

Game Design Document

1. Title Page

- a. Game name - DRINEV
- b. Tag line - Drive NEVs to earn!

2. Game Overview

a. Game Concept

DRINEV is a play-to-earn role-playing game (RPG) where user characters are represented by robo-vehicles (NEV) as NFTs on-chain. These NFTs can be transferred which effectively transfers the ownership of the NEV to the new address. A player must first order a robo-vehicle (which can be customized) with wallet details, and upon receipt, will be able to mint its associated NFT via the NEV's dashboard. The gameplay is mainly about driving and maintaining the NEV. Players will get daily rewards based on mileage and new parts being ordered for maintenance and upgrade.

b. Target Audience

The game is targeted at crypto degens and DIY robo-vehicle enthusiasts.

c. Genre(s)

Play-to-earn, drive-to-earn, adventure.

d. Game Flow

A player who bought a NEV vehicle and minted the NFT can just drive around and earn gameplay rewards. Players get extra rewards for ordering new parts for upgrading or maintenance. Rewards are paid in \$DNEV tokens which can be traded or cashed out. \$NEV also doubles as a governance token that players can use to vote on major production decisions like new part design and manufacturing.

e. Look & Feel

The game should feel like a real-world adventure game where the future is unknown. The future is built with the current tools, including the blockchain, NEV vehicles, NFTs, \$NEV token, and an enthusiastic community.

f. Objectives

The main objective of the game is to get robo-vehicle enthusiasts involved in the design and development of the NEV.

3. Mechanics

a. Rules

There are no limits to how a player decides to customize the robo-vehicle and how and where they are driven to. The distribution of rewards is governed by blockchain code with parameters editable by governance voting.

b. Model of The Game Universe

The game simulation is the real world with incentives coded on the blockchain.

c. Economy

The game economy revolves around the \$NEV token which is used for all transactions including governance and manufacturing decisions.

d. Actions

Players can perform the following actions:

- Drive their NEV and earn rewards.
- Purchase NEV and parts with \$NEV
- Vote on governance and manufacturing decisions

4. Story & Narrative

a. Back story

The automotive industry, like web2, is undergoing a period of revolution in the wake of electric cars and self-driving vehicles. Blockchain technology has provided the foundation to usher the automotive industry into a new age. A game where automotive enthusiasts are constantly contributing to the space is a step in the right direction.

5. Interface

a. Control system

The game logic is developed on the blockchain preferably Optimism, which has a better user experience but can still host Ethereum-based apps.