

«G,L»



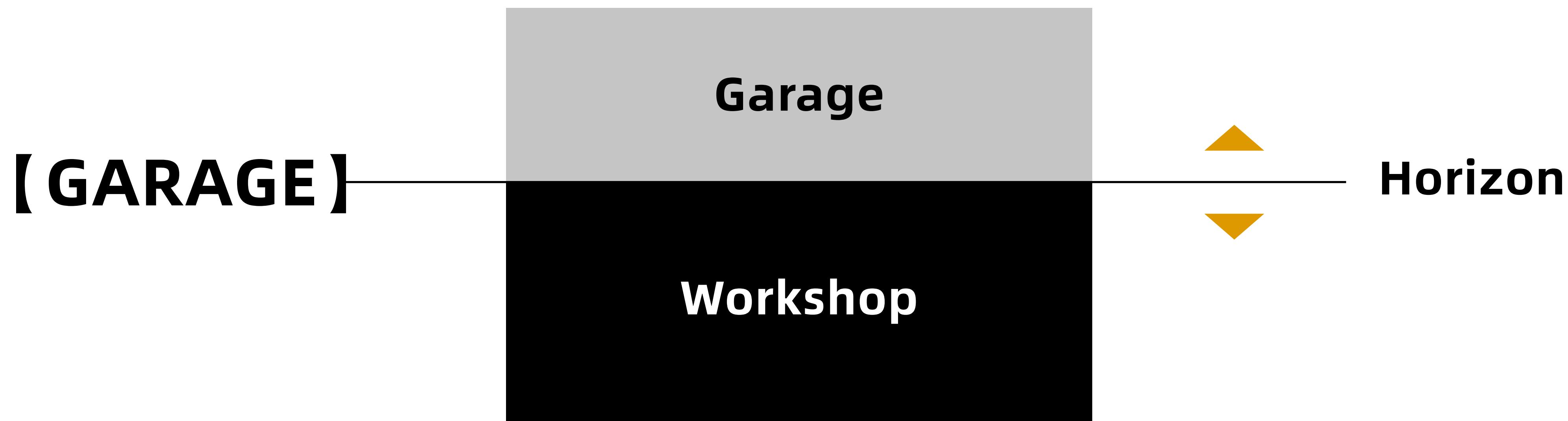
MAN-MACHINE INTERFACE

Game Features Design

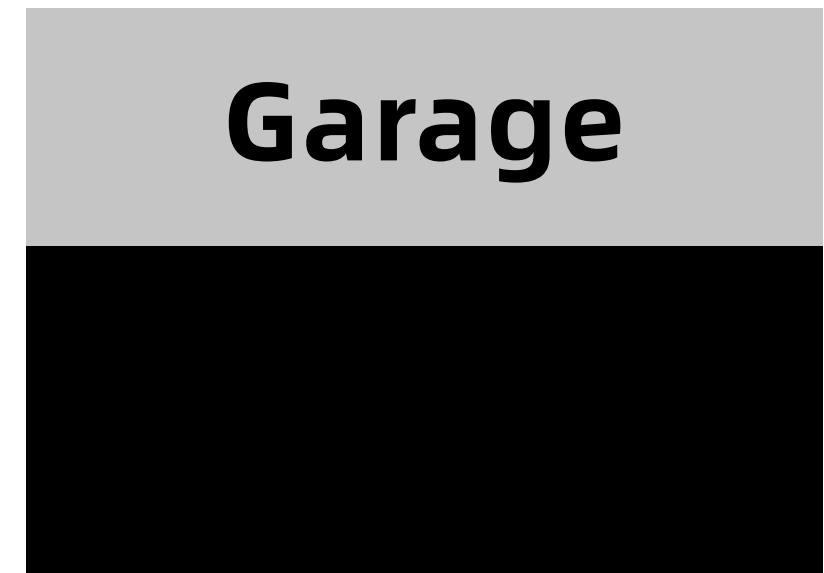
- ▶ 1. THE CORE GAMEPLAY
- ▶ 2. THE OTHER GAMEPLAY
- ▶ 3. THE NUMERICAL DESIGN
- ▶ 4. THE UI DESIGN



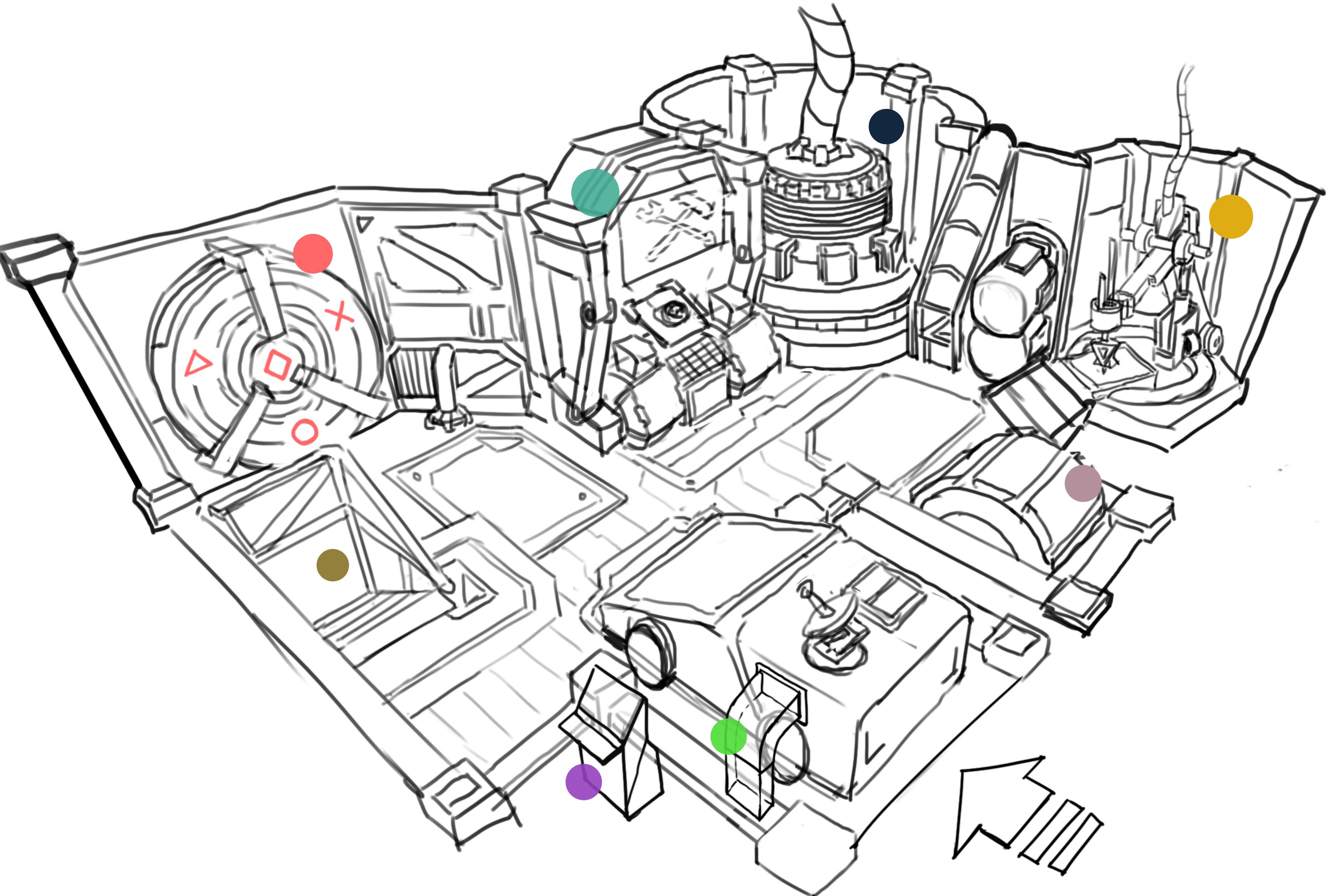
The garage is composed of two parts, the ground and the underground. The ground is called the garage, and the underground is called the workshop.



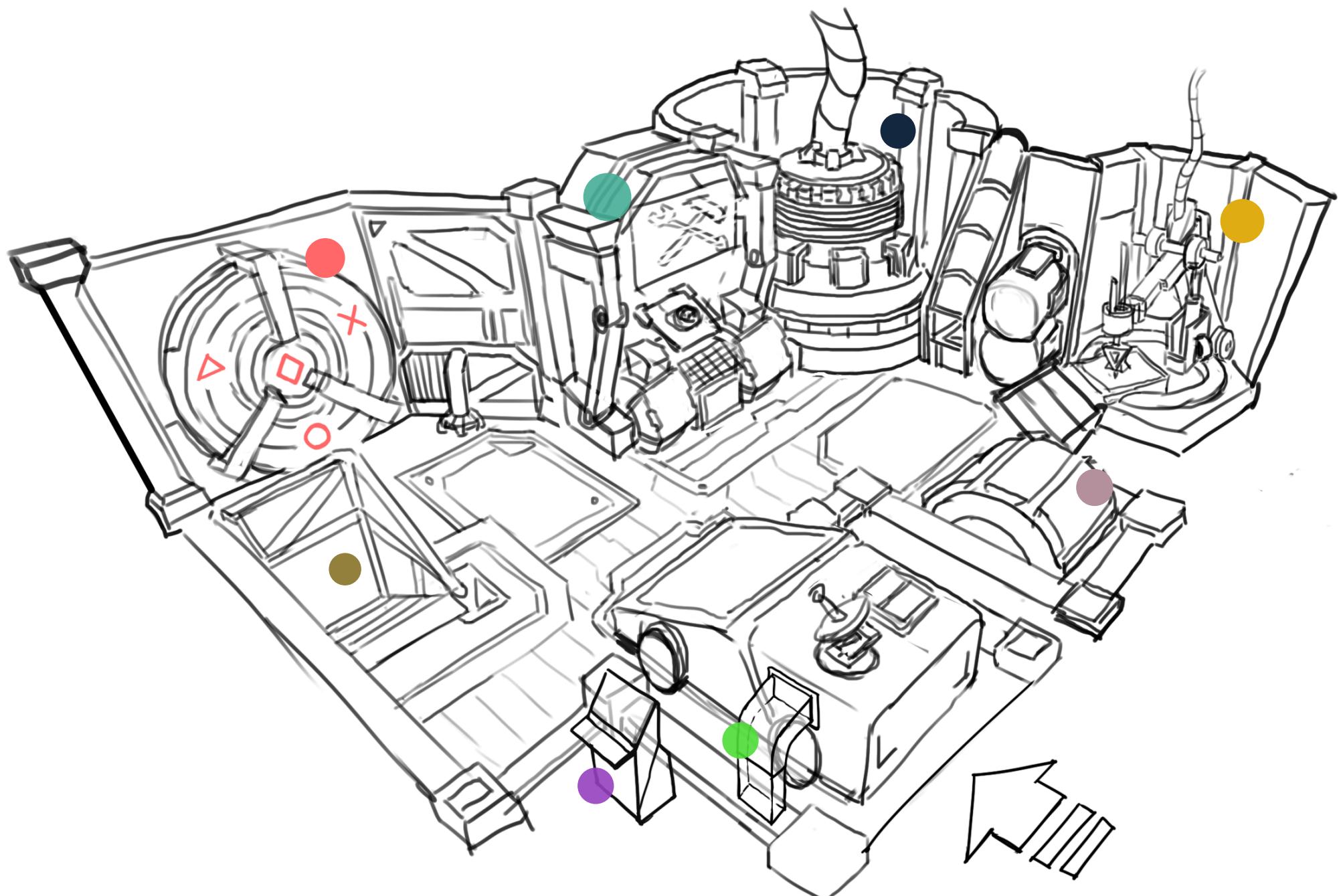
THE CORE GAMEPLAY ➤ [GARAGE]



- Transfer of resources
 - Appearance console
 - Center console
 - Unlock the blueprints
 - Generator
 - Energy storage
 - Production
 - Shuttle door △○×◊



THE CORE GAMEPLAY ➤ [GARAGE]



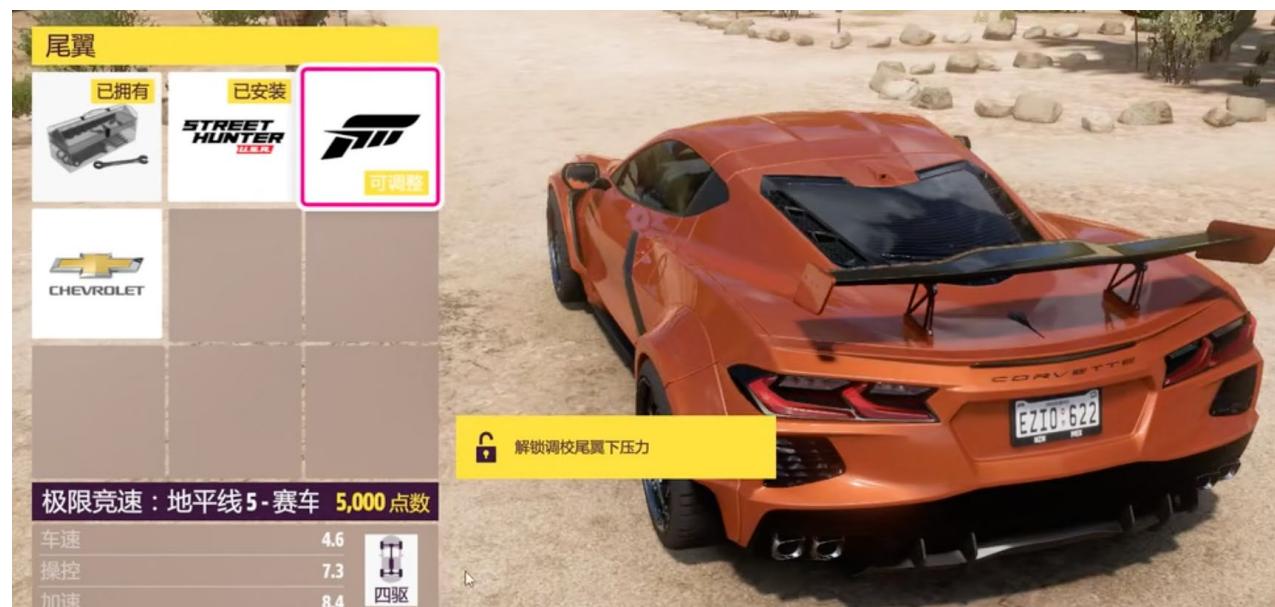
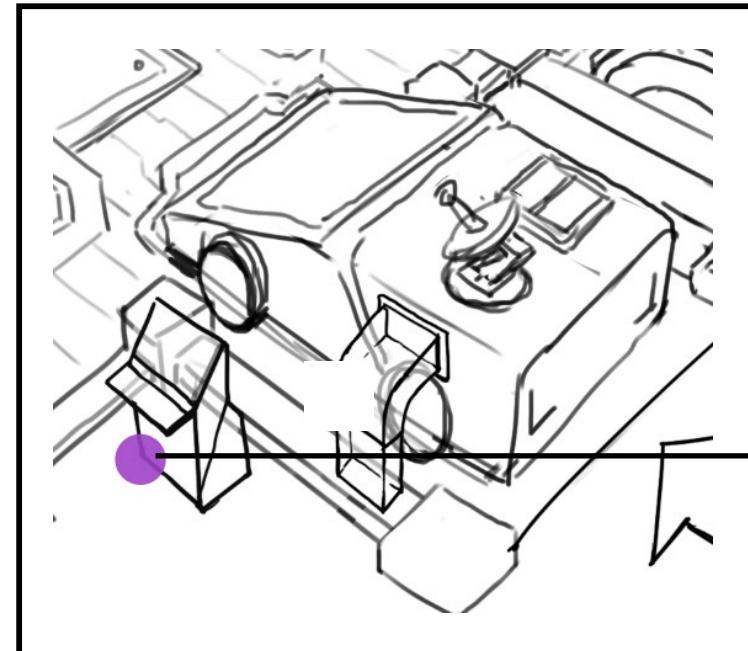
● Transfer of resources	after the vehicle is back in the garage, place the ingredients in the storage module
● Appearance console	the interface of the modification function of the vehicle appearance can be opened from here
● Center console	all other functional interfaces except for the appearance modification are here
● Unlock the blueprints	use raw materials to unlock blueprints. used to make modules and units
● Generator	power the garage
● Energy storage	Store the electrical energy of the power generation module
● Production	door to the workshop
● Shuttle door △○×◊	collect all four symbols to turn on the shuttle

THE CORE GAMEPLAY ➤ [GARAGE] ➤ OPERATION INTERFACE



● Appearance console -- only appearance

Click the computer on the left side of the vehicle to pop up a full-screen interface.

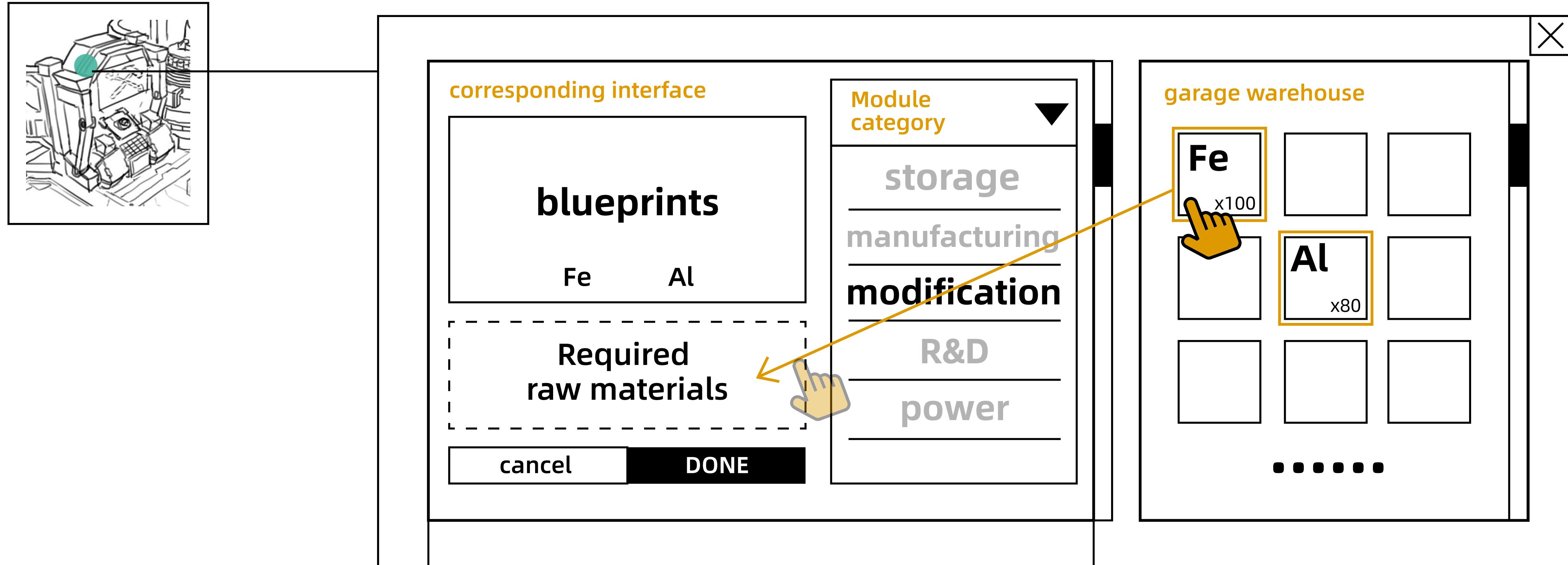


The vehicle can rotate 360. The left button corresponds to the anchor point of the body. Click a button, and the vehicle's perspective rotates with the anchor point.

THE CORE GAMEPLAY ➤ [GARAGE] ➤ OPERATION INTERFACE

● Center console -- except for appearance

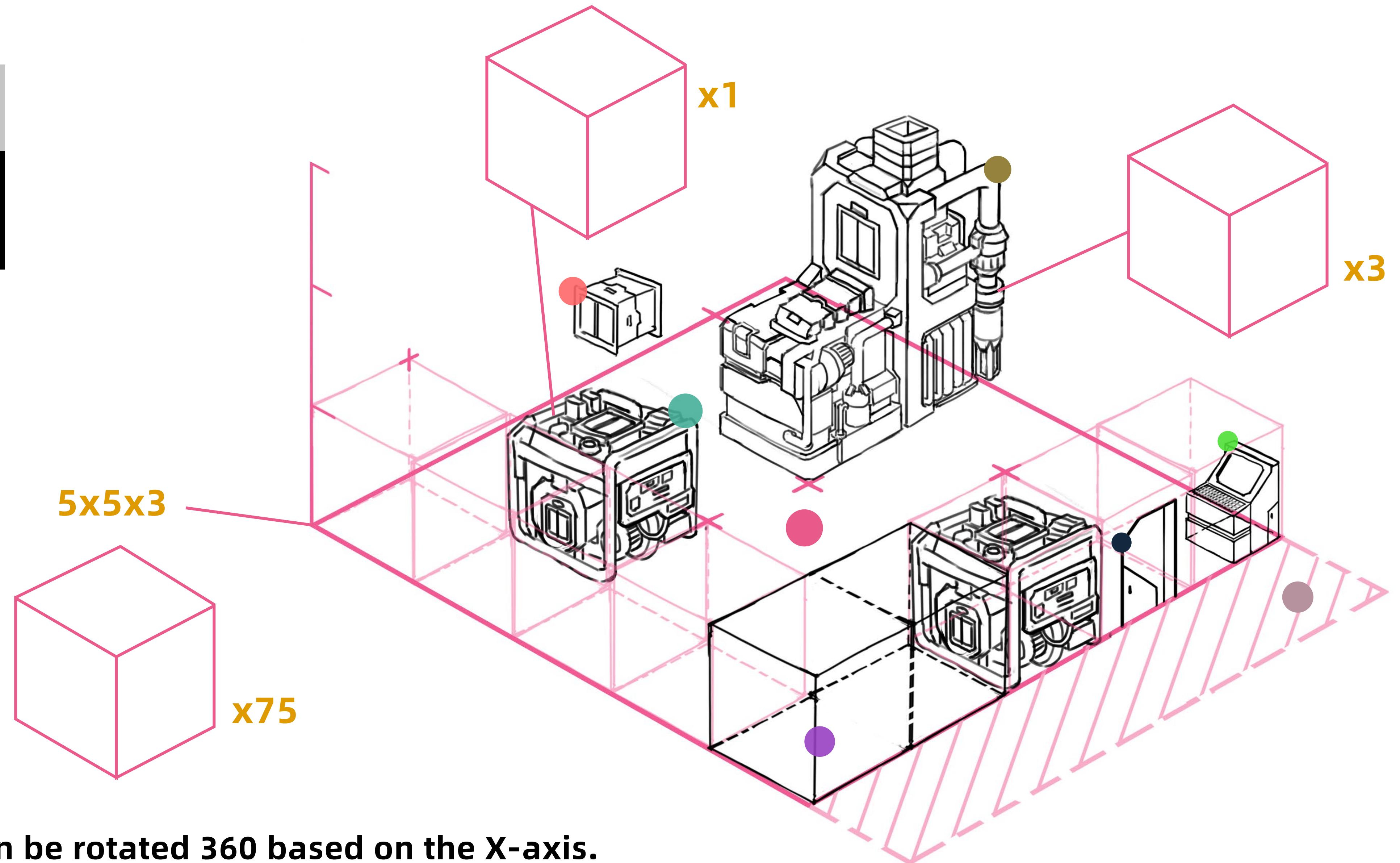
Click on the main computer screen to pop up a full-screen interface - mainly **MODULES AND UNITS**.



THE CORE GAMEPLAY ➤ [WORKSHOP]

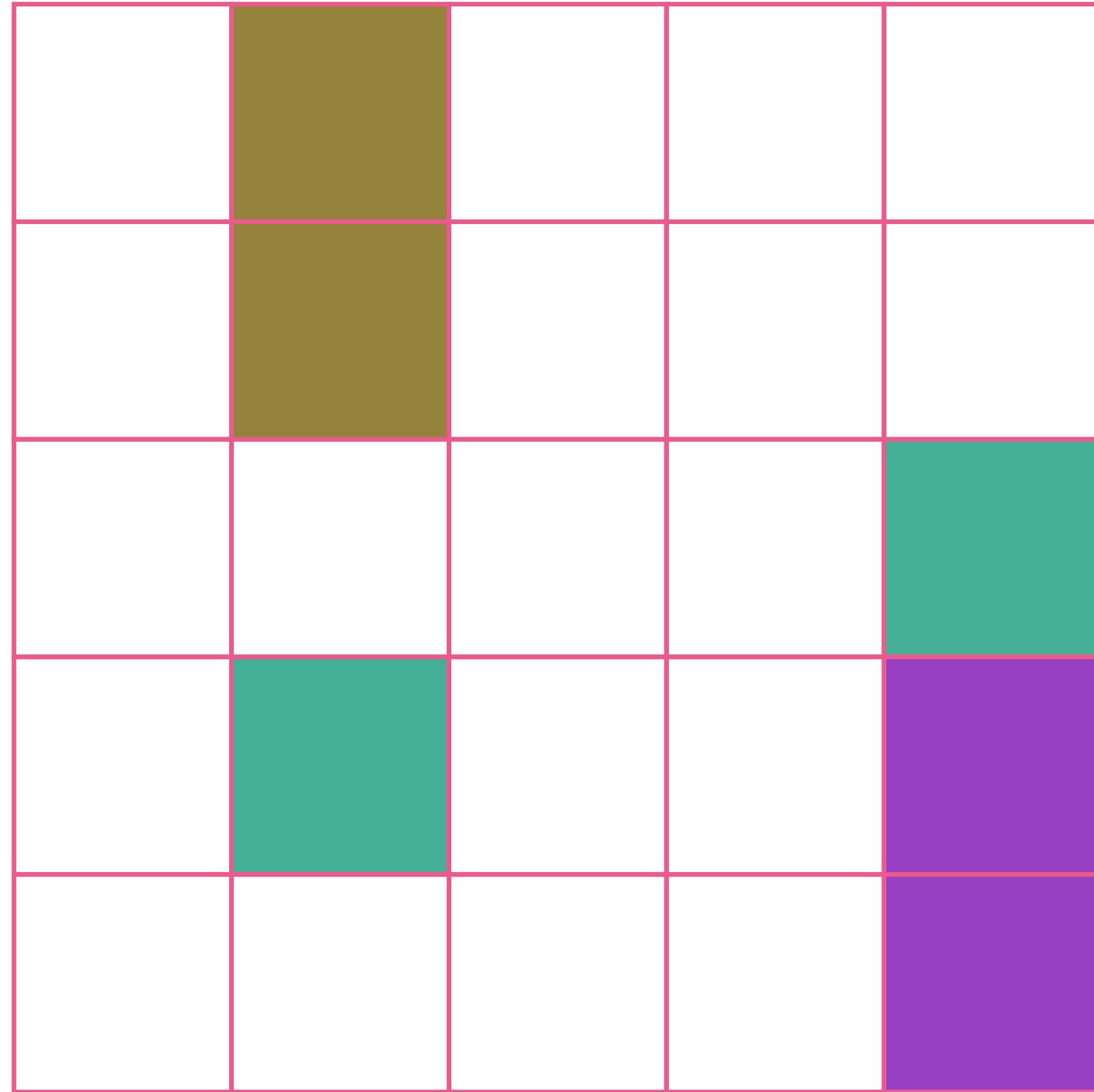
Workshop

- manufacturing module
- smelting module
- R&D modules
- connector module
- entrance
- initial area
- area terminal
- expandable area



The workshop can be rotated 360 based on the X-axis.

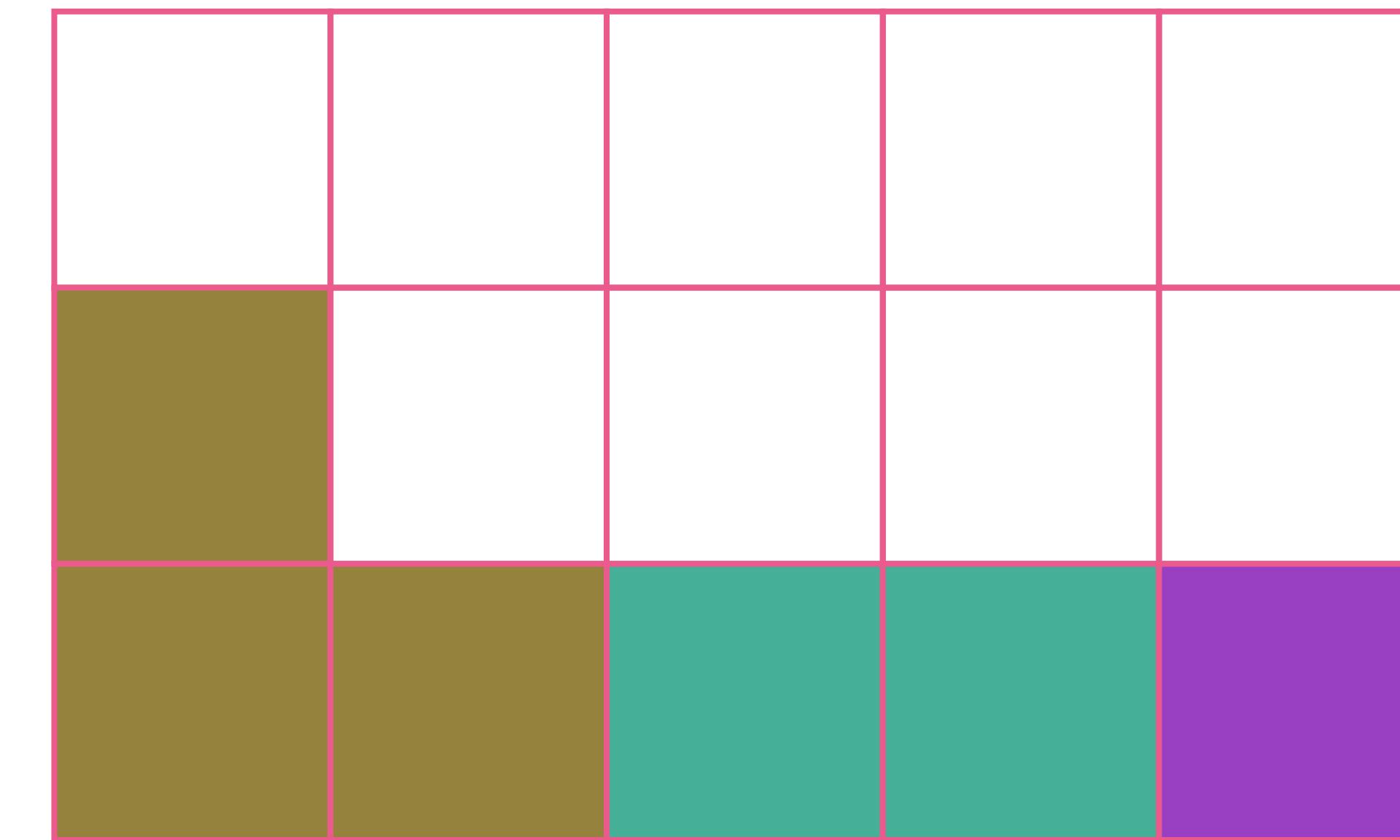
THE CORE GAMEPLAY ➤ [WORKSHOP]



top view

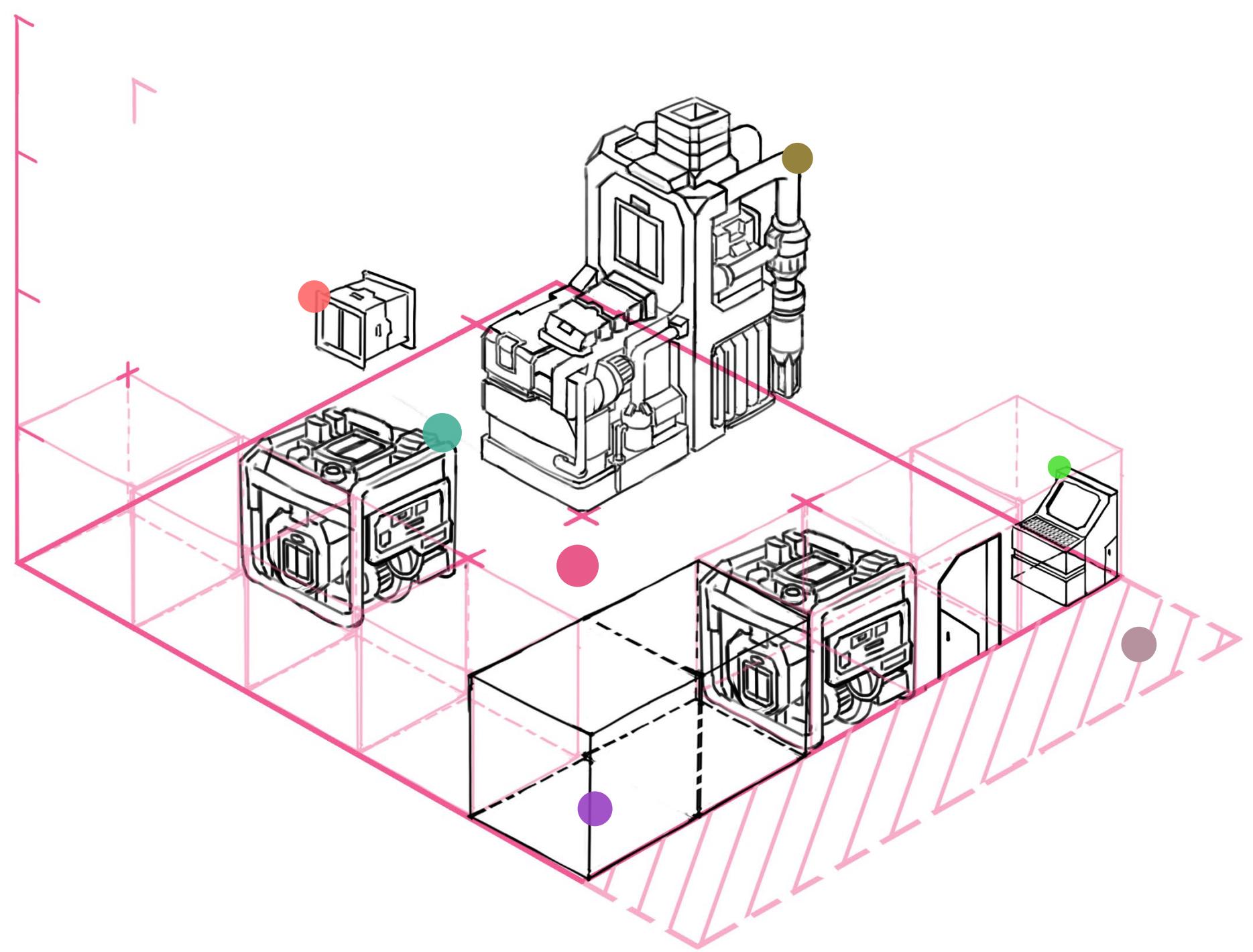
The grid space in the workshop is limited, and players need to use the layout reasonably.

The excellent combination method can be packaged and uploaded to the exchange to be purchased by others.



side view

THE CORE GAMEPLAY ➤ [WORKSHOP]



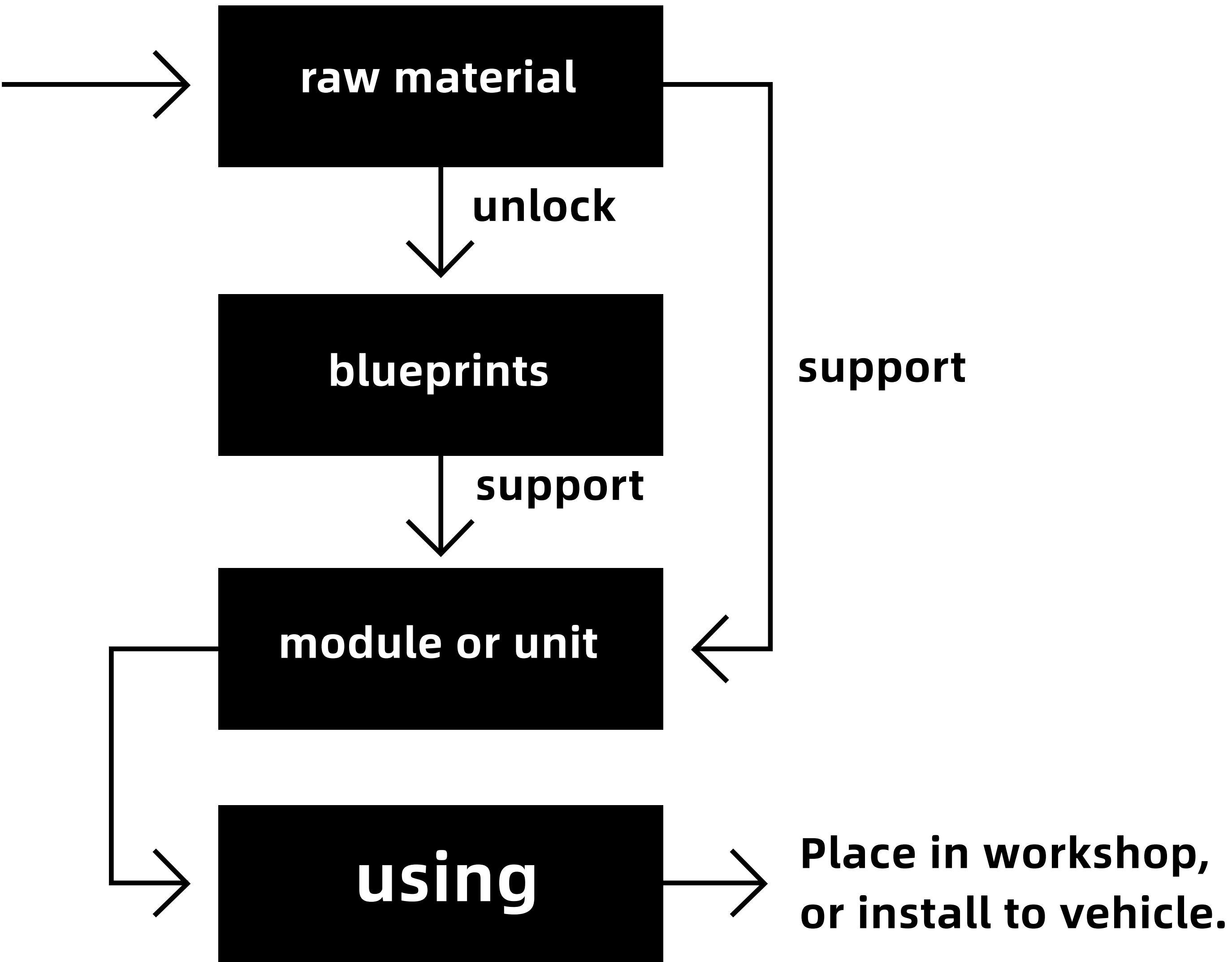
● manufacturing module	manufacture of modules for all modules and functional units
● smelting module	modules for smelting metal raw materials
● R&D modules	modules for researching mysterious objects
● connector module	temporarily used to connect modules
● storage module	manufacture of more storage modules allows warehouse expansion
● initial area	5 × 5 × 3
● area terminal	manipulate it to expand the initial area
● expandable area	15 grids can be added

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THE CORE GAMEPLAY ➤

(MANUFACTURING LOGIC)

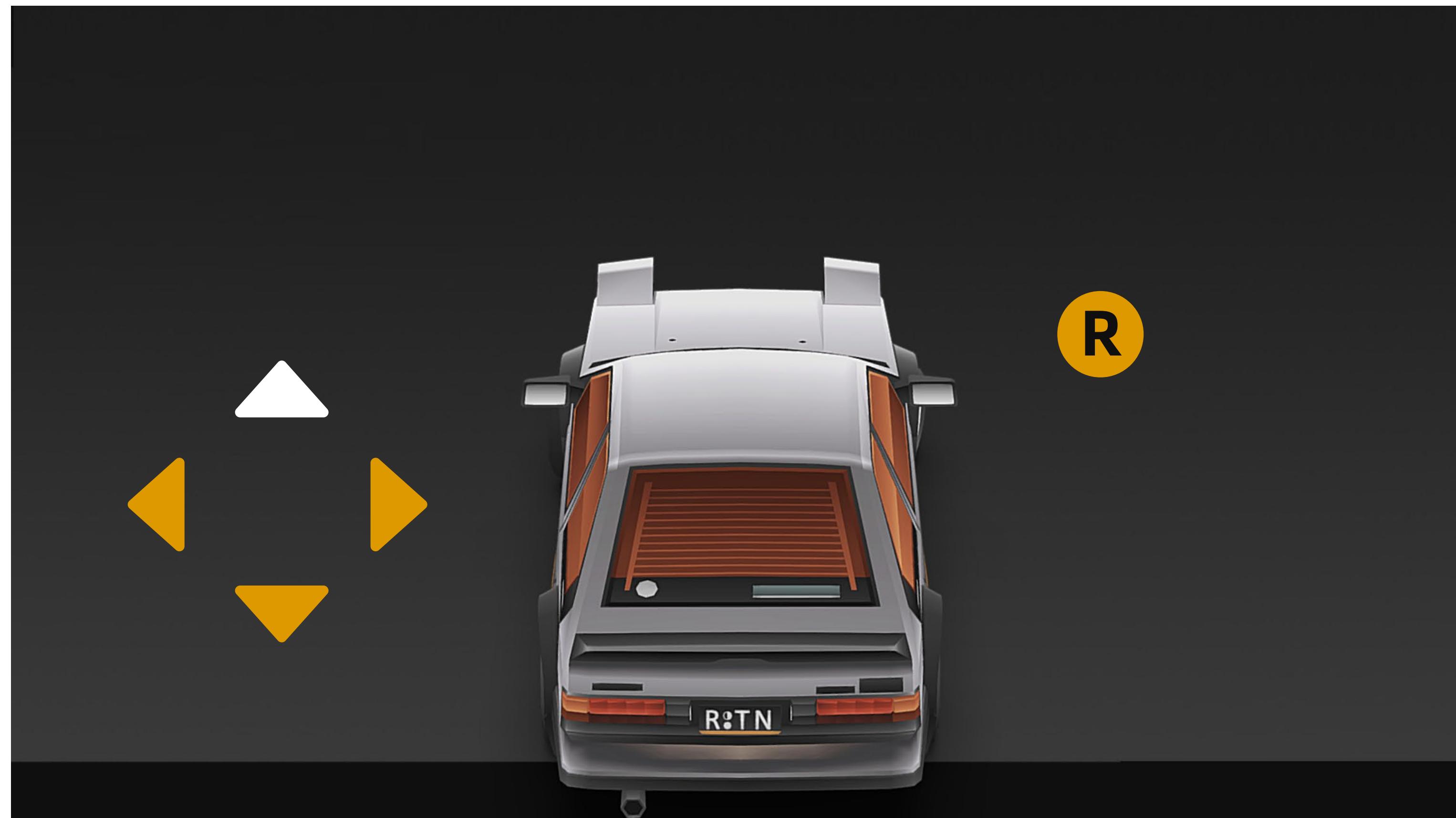
Different types and levels of metals and organics.





Driving Lessons

After entering the vehicle, there are cross arrow buttons (**up, down, left and right**) on the left side of the screen, and a **rotary button** on the right side of the screen.





GO AHEAD



Click on the accelerator, click twice in a row, the vehicle continues to move forward (high-speed driving), double-click to eliminate the continuous forward.

Braking & Reversing



In the process of driving, click the brake, and when it is stationary, it is reversing. Double-click to continue reversing. In the high-speed forward state, if you need to reverse, you need to eliminate the continuous forward and then reverse.

Turn



The left and right buttons control the left and right steering, click left to turn left, click right to turn right, continuous click is useless.



Rotate in place 

In order to take into account the fun of mobile phone operation and vehicle control, there is a rotary button on the right side of the interface. While clicking the rotation button with the right hand, click the left or right arrow key with the left hand to complete the rotation to the left or right, and the rotation angle is determined according to the click time. Be aware that spinning in place at high speeds can damage the vehicle and significantly increase maintenance costs. Can't spin in the air or underwater, such as when the vehicle is in a glide or diving suit.



Drift

In order to take into account the fun of mobile phone operation and control, it is necessary to cooperate with the rotary button. Taking the right drift as an example, when the vehicle is driving at high speed, click the left hand to the right and the right hand to rotate.

After unlocking the technical blueprint in the middle and late stages, Drift can store a small amount of electricity for the vehicle.





Vehicle Attribute Gameplay

As mentioned earlier, the character attributes will affect the initial attributes of the vehicle. Let's take a look at which aspects are reflected. The character attribute icon is attached first.

	Social	Construction	Strength	Intelligence	Will	Agile	Faith	Lucky
Politician	9	2	2	7	6	4	2	4
Engineer	3	9	3	8	4	3	3	5
Poor	4	5	4	6	3	9	2	1
Scientist	1	5	2	10	3	2	2	6
Prisoner	2	4	7	2	9	5	2	1
Mercenary	5	2	9	5	4	5	2	8
Police	7	2	8	6	5	4	4	7
Pagan	5	1	3	3	7	3	9	10
Useless Person	2	2	2	2	2	2	2	2
Robot	0	5	5	5	5	5	0	5



Social: Exchange discount success rate;

Manufacturing: percentage of resource savings when producing in workshop or garage;

Strength: Mining time increase percentage;

Intelligence: the speed of researching unknown items in relics (alien civilizations);

Will: endurance under the condition of vehicle energy threshold;

Agility: The vehicle's movement speed is increased by a percentage;

Faith: The number of explorations of high-level resources in the ruins.

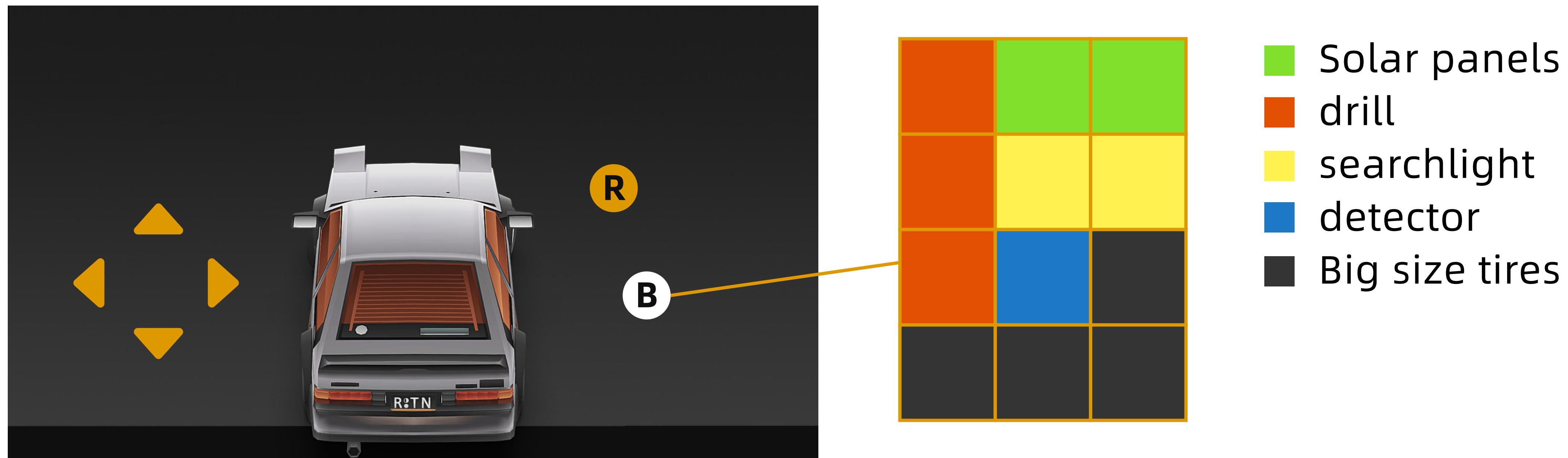
Luck: Increase the probability of special items and avoid natural disasters.

Different talents will bring different experiences in the game, and the longer you play, the more obvious this experience will be. Of course, there are pros and cons to each. If you want to experience a difficult exploration process, it is recommended to choose useless people.

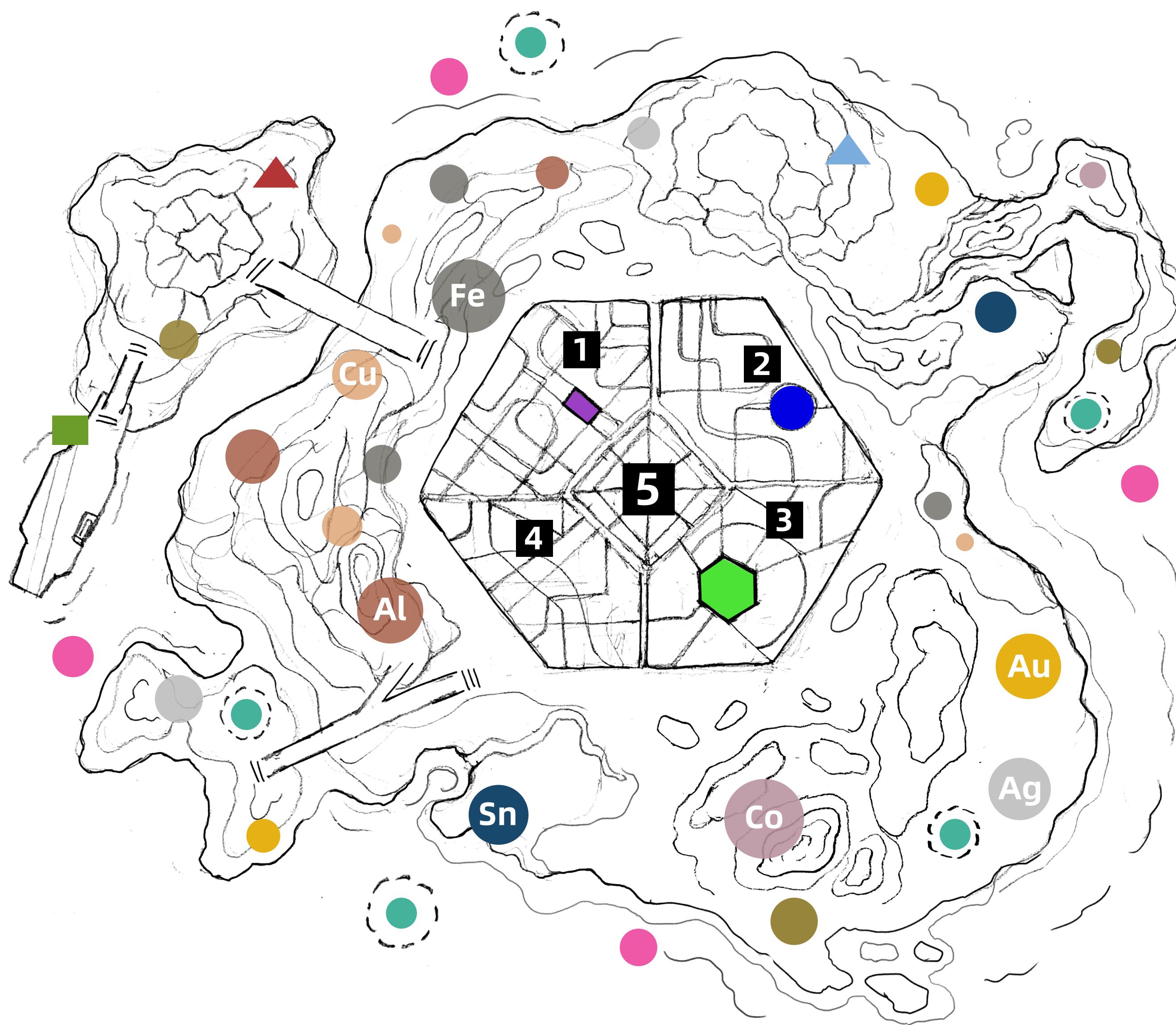


The initial **BACKPACK** of the vehicle, which is composed of **3x4 or 4x4 grids** (the initial space is not large, and a larger capacity loading box needs to be manufactured later).

Different modification units occupy different areas, and it is necessary to make reasonable use of the backpack space before exploring.



THE CORE GAMEPLAY ➤ [MAP FEATURE]



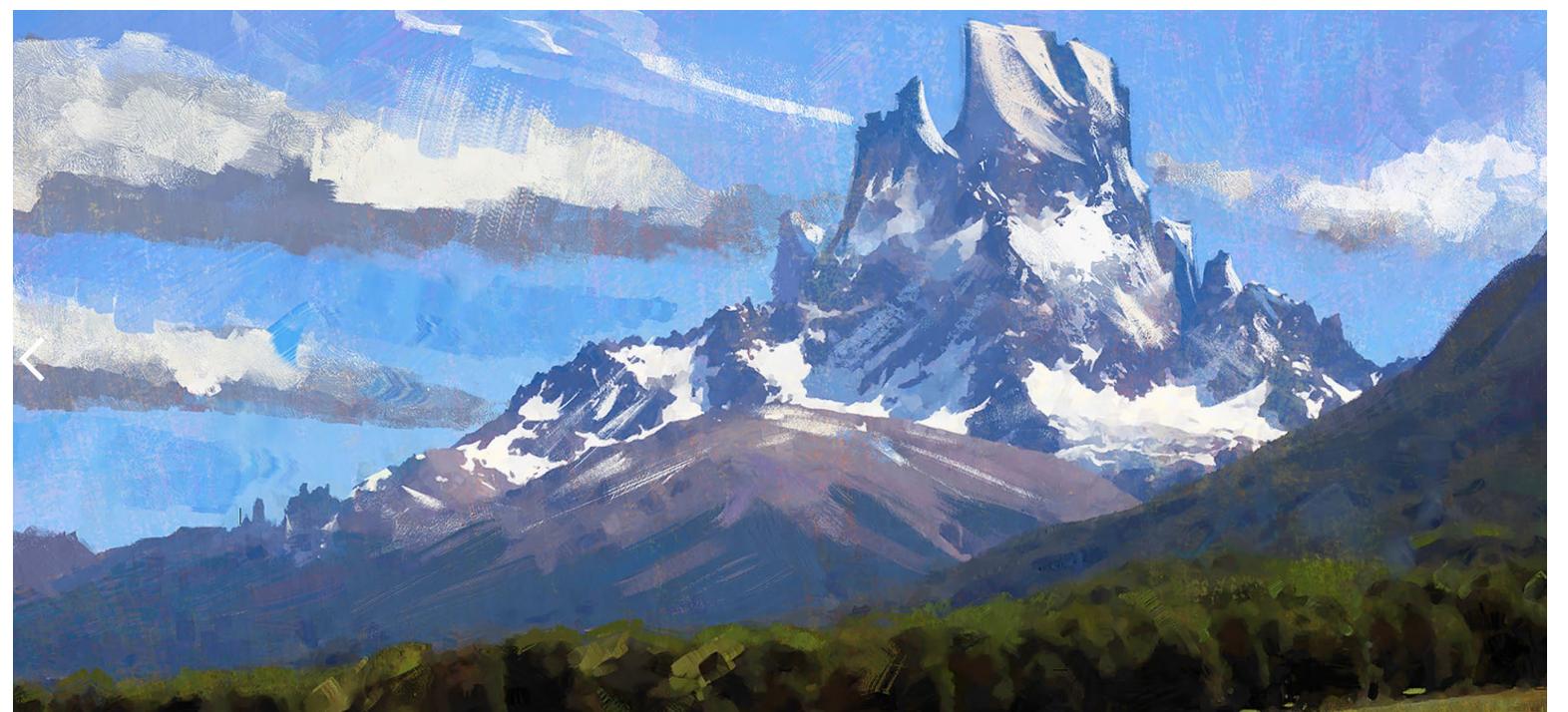
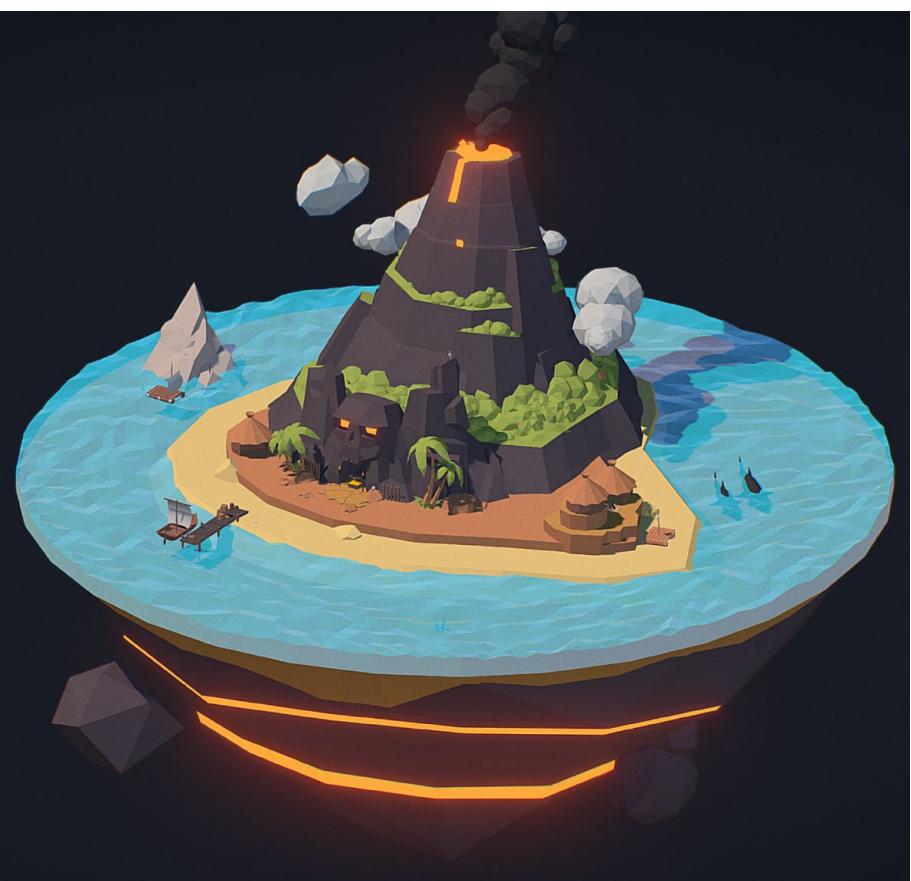
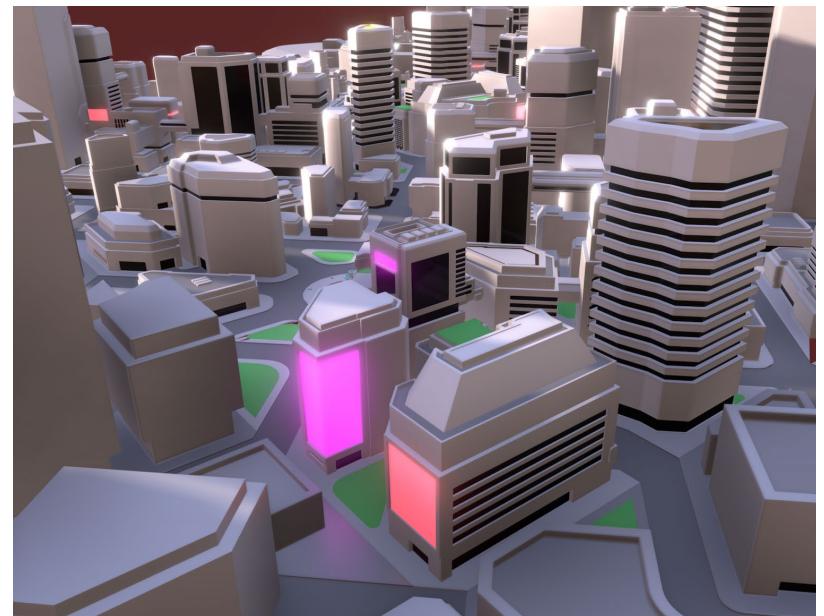
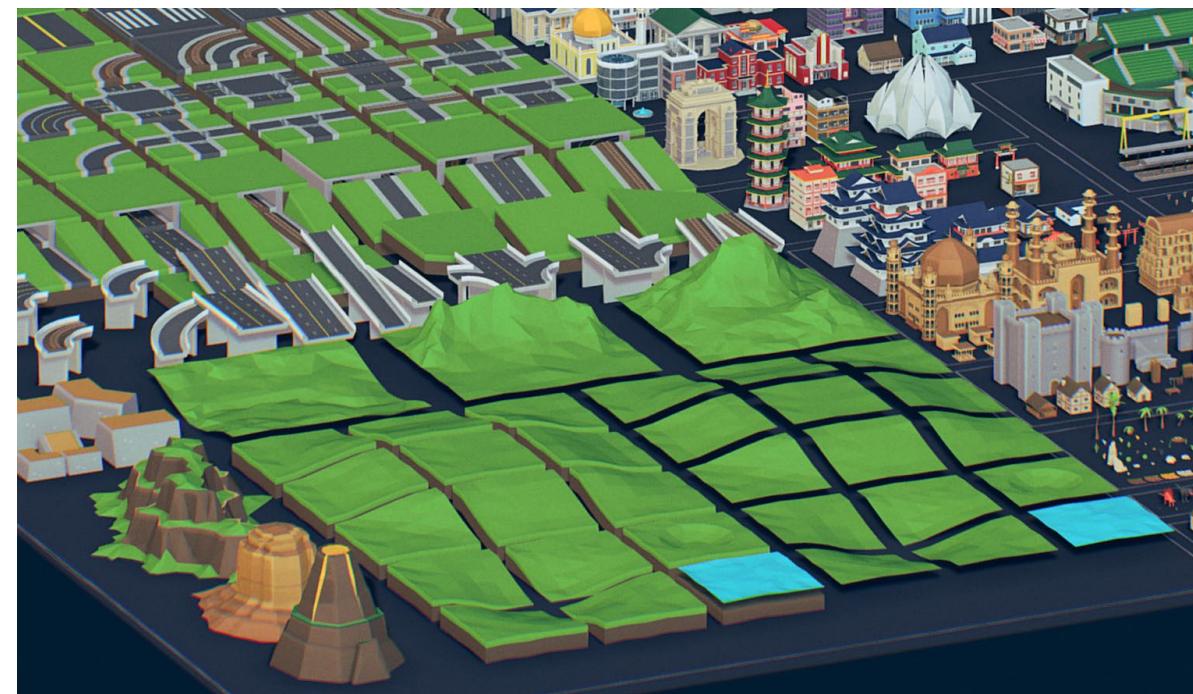
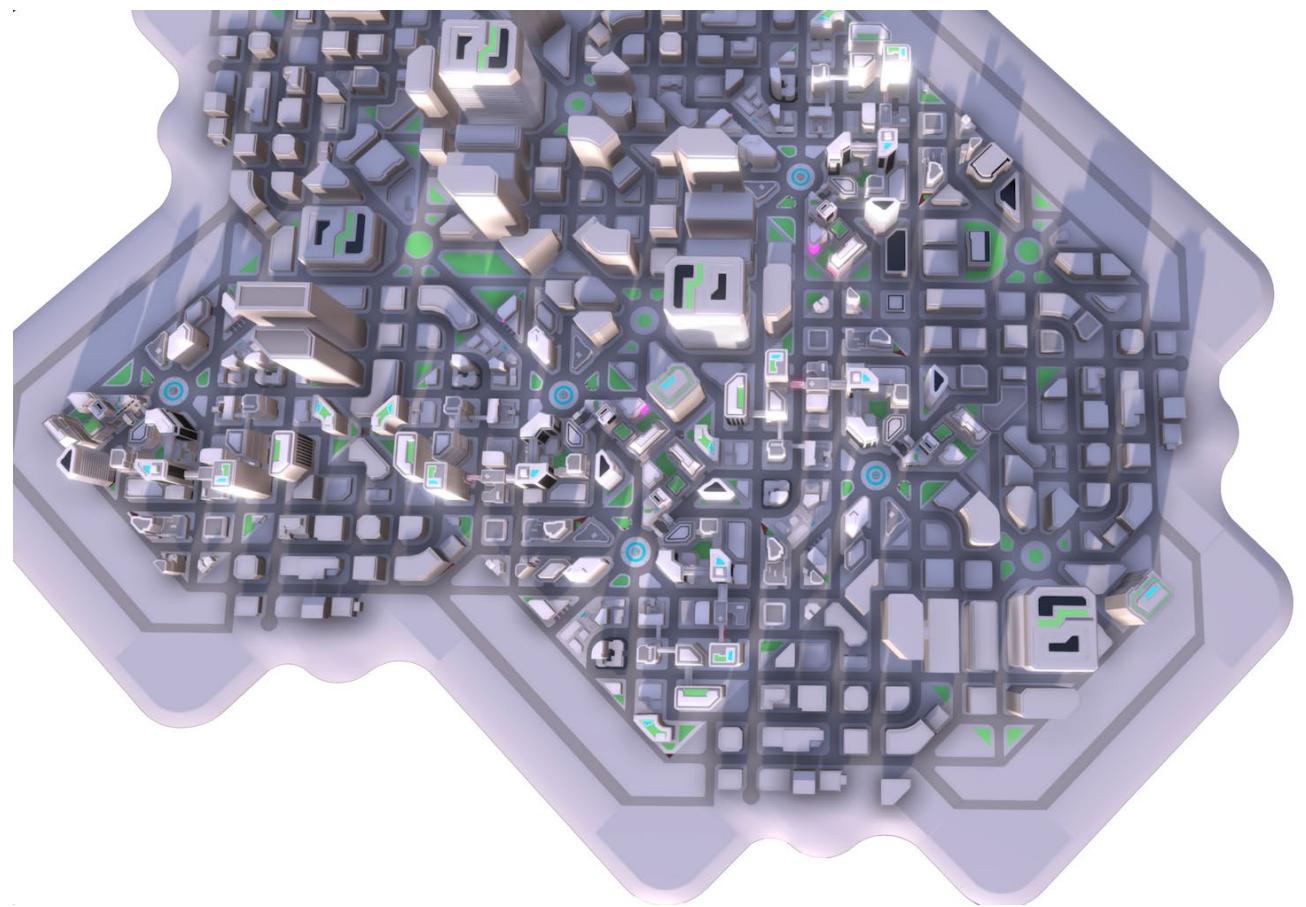
Garage	Exchange	Showroom	iron	Aluminium
Copper	Tin	Gold	Silver	Cobalt
Remains(Titanium)	Metal core	Shipwreck		Tungsten
Snow Mountain		Volley		

- 1 Research area**
- 2 Entertainment area**
- 3 Business district**
- 4 Ghetto**
- 5 Central District**

The city is surrounded by terrains such as mountains, river valleys, sandy beaches, snow-capped mountains, islands, volcanoes and oceans. Enjoy the thrill of free exploration and manipulation!

Resources are radiated from the urban area to the surrounding areas. **The farther away from the city, the higher the resource level and the mysterious resources.**

THE CORE GAMEPLAY ➤ [MAP FEATURE]



THE CORE GAMEPLAY ➤ [MAP FEATURE]



Ghetto	Narrow streets test handling flexibility
Mountains and Basins	Experience the fun of off-road driving
Snow Mountains	Experience leaps and drifts
Ocean and Island	The scene GIMMICK are particularly interesting

Portal: Take advantage of vertical height differences



There are two ways to classify resources.

According to the level can be divided into,

Common: Iron (can be smelted into steel), aluminum, copper, carbon, water;

Intermediate: Tin, Gold, Silver;

Premium: Cobalt, Tungsten, Titanium.

As well as the unknown items of the mysterious ruins.

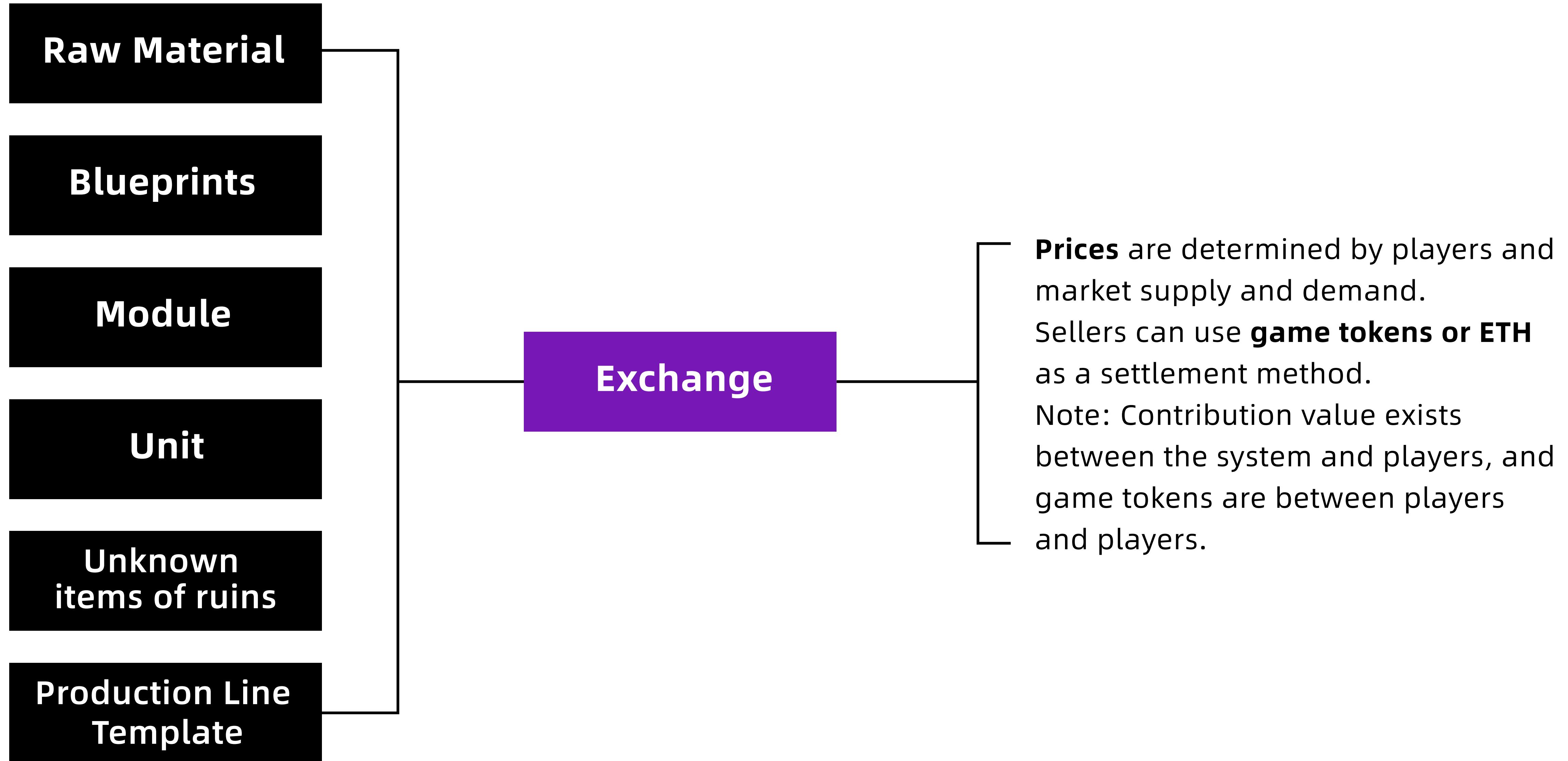
According to the use can be divided into,

Metal Shell: iron (steel), aluminum, tin, cobalt, tungsten, titanium.

Transmission: copper, gold, silver.

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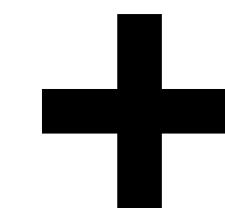
THE OTHER GAMEPLAY ➤ [EXCHANGE]





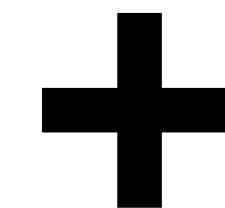
NFT Painting

Appearance Unit



Vehicle Showroom

display the vehicle



Friend system

Modules or units can be gifted to each other



Player cooperation: It is usually a stand-alone game. Only when cooperation is required, a small number of players enter a game room at the same time to cooperate.

In the Earth phase, when a player initiates a team formation signal, 2 or more players can start in formation. Maximum 4 people.

The advantage of team exploration is that each player can collect more resources (1.3 times the single player), and can exchange each other's NFT works by spray painting (the time limit for spray painting is 15 minutes).

In the moon phase, the maximum team size reaches 6 (the resource multiplier will also increase). Since the Moon's build volume is larger than Earth's, the reward needs to be increased. Raw materials are the foundation of everything, blueprints, modules and units, even buildings, need them.

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THE NUMERICAL DESIGN ➤

vehicle

environment

manufacturing

blueprint

map

raw material

Occasional
events



Sorry, there are really
a lot of numerical
designs, we chose a
small selection.



1. Vehicles

Forward speed, the basic movement speed is 30m/s, and the backward speed is 10m/s

The maximum steering angle is 30°, and the acceleration module increases by 40%-60%.

2. Collection

30/s for primary mining units and 150/s for advanced mining units.



1. Lighting settings:

The light intensity is determined according to the in-game time and light coefficient. The relationship between time and light intensity approximates a normal distribution curve, where the light intensity is zero at 0 and 24 hours.

2. Storm settings:

Including extreme weather such as sandstorms and blizzards, the maximum wind speed is 80m/s. It will greatly affect the driving of the vehicle, and the steering control is extremely low. Of course you can also go with the wind, which is a good idea.

3. Meteorite attack setting:

Meteorite fixed destruction range of 4m, 4m-8m reduced by 40%, 8m-10m reduced by 10%.



Smelting module:

Need to connect to electricity, consume 30 units of electricity per second, each mineral resource needs to be calculated separately, raw ore → ore, the coefficient is 90%, and the time is 3-4s.

Refinement module:

It needs to be connected to electricity, and consumes 40 units of electricity per second. Each ore is calculated separately, ore → refining resources, the coefficient is 80%, and the time is 2s.

Crafting metal and steel costs 2 additional carbons.



Manufacturing modules:

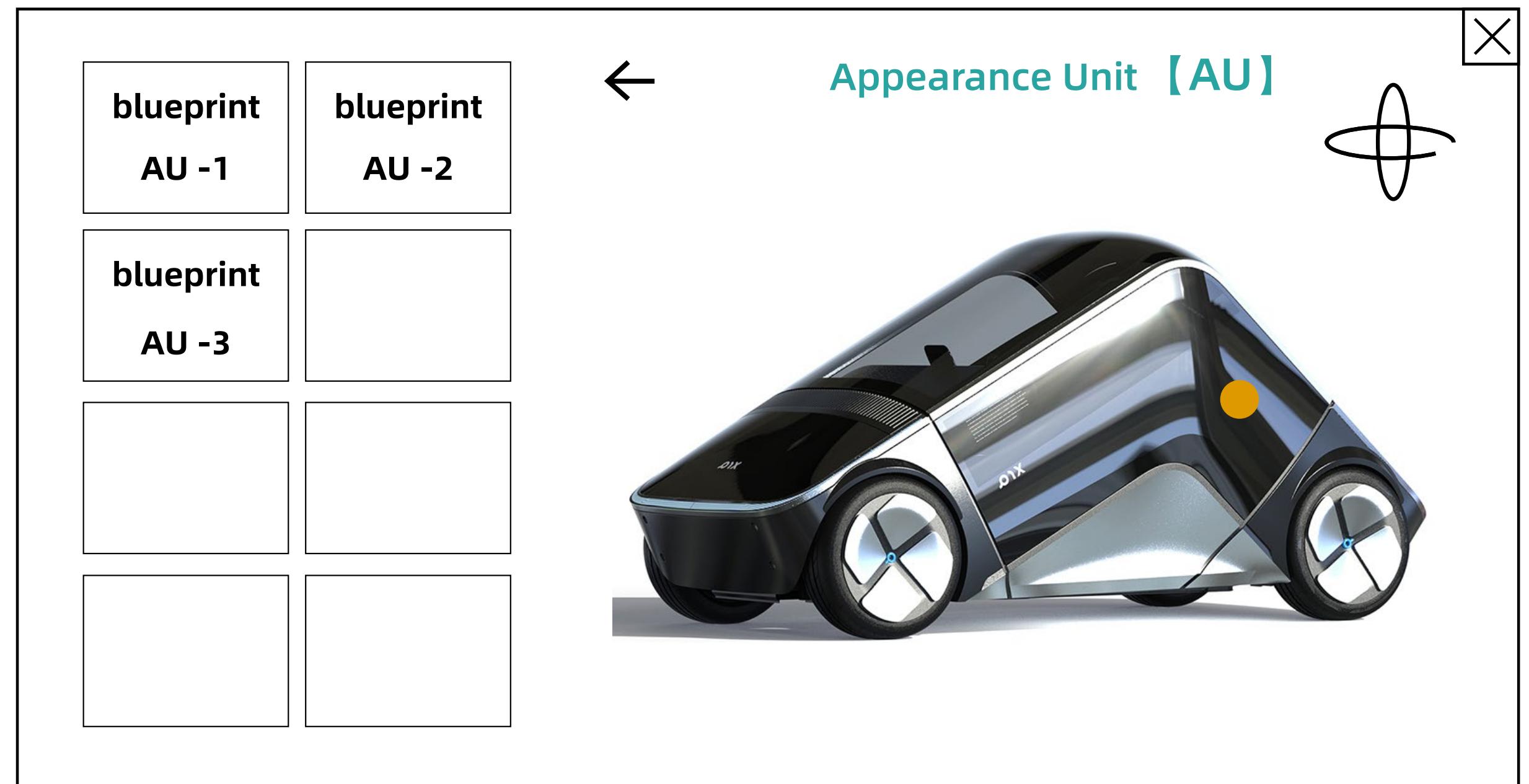
- (1) Ore → Refinement resource, 58%, time 6s.
- (2) Smelting module, 30 iron and 20 copper, consumes 15 units of electricity per second, and the manufacturing time is 20s.
- (3) Refinement module, 50 iron and 60 copper, consumes 20 units of electricity per second, and takes 25s to manufacture.
- (4) Storage module: 10 iron and 5 copper, no need to connect to electricity, advanced storage module requires 10 steel ingots, 10s.
- (5) Power generation module: 60 copper and 10 iron, need 8s. Among them, each wind power electronic module consumes 40 copper and 20 iron, and the output power per second is related to the wind speed. The formula is, $(\text{wind speed} \times 1\%) \times 1000$ takes 10s.
The solar module consumes 20 silicon crystals and 30 copper, and the output power per second is related to the light intensity.

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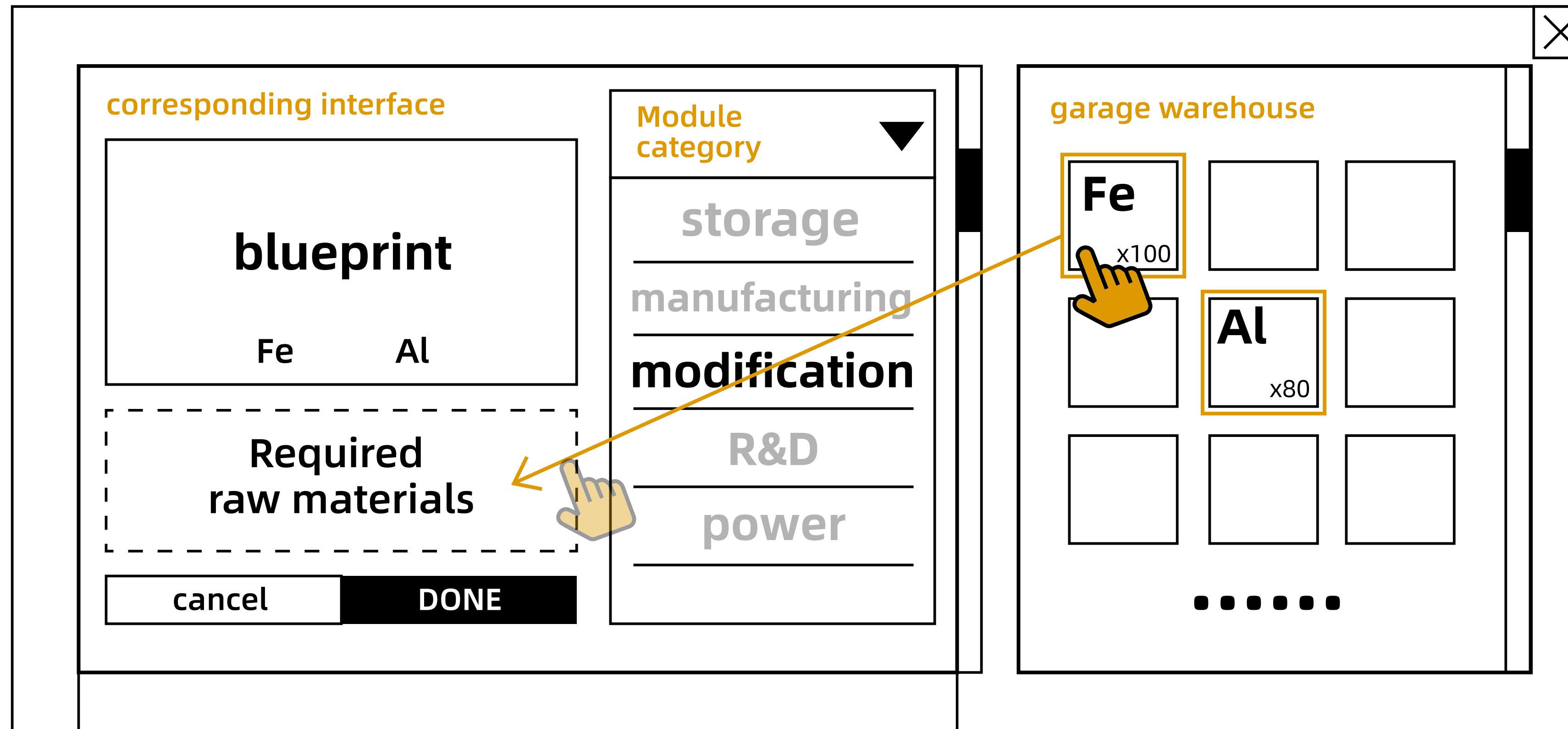
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THE UI DESIGN ➤

[APPEARANCE]



THE UI DESIGN ➤ [GARAGE]



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THE UI DESIGN ➤ [VEHICLE]

