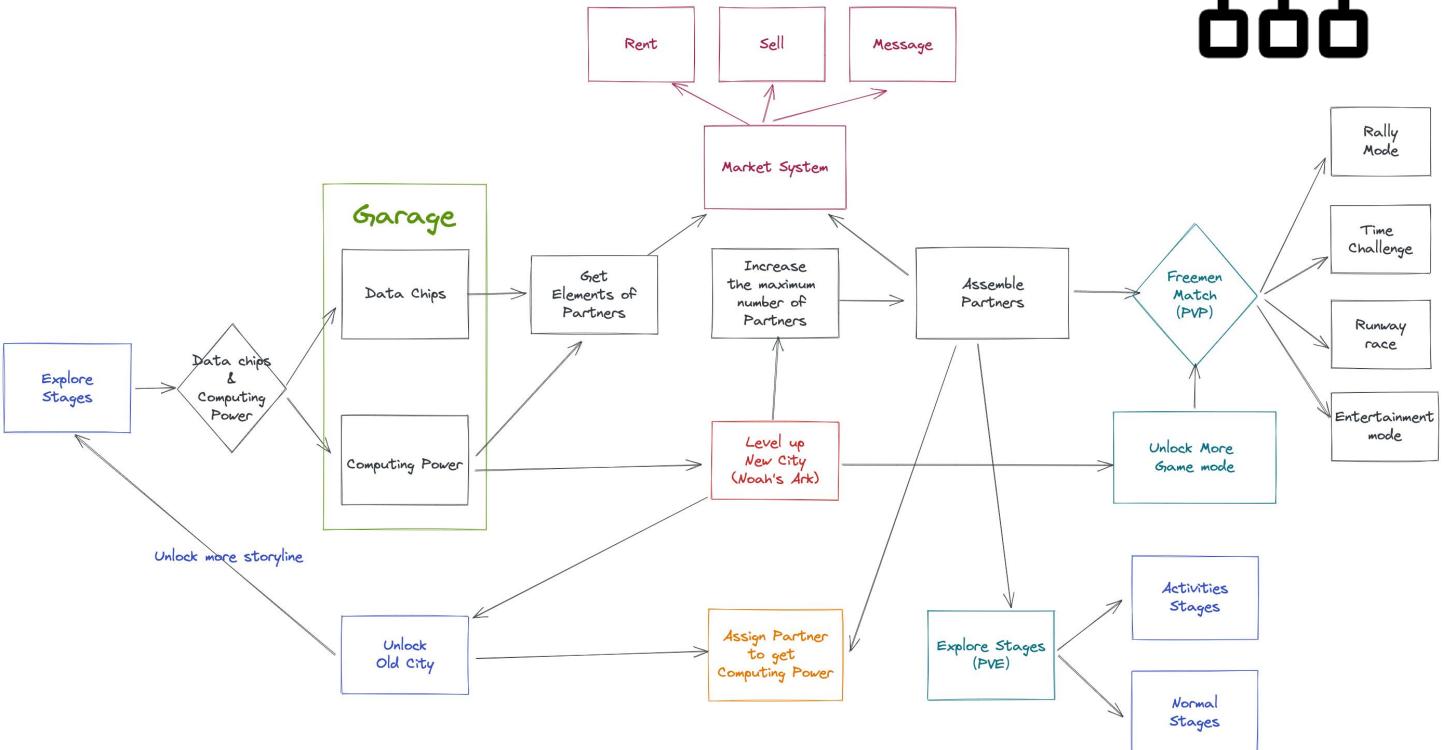
# Noah's Ark



## The Core Gameplay

# Game Flow

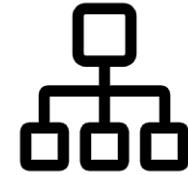
- Explore Stages
- Read the Data
- Make Partner
- Manage NewCity
- Unlock OldCity
- Enjoy Match



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# Game Flow

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## 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.

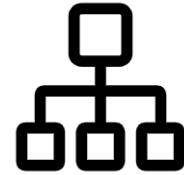
And Players will get **DATA CHIPS** and **COMPUTING POWER** after clearing the stages of the Map.

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

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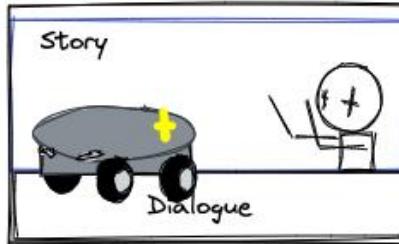
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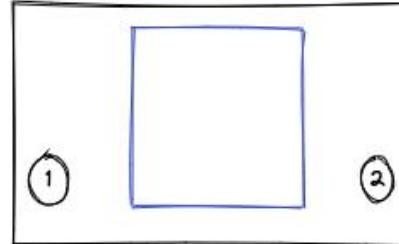


## Beginners' Guide Script

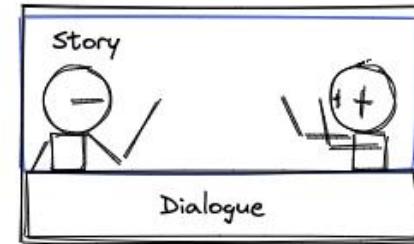
Battle Interface



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

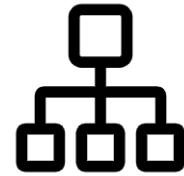


Fade in  
A man is working with his VR helmet in an office with plenty of luxury decorations  
  
P, rushes into the office and show a chip to the man excited:  
  
"Boss! I think my AI robot prototype works! And its performance was amaz..."  
  
"Nonsense! Our system is perfect enough!"  
Boss interrupted P and continue his work  
"Get out! Now!"  
Fade out

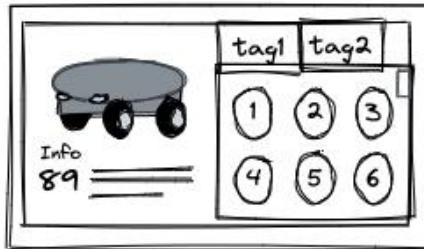
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# Game Flow

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## Beginners' Guide Script

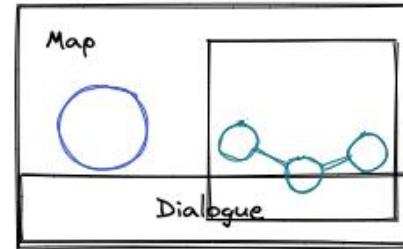


Fade in  
P is sitting in a prototype car in his garage with dim lighting:

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

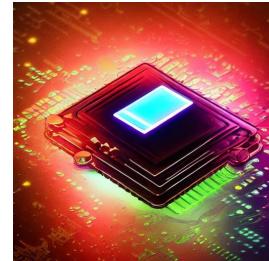
Fade in  
The interface of Assemble Car

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

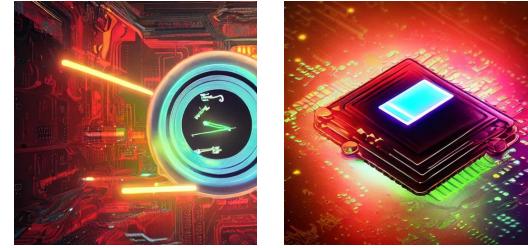


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# Game Flow



## Read the Data



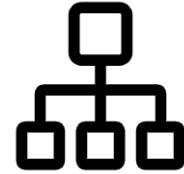
After acquiring the data chips and computing power from the stages, players will read the data chips to **produce elements with our GARAGE** — the AI partner (aka Moving Space).

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

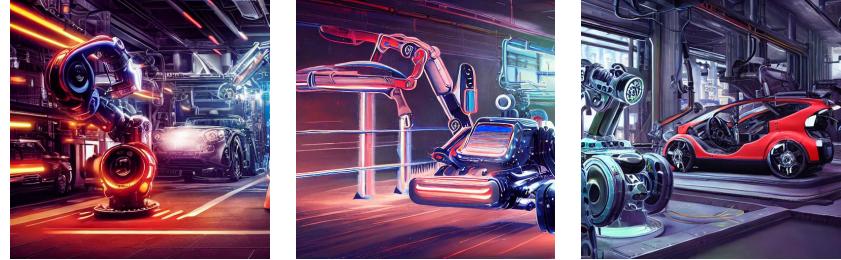
- Body
- Wheel
- Energy core
- Control chip

# Game Flow

- Explore Stages
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## Make Partner



The Doomsday is coming, we must against the clock.

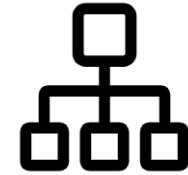
To build the New-city and save our lives, such a great mission, we can't finish this huge plan alone. So we have to make more partners, also a part of the New City, by **assembling elements with our GARAGE**.

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

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# Game Flow

- Explore Stages
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## Manage NewCity



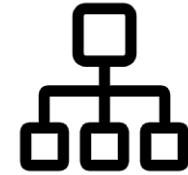
To make our Noah Ark a better city and store data as much as possible, we must **update our technologies using computing power**. For examples, players can update the technologies of Exploring maps to get more kinds of date chips to make their ideal partner.

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

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# Game Flow

- Explore Stages
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- 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.

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# Game Flow

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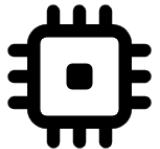
## Enjoy Match



As more and more Freemen 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)

# 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.

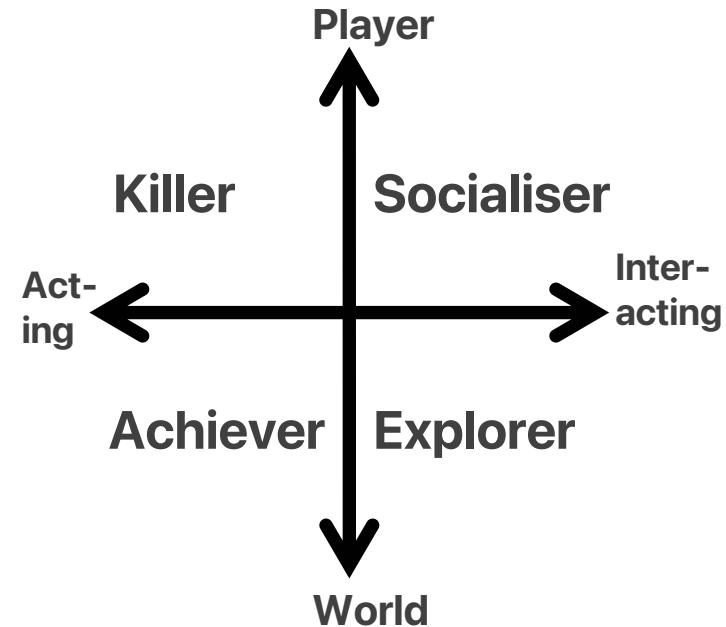
## City Manager

**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.

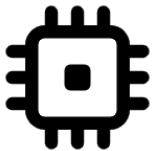
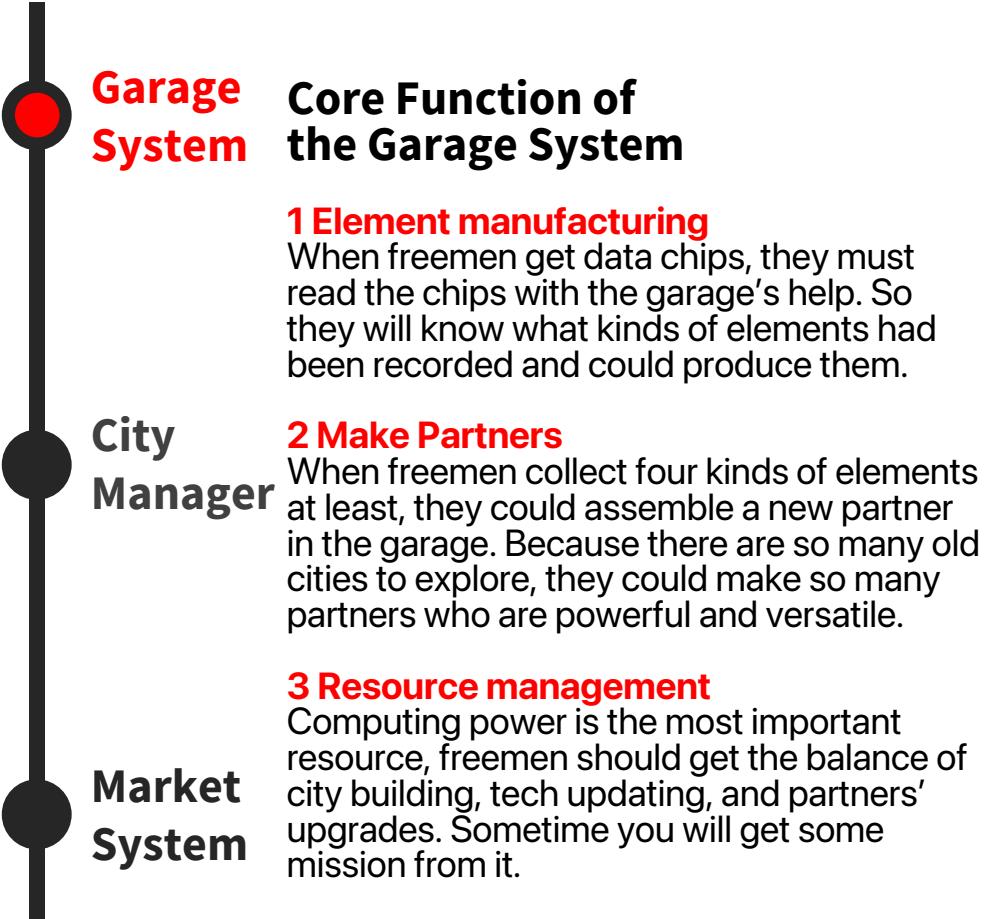
## Market System

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



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# Core Function



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# Core Function



## Core Function of the City Manager

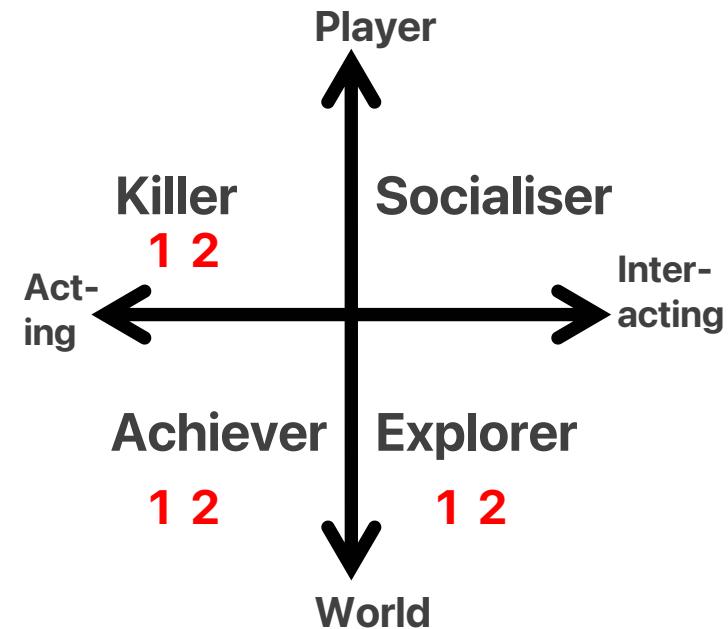
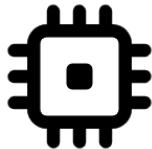
### 1 Construct the New City

Every partner will be a cell of the New City. So we could make more partners and send them to the Old City to get resources to build the New City before doomsday's coming. Freemen can customize vehicles according to the characteristics of each city, so they could get more resources.

### 2 New City Management

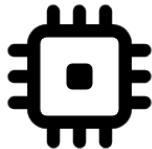
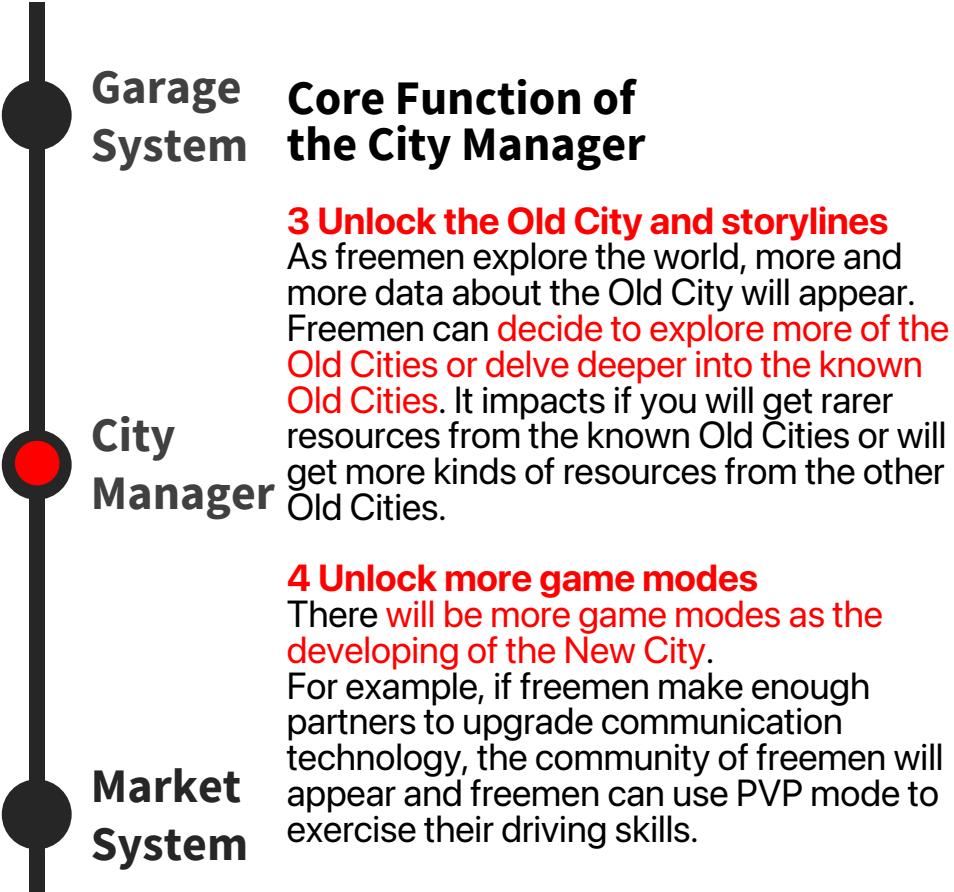
City Management is another important system in the game. Freemen could **try different technology trees to get various experiences from the game.**

For example, a killer-type freeman could choose to upgrade the technology which allows freemen to get more power from assigning idle partners, so he/she can pay more attention to the PVP mode and get more fun from it.



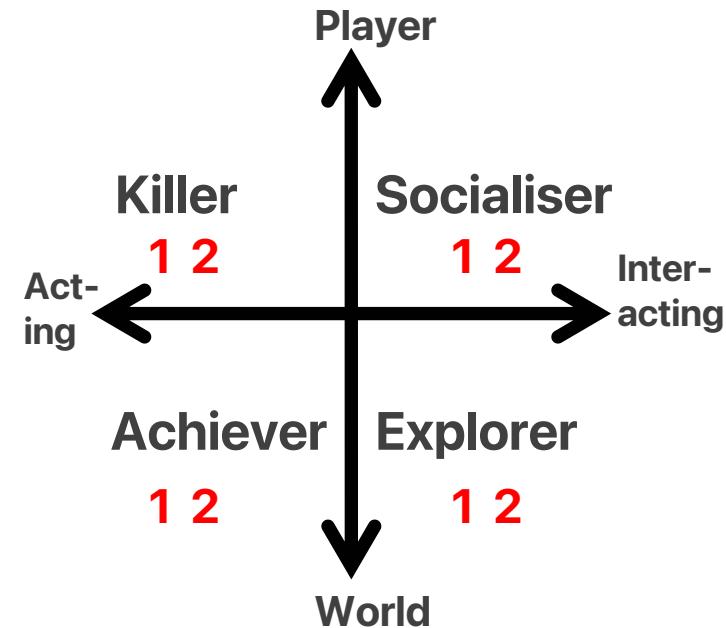
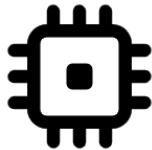
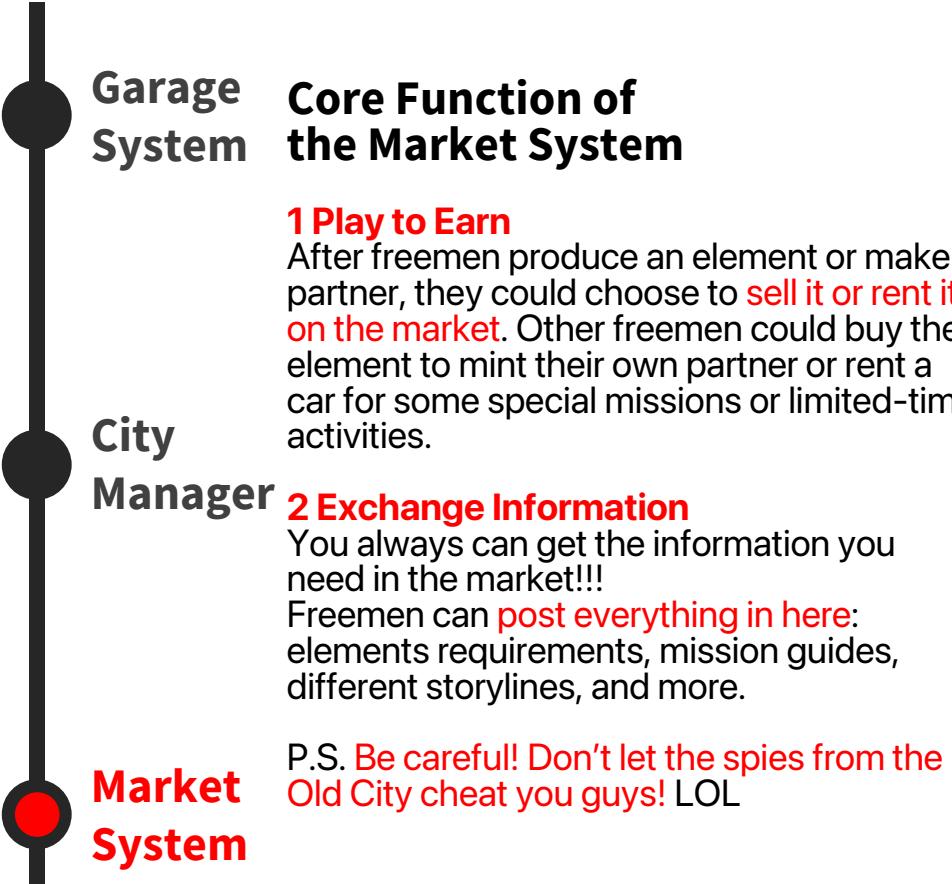
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# Core Function



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# Core Function



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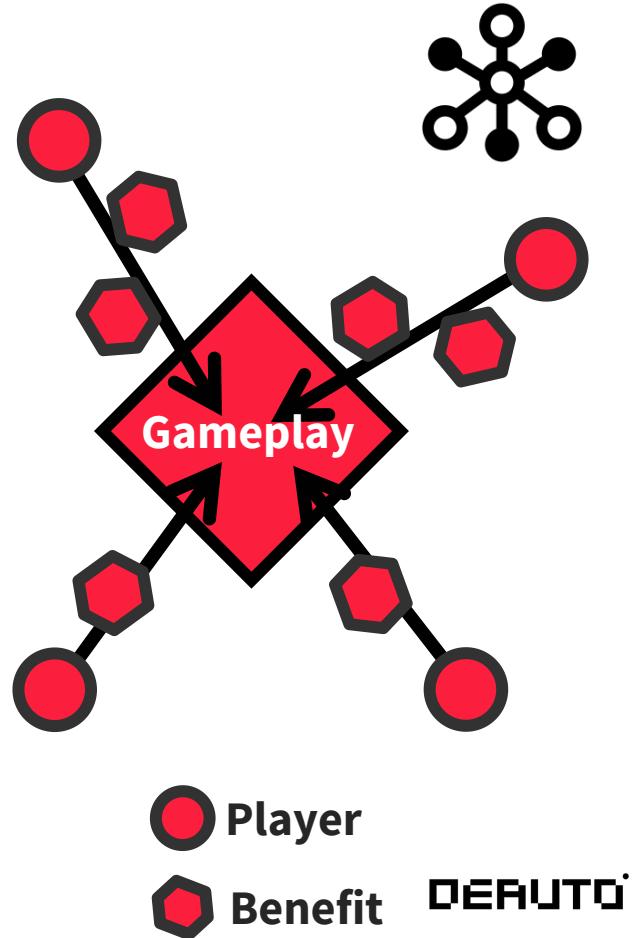
# Social Model

## Social Model

### Social for Play

Players actively **gather because of the gameplay**, and in the process of gathering towards the gameplay, they **get benefits by the way**.

This socialization is proactive, accompanied by psychological satisfaction such as competition, cooperation, and borderline behavior.



# Social Model



## Social Model

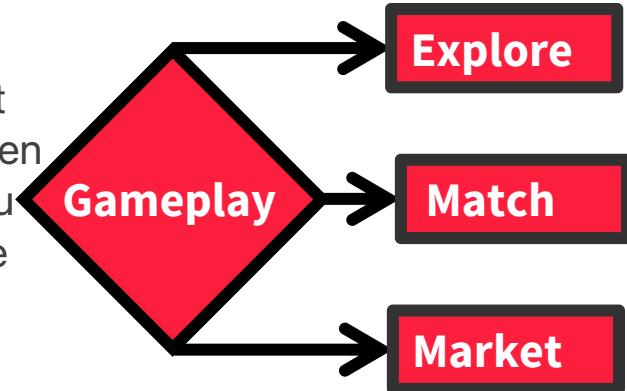
### Social for Play

#### 1 Exploring the world

Every city has its own characteristics. So it might be not easy to complete all tasks even if a freeman has a powerful partner. So you can ask for help or share your way to solve the problem, by the market system.

#### 2 Exciting Match

Many types of PVP modes, rally, time challenge, runway racing, entertainment mode. Make your ID appear on the leadboard.



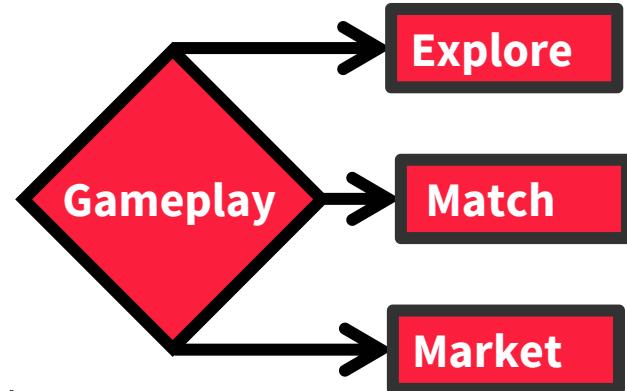
# Social Model



## Social Model

### 3 Market System

As a strategy racing game, we encourage players try different ways to finish the missions. And players can get post their gaming process by our playback system. And they can mint the vedio with partner when they sell the partner in the market. They can get better payback for the record.





# Noah's Ark



## The Numerical Design

# Numerical Design



**Level  
Design**

## **City cost per level formula**

Experience points (cost per level) =  
Single-level duration × city level  $^{^2} \times$  correction value

**Partner  
Attribute**

Experience points (consumption per level) =  
single-level duration × (base experience + (level increment correction value × city level)) + correction value

Experience points (delivered per level) =  
base experience + (level increment modifier × city level)

**Market  
System**

# Numerical Design



Level  
Design

## Partner Attribute

### The elements of Partners

There are four kind of elements to assemble a partners: body, wheel, energy core and control chip.

Every kinds of elements have four grade: **Common-Rare-Epic-Legendary**

**Partner  
Attribute**

### Attribute Summary =

(Initial Partner Attribute + Partner Upgrade Attribute +  $\sum$  Additional Attribute Summary +  $\sum$  Skill or Effect Attribute Summary)

$\times$

(1 +  $\sum$  Percentage Attribute Summary +  $\sum$  Skill or Effect Percentage Attribute Summary)

Market  
System

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# Numerical Design



Level  
Design

## The Attribute of Elements

### Body

- 4 levels in total, starts from Level 0, related to the Maximum Speed. The higher the maximum speed upgrade, the faster it will run.

### Wheel

- 4 levels in total, starts from Level 0, related to the Durability. The durability refers to the distance a car can travel after repairing. The higher the durability of the car has, the larger area it can be explore in Old City Map.

### Energy Core

- 4 levels in total, starts from Level 0, related to the Acceleration. Upgrading the energy core allows you reaching the maximum speed faster.

### Control chip

- 4 levels in total, starts from Level 0, related to the ability of bending and cross-country. It is very practical for drifting and cross country.

Partner  
Attribute

Market  
System

# Numerical Design



Level  
Design

Partner  
Attribute

Market  
System

## Market System

NAC(Noah's Ark Coin) and NAT(Noah's Ark Token).

**NAC:**

**Utility Token**, aka **Computing Power**, the basic currency for transactions in Noah's Ark system. Players acquire DATA CHIPS directly after clearing the stages of maps and the unit of DATA CHIPS is NAC.

**NAT:**

Governance Token, the measurement index of the contribution and achievements every player makes. There are several methods to acquire an NAT and we will introduce it in the Evaluation Mechanism part.

The initial total quantity of NACs in Noah's Ark system is

$$X_0 = 10,000,000,000$$

And the quantity of NACs issued additionally every week is denoted as  $Y(n)$ , therefore the quantity of FMC in the  $n$ th week is

$$X(n) = X_0 + \sum_i^n Y(i)$$

$Y(n)$  is used for preventing the inflation of our system and the formula will be introduced in the Inflation part.

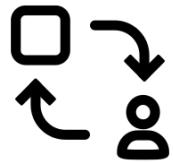


# Noah's Ark



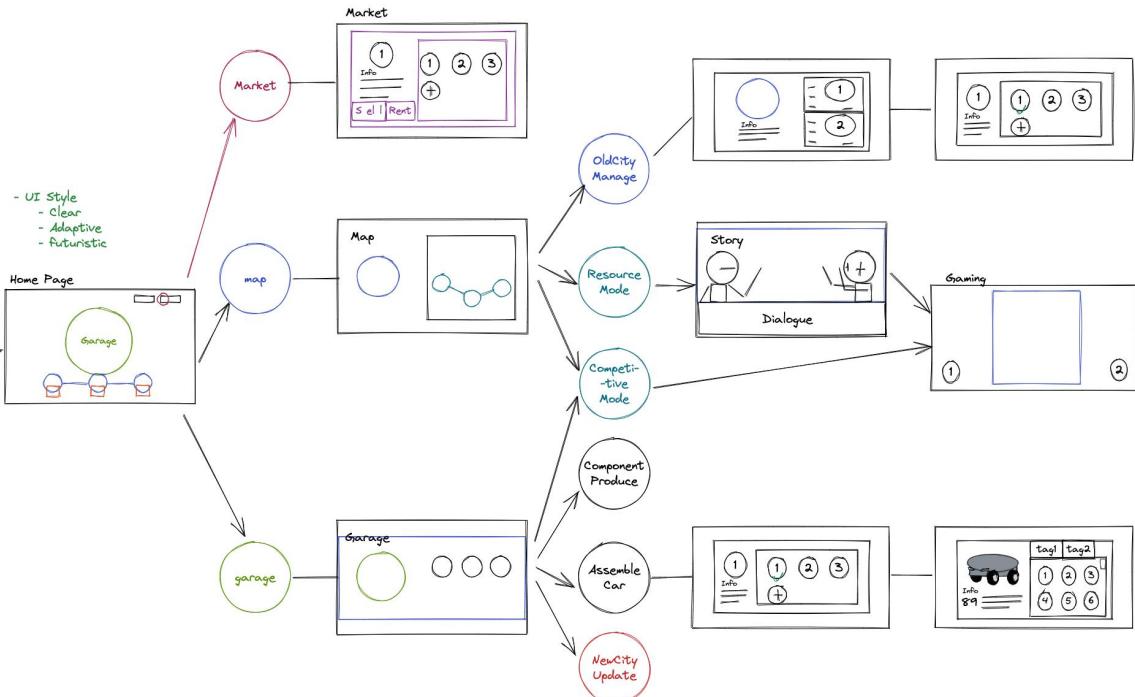
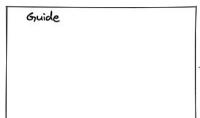
## The UI Design

# Interaction Instruction

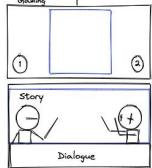


Preview

Market System



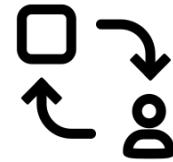
City Manage



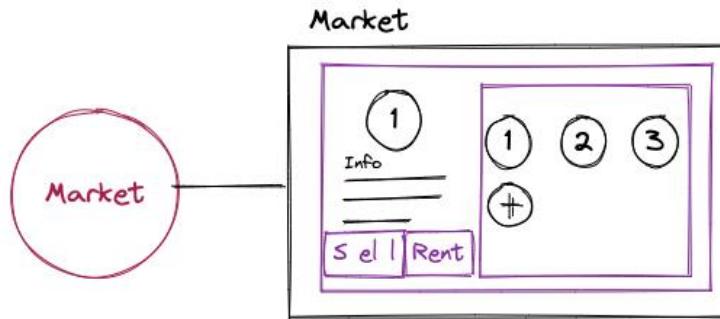
Garage System

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# Interaction Instruction



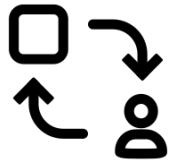
- Preview
- Market System
- City Manage
- Garage System



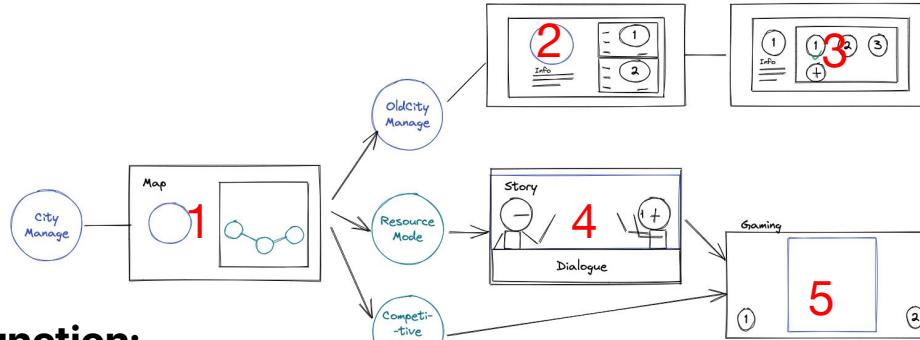
## Interface Function:

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).

# Interaction Instruction



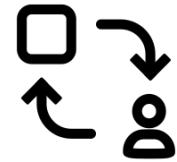
- Preview
- Market System
- **City Manage**
- Garage System



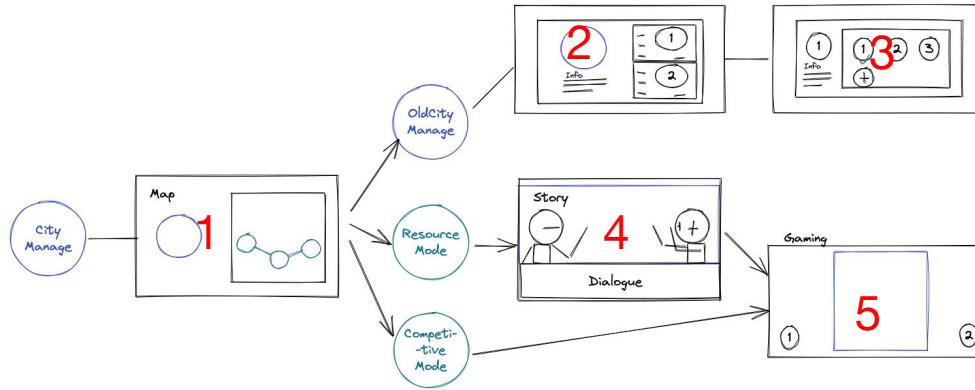
## Interface Function:

- 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.

# Interaction Instruction



- Preview
- Market System
- City Manage**
- Garage System



## Interface Function:

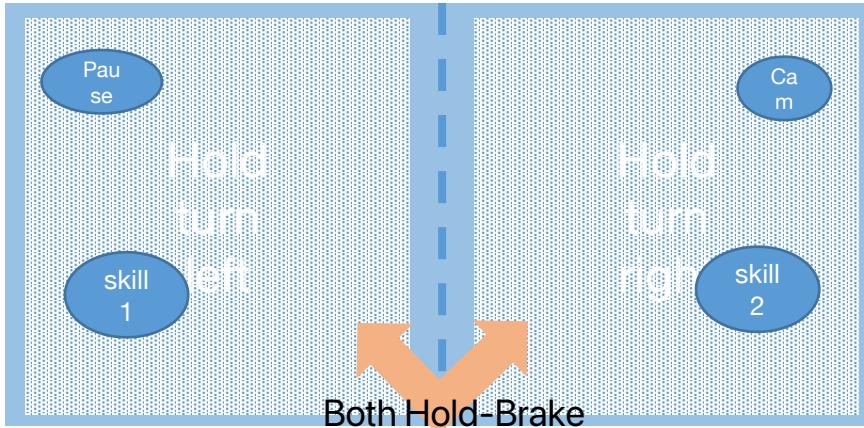
4 Plot interface: urban landscape base map + character standing drawing + dialog box

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

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# Interaction Instruction

- Preview
- Market System
- City Manage**
- Garage System

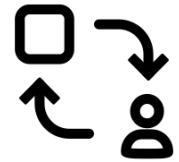


5 Battle interface:

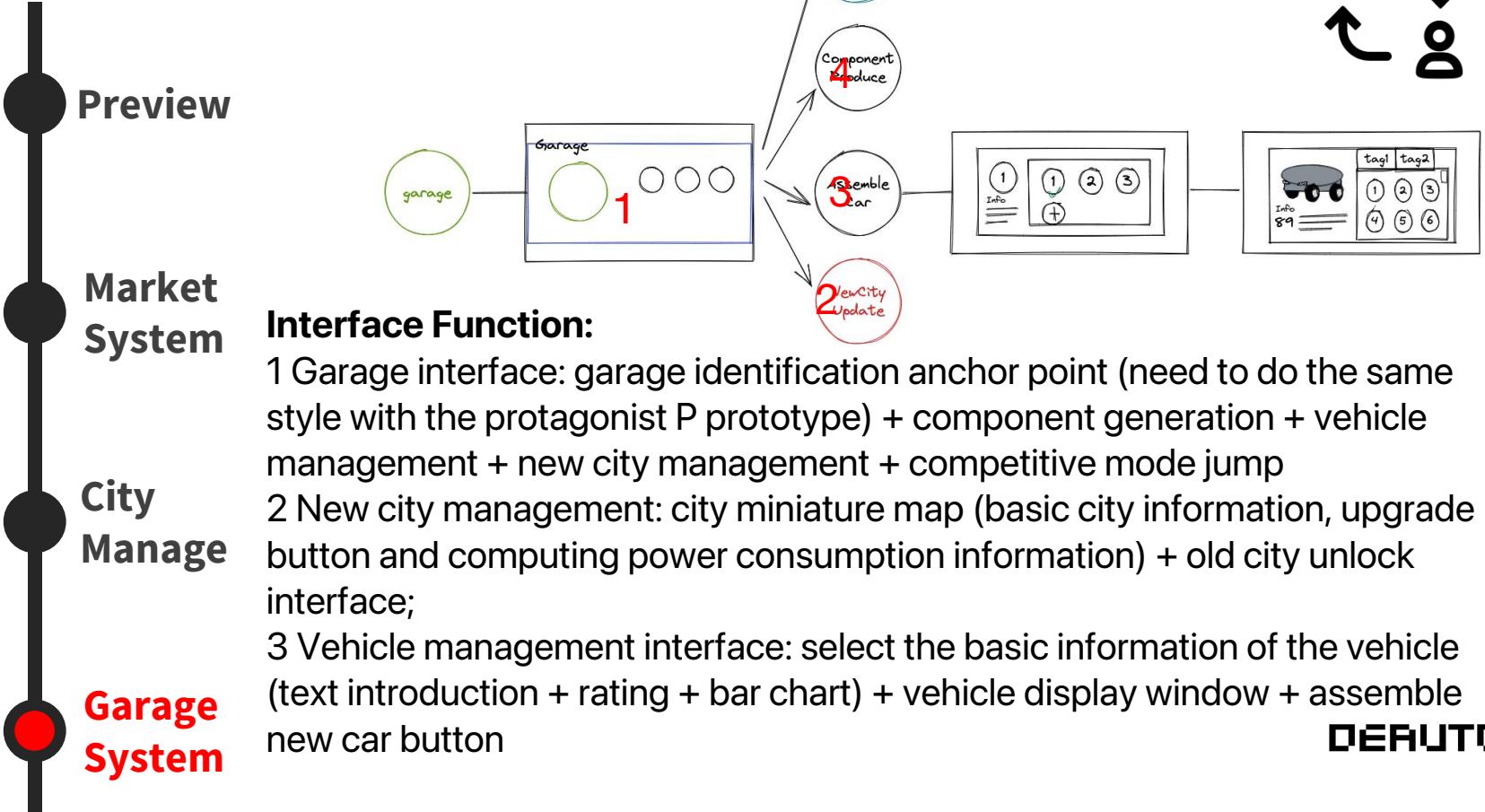
In the battle interface, the partner will accelerate automatically. Players just need to hold a side to turn, hold both sides to brake, and tap the function button.

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Camera View

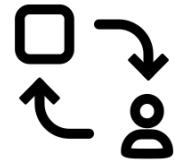


# Interaction Instruction

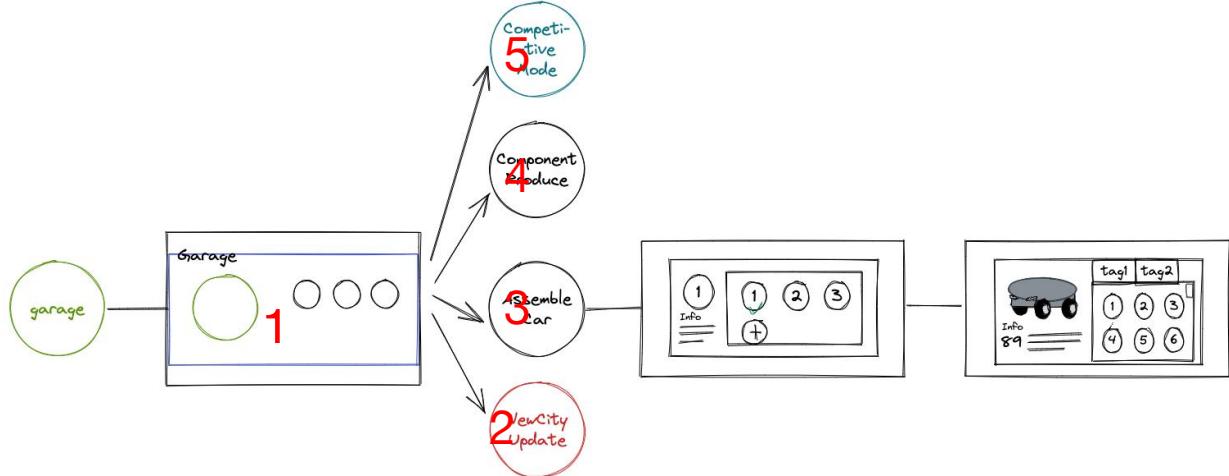


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# Interaction Instruction



- Preview
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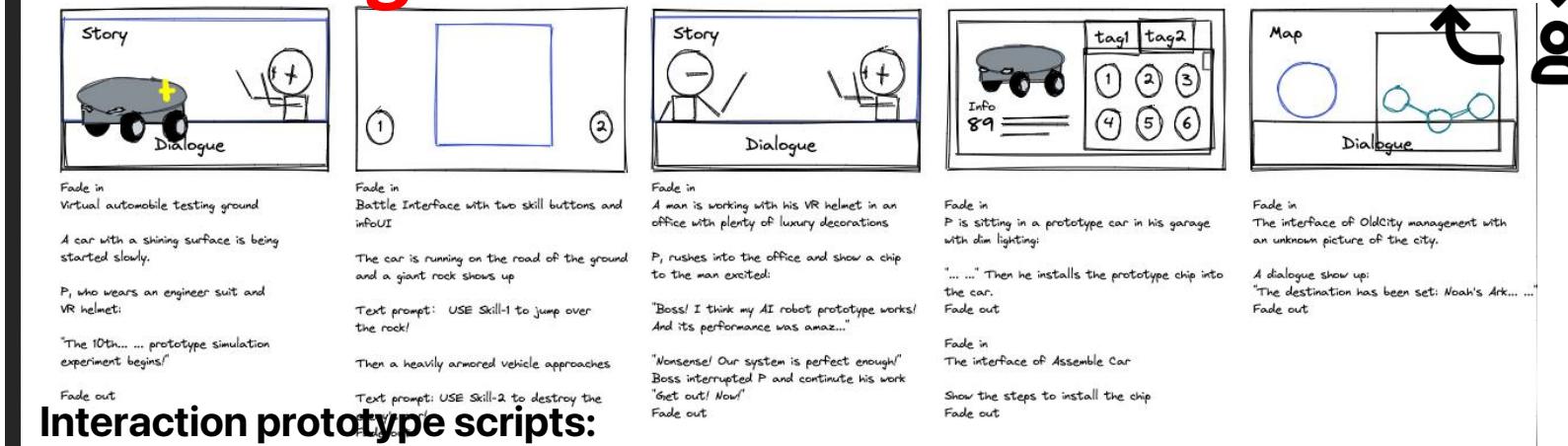


## Interface Function:

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)

# Core UI Design



## Interaction prototype scripts:

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

**P.S.** 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.

# Feasibility



## Market System Asset:

Transparent basemaps of vehicles that require a unified perspective are used in the world market or more



## City Management Asset:

A series of Old City Template:

City Miniature Map \*1 + Level Map \*1 + Landscape Map \*1 + Track Map, keep the style consistent

New City:

New Town Miniature Map \*1 + Landscape Map \*1

# Feasibility



## Garage System Asset:

Garage's view, The Core device of garage, Character's appearance