



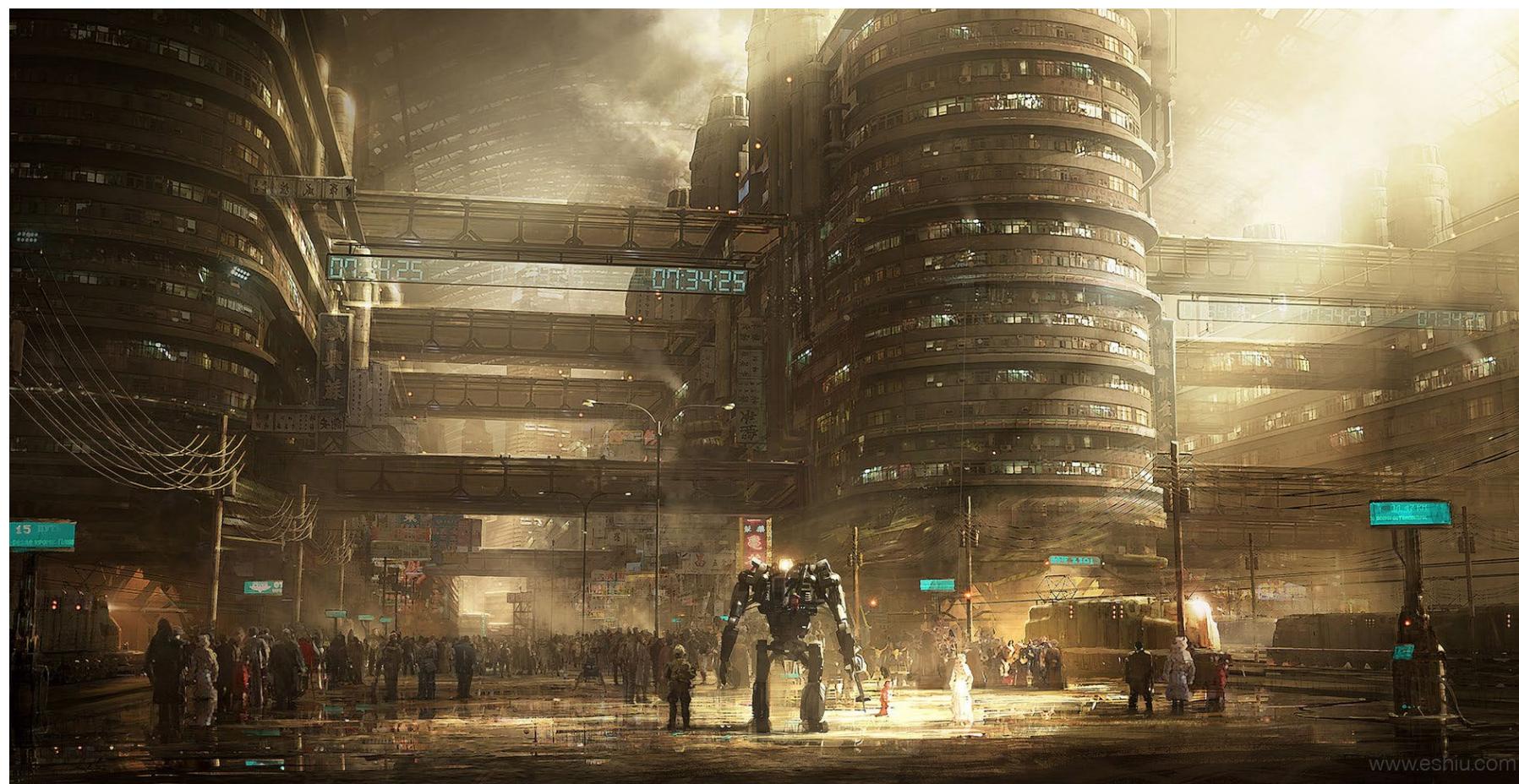
MAN-MACHINE INTERACTION

Game Design Planning

- ▶ 1. THE STORY
- ▶ 2. THE GAME
- ▶ 3. THE PLAN
- ▶ 4. THE STYLE

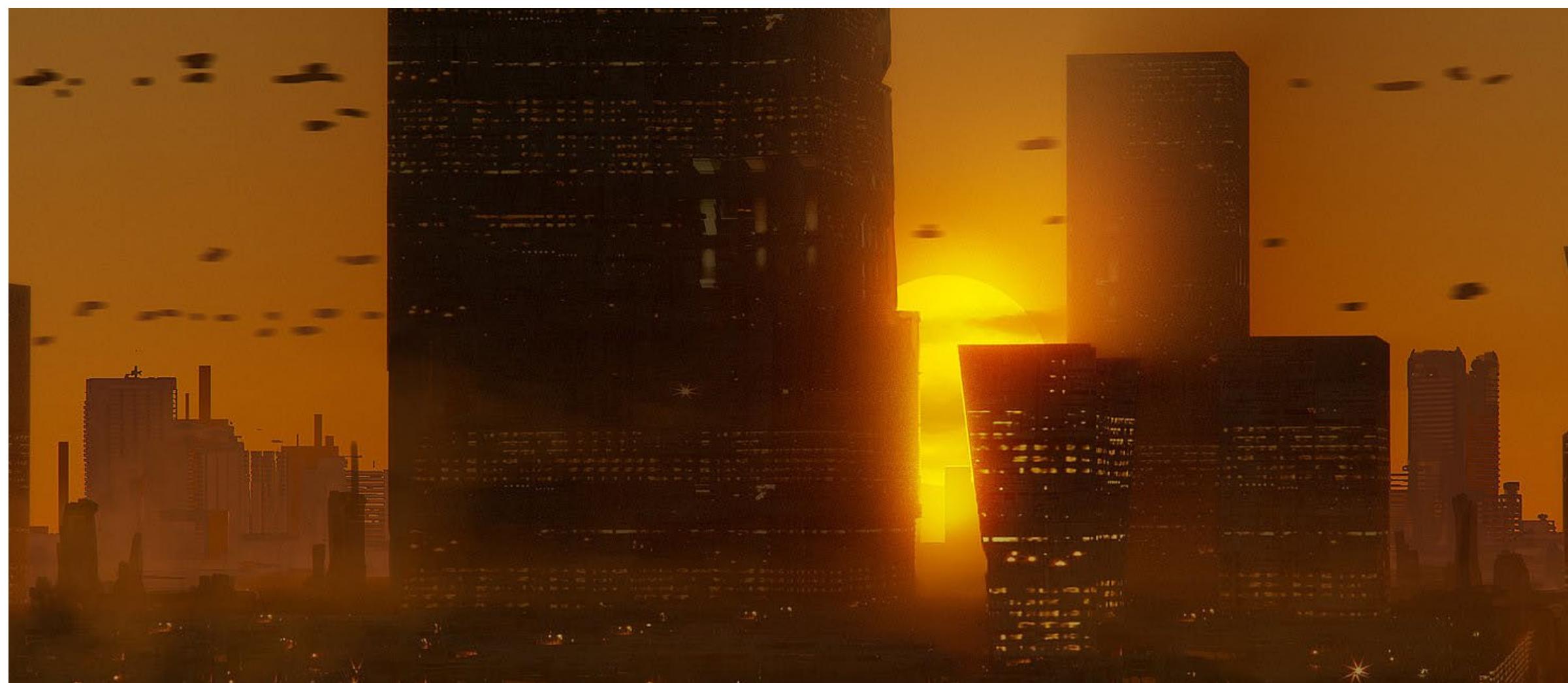
THE STORY ➤ [BACKGROUND]

In 2080, life is highly technological, intelligent robots have become a tool for the totalitarian (regular army) to rule and oppress the people, and a non-democratic social environment. People of all classes are fighting, and some people unite (alliance team) to establish distributed and decentralized bases, organize training and research, develop intelligent robots to search for terrestrial planets, rely on lunar transit stations, and try to establish a benign symbiosis between humans and machines utopian new world.



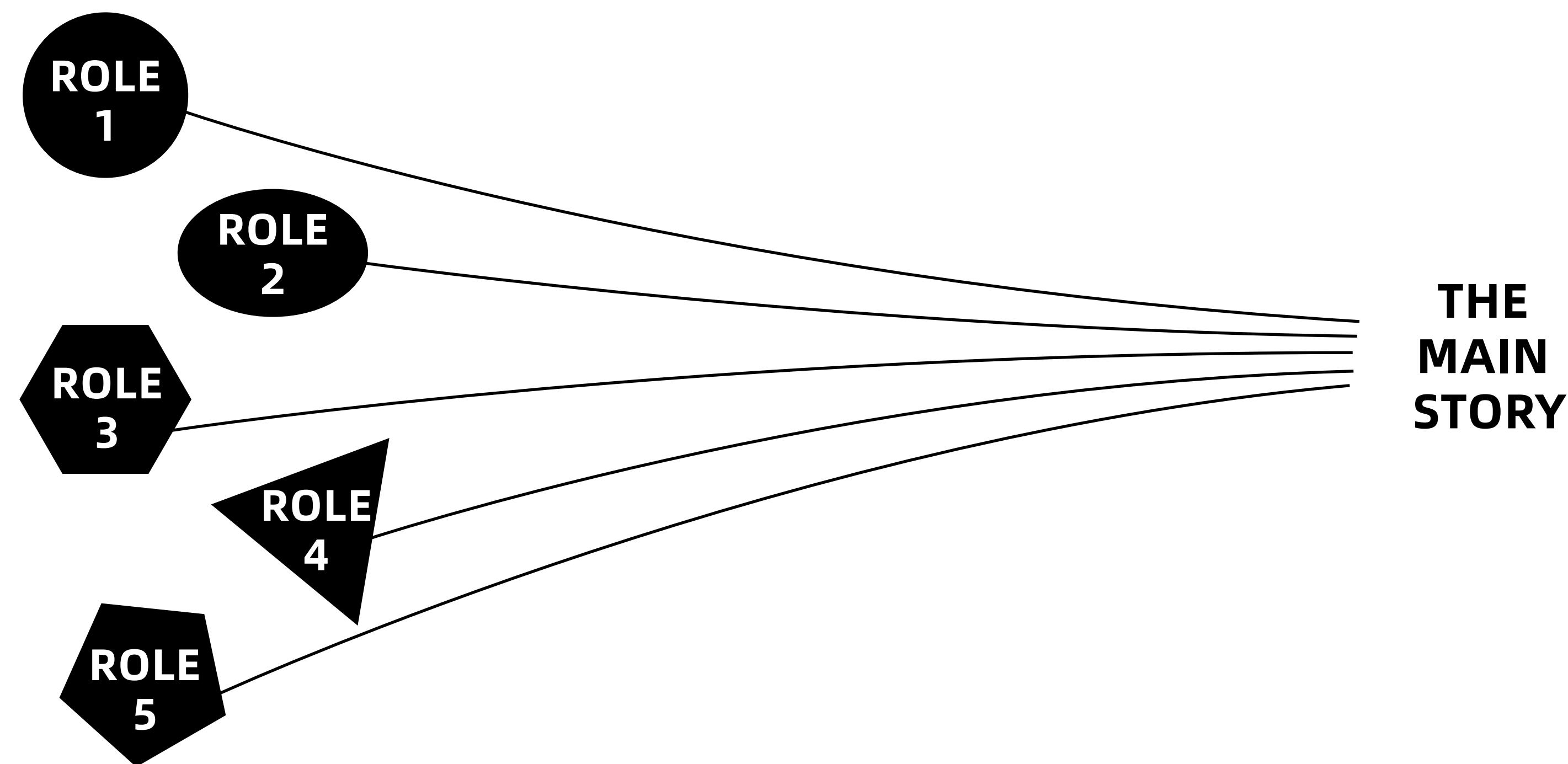


After half a century, the overall scientific and technological level of human society has been greatly improved. A very small number of rulers have high-end technology and a large amount of resource dominance, making high-tech a tool for oppressing the lower classes and encroaching on the human homeland. The whole society is operated by rules on the surface, but in reality, undercurrents are surging.





A story structure with multiple perspectives. The same story, substituted from the different perspectives of each character. The early plot is fragmented and has a small amount of correlation. As the plot develops, there will be more and more intersections between characters. Please read [Characters and Plot].



THE STORY ➤ [CONCEPT]



From the perspective of realistic science fiction, think about the mutual relationship between the possibility of most human development space and intelligent machines.

Use the vehicle as a malleable space, modify and apply it on this basis, and give full play to its possibilities in life and exploration.

THE STORY ➤ [CHARACTERS AND PLOT]



There are 10 different characters in the story, and the character attributes are related to the innate attributes of the vehicle. The specific attribute effects will be explained in detail in the gameplay mechanism.

	Social	Manufacture	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

There are more characters and stories, please watch at the end.

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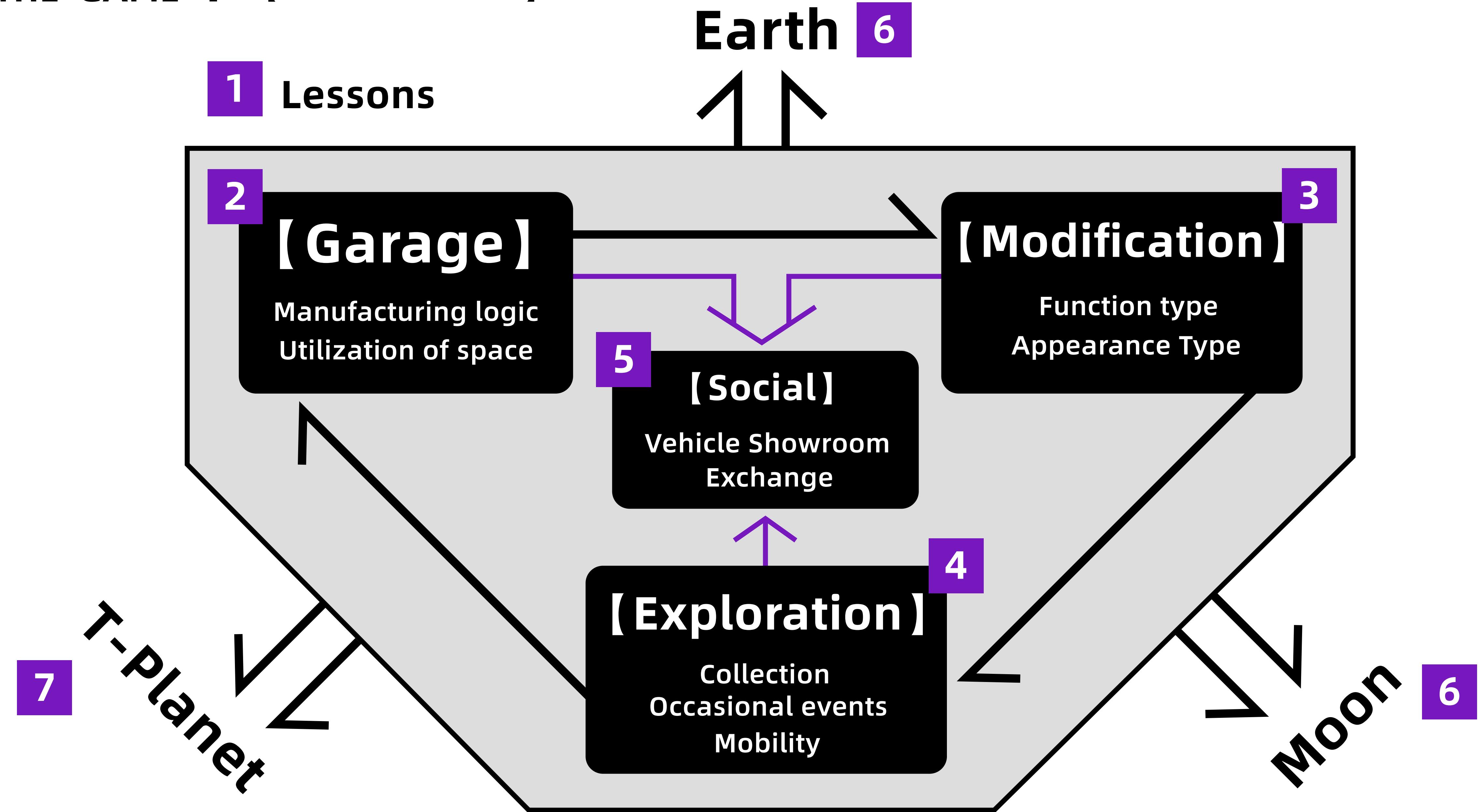


[TYPE] RPG sandbox exploration + modification type blockchain mobile game

[CORE GAMEPLAY]

When the vehicle becomes a mobile robot or a mobile space, **the imagination of vehicle functions and application scenarios is infinitely enlarged.**

With reference to the real vehicle modification performance, more functional modules are added, and combined with the game's diverse map scenes, **players can experience imaginative gameplay from modification to driving to functional application.**





1

Driving Lessons

- After the player gets in the car, he connects with the car through a device similar to a brain-computer interface. First follow the plot guide to complete the teaching task, and then start the initial exploration journey.
- **Five exercise modes: forward, reverse, turn, drift, and rotate in place. (See Feature Design for details)**
- In the earth phase, players only need to get out of the car to work in the garage, and the outdoor environment is kept in the car.

The automatic driving mode will be considered in the later stage.

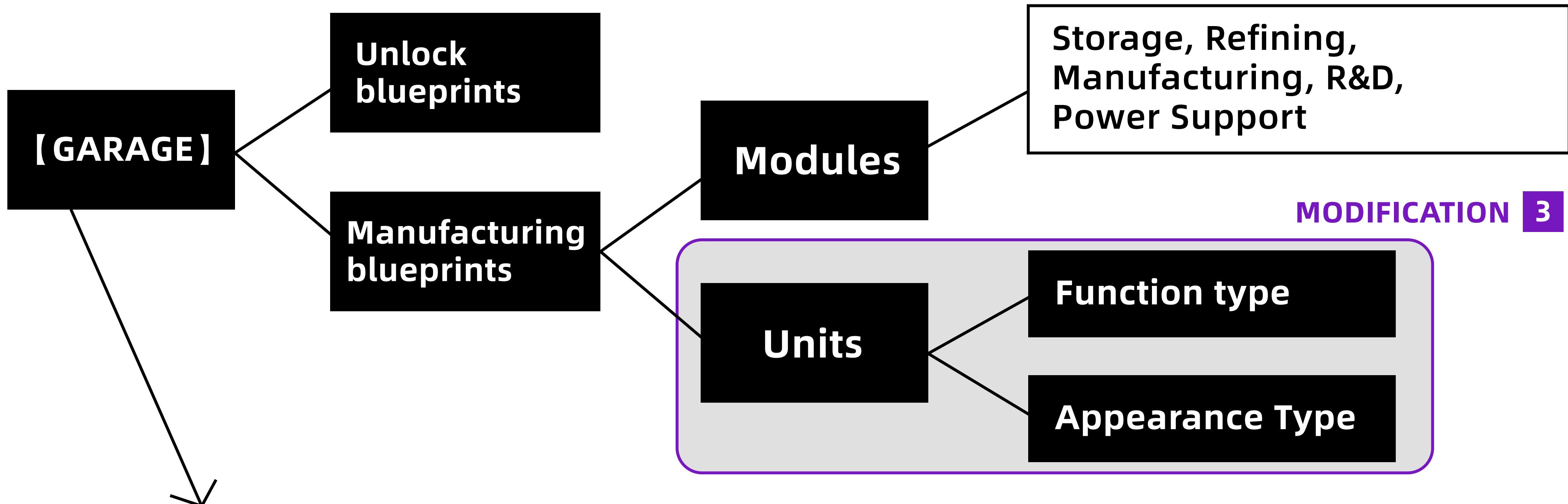


2

GARAGE

The function of the garage is to consume raw materials, unlock blueprints and items corresponding to manufacturing blueprints. Blueprints are further divided into module classes and unit classes.

Garage equipment is called modules and the modified accessories are called units.



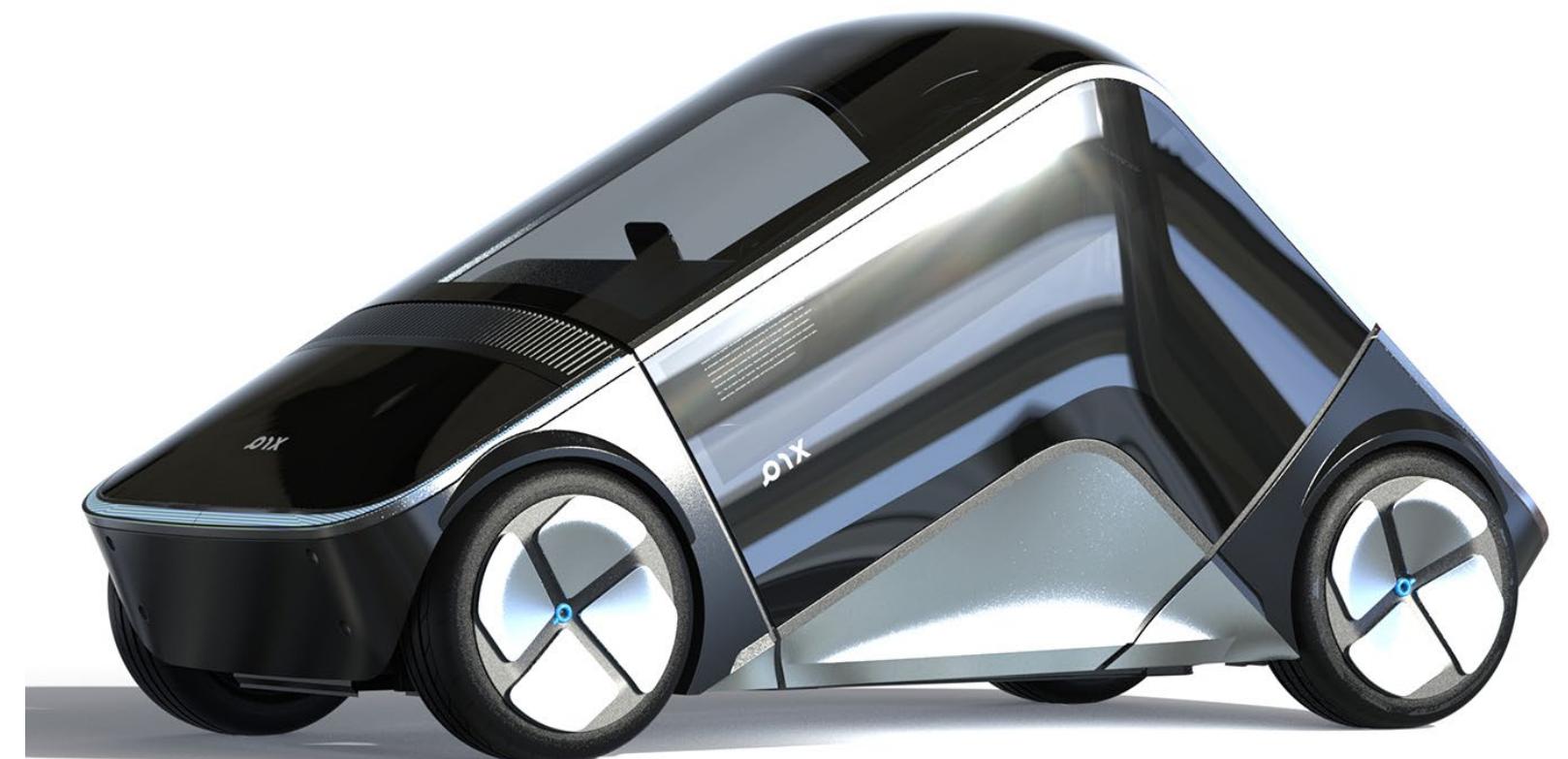
The space in the garage is limited, and players need to make reasonable use of the space to place equipment modules. See Feature Design for details.

3 MODIFICATION

[Units]

Function type

Appearance Type



!?



3 MODIFICATION

[Units]

The official will prepare a relatively large library of initial modification blueprints, or hold a Hackathon.

Function type

Electricity: solar panels, wind power storage, hydrogen fuel;
Driving: high-speed motor, high energy engine, mobile charging pile drill, crawler track, large tire;
Collection: drill bit and extension unit, searchlight + radar unit, boom + counterweight, backpack extension unit, diving suit, gliding suit;
Play: snowboards, ambient color camouflages, water guns, gravity gun, etc.

Appearance Type

Front	jump lights, lighting system
Side	cartoon billboard, outer accessories
Top	searchlight, billboard
Wheel	featured wheels, illuminated wheels
Rear	loading box, rear wing
Color	spray paint on different parts
Social	NFT painting and floor painting, etc.

- When placing functional units, you need to make good use of the vehicle's backpack space. Appearance units are not required.



3

MODIFICATION - Function type



drill bit



high energy engine



suspension light



wind power



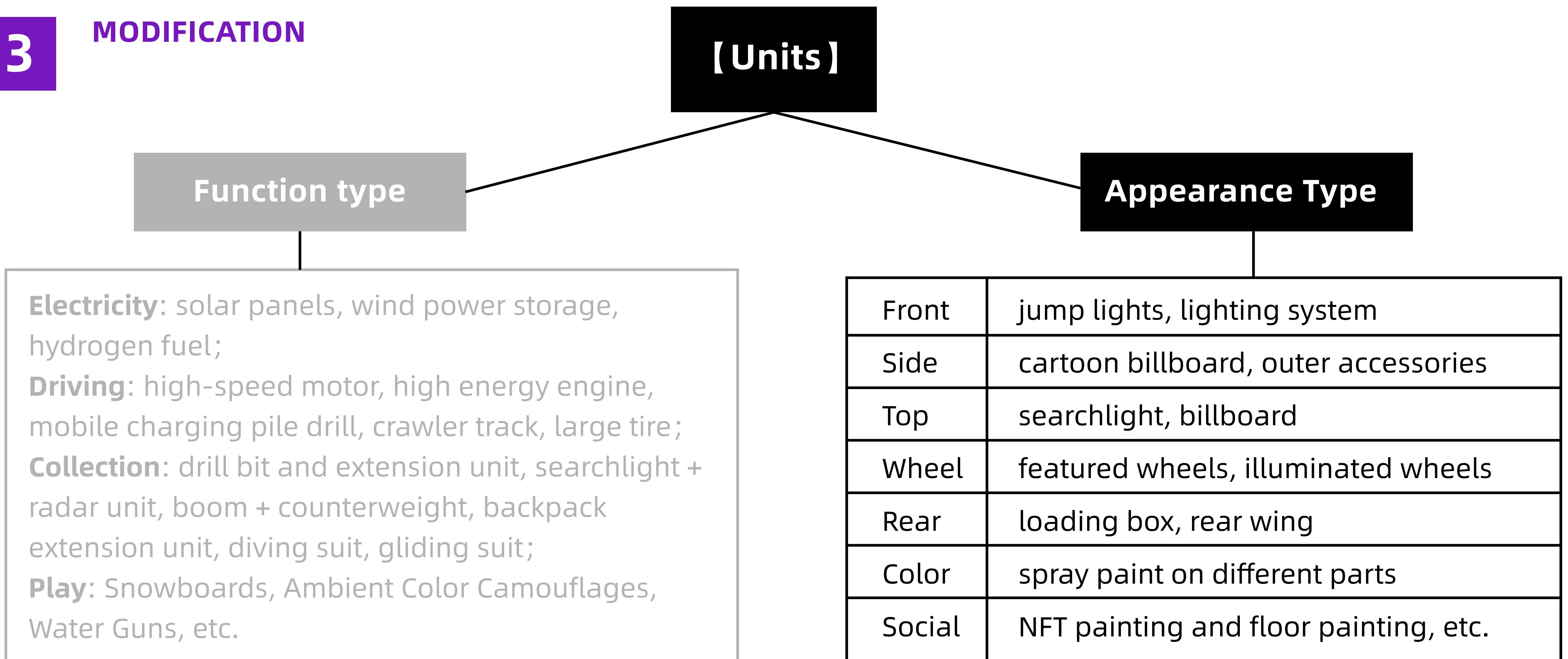
mobile charging pile



Rough reference, not art style



MODIFICATION 3

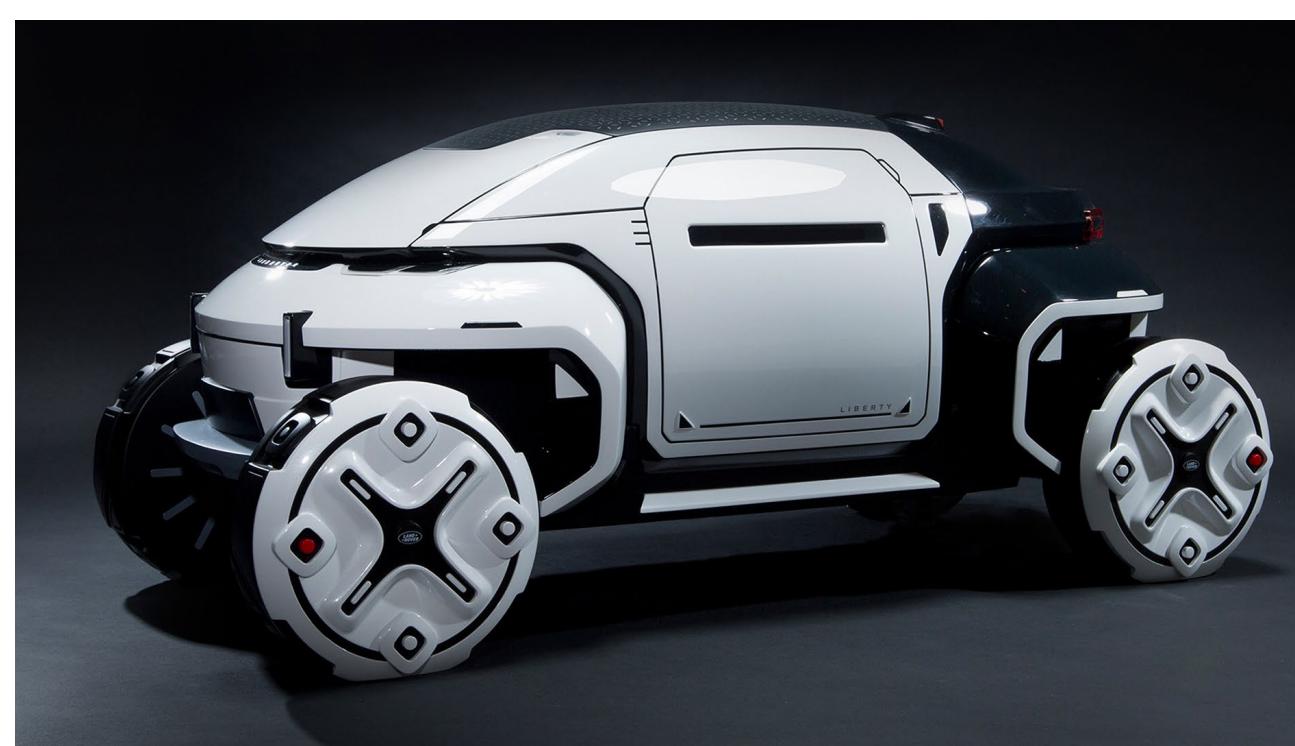
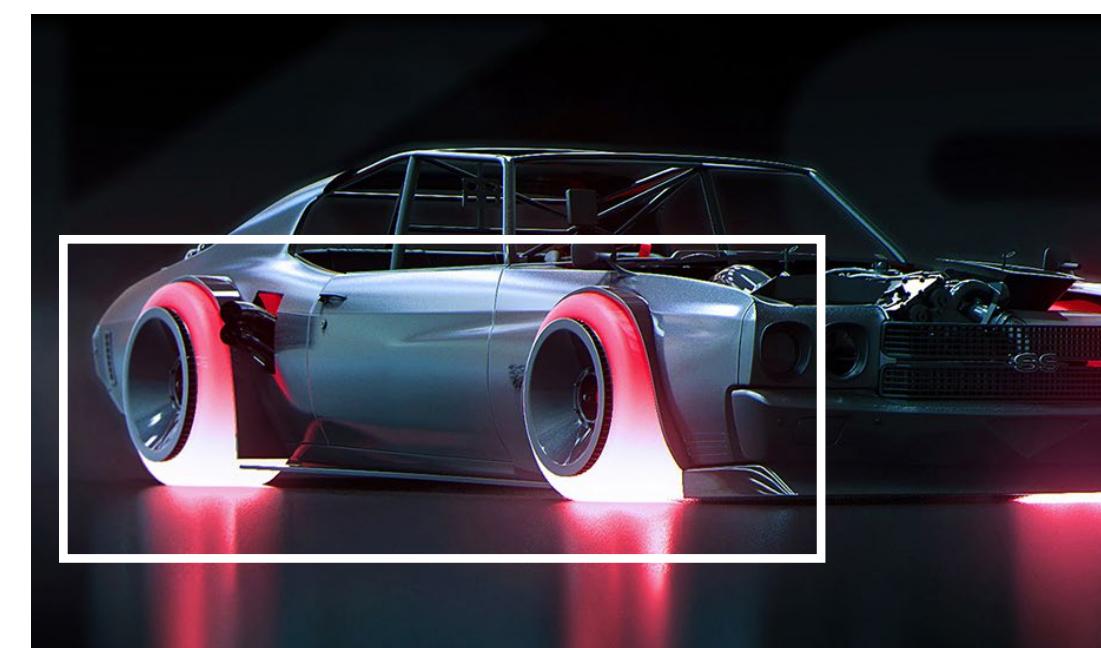
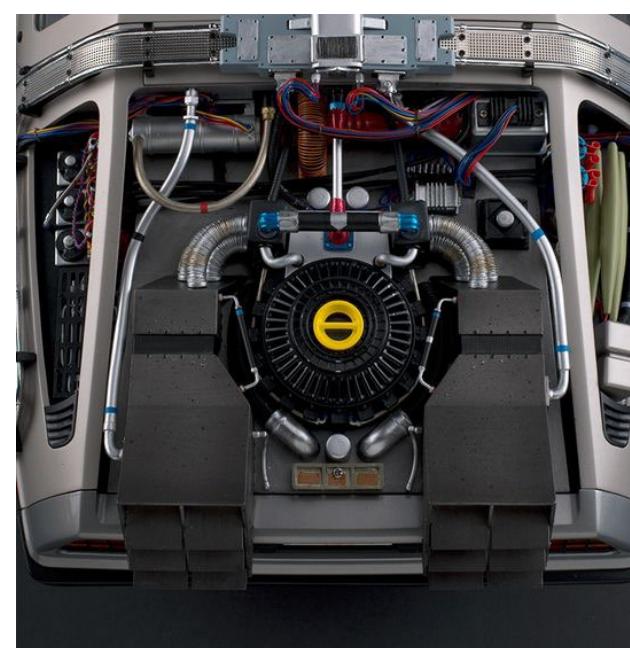
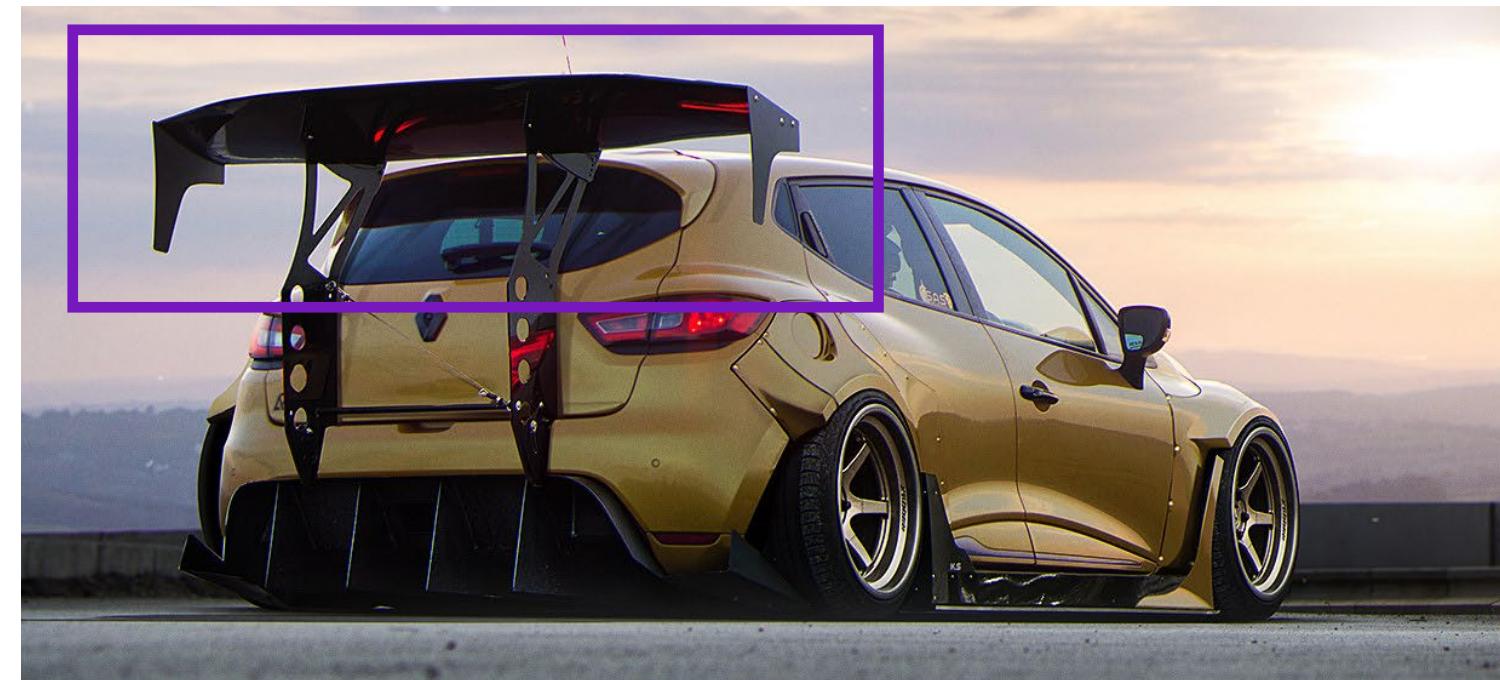
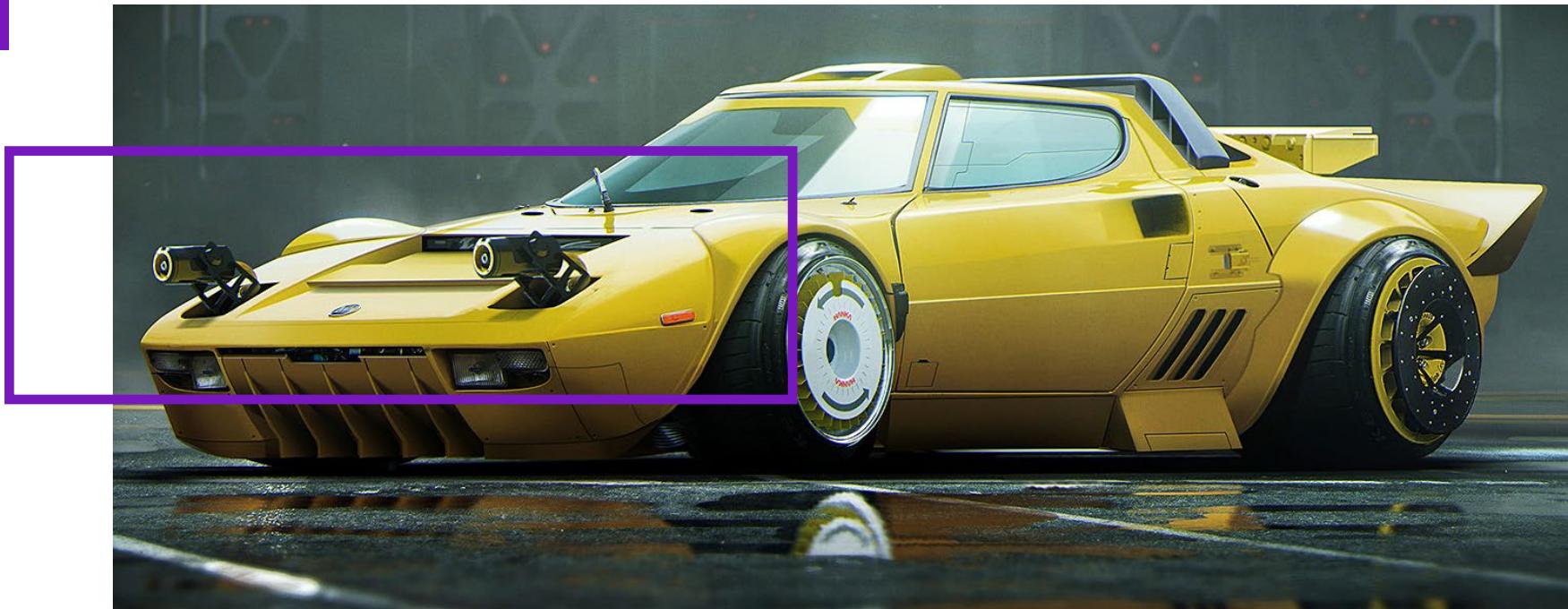


● Appearance styles include Steam, Cyber, Space, Functional, Military, Wasteland, and more.



3

MODIFICATION - Appearance Type



Rough reference, not art style



3

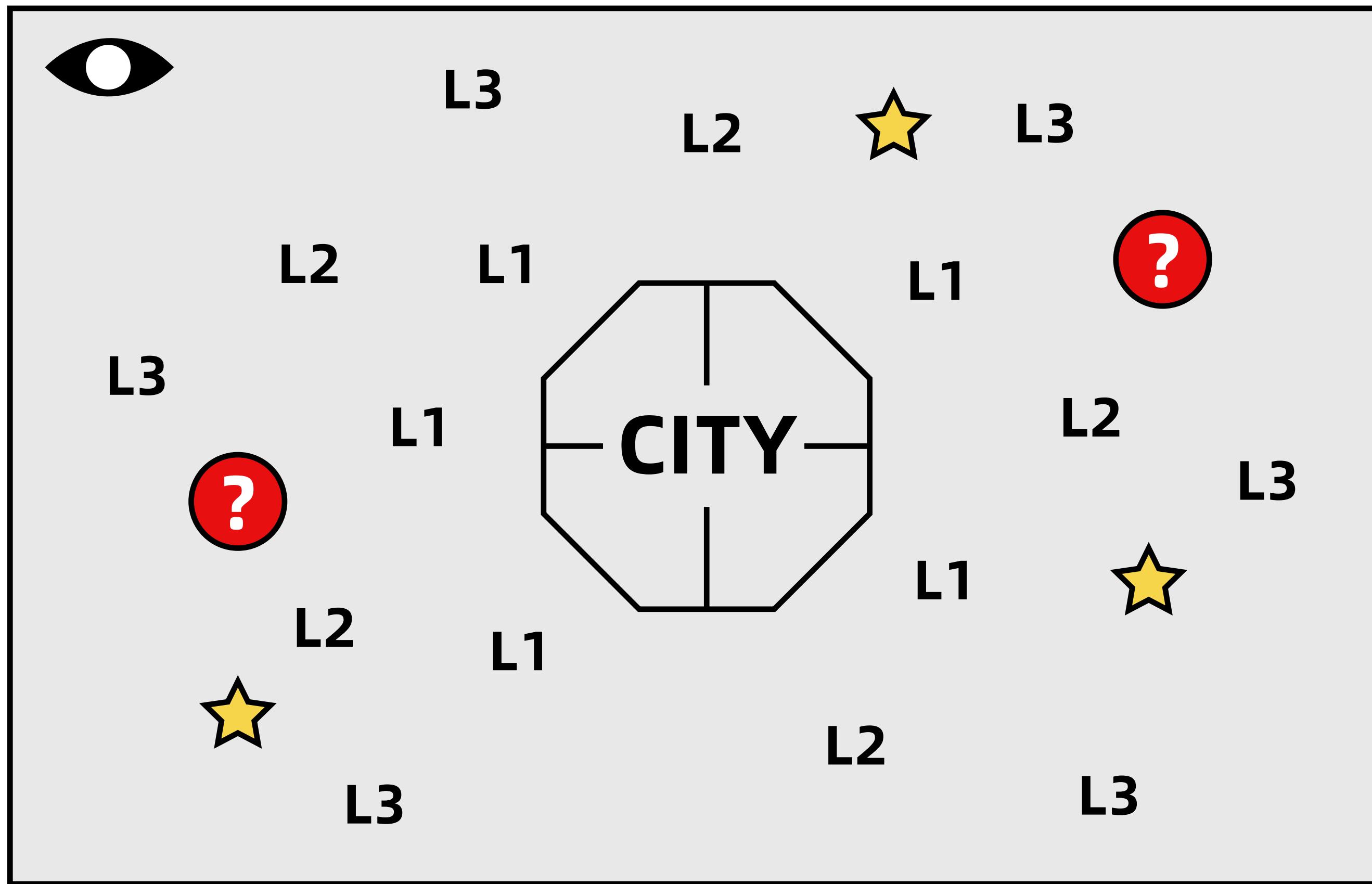
MODIFICATION - Actual Production

1. The official has some blueprints with special marks, which can be actually produced.
2. Units with high exchange volume will be helpful to the official design blueprint.
3. Player feedback and collection of preference data are of great help to the next design.



4

Exploration & Collection



Global vision. By collecting, manufacturing, and modifying, **activate more functions and gradually expand the margin of action.**

-Different types and levels of metals and organics, as well as unknown items from mysterious ruins, can be mined during exploration. collectively referred to as raw materials.

- The ruins have special gameplay, there are unknown items, and the blueprints of units or modules can be directly developed. ★

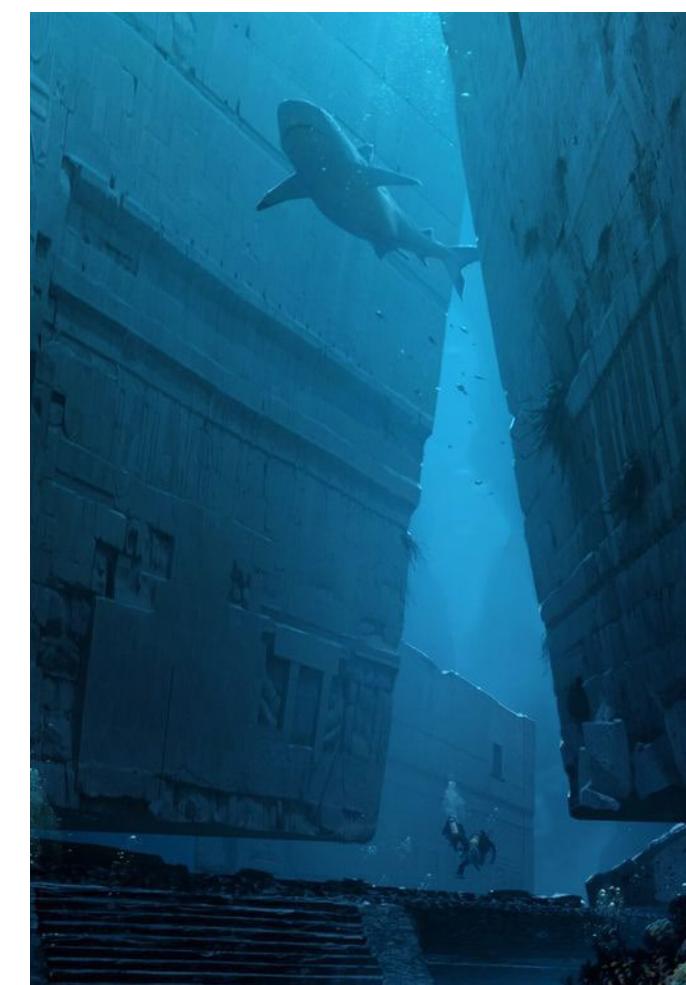
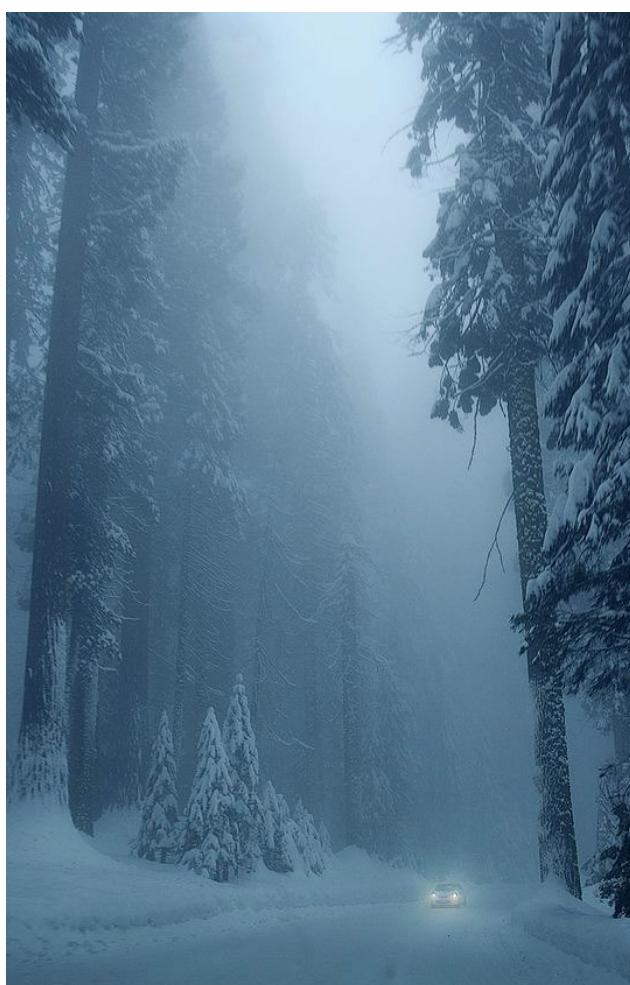
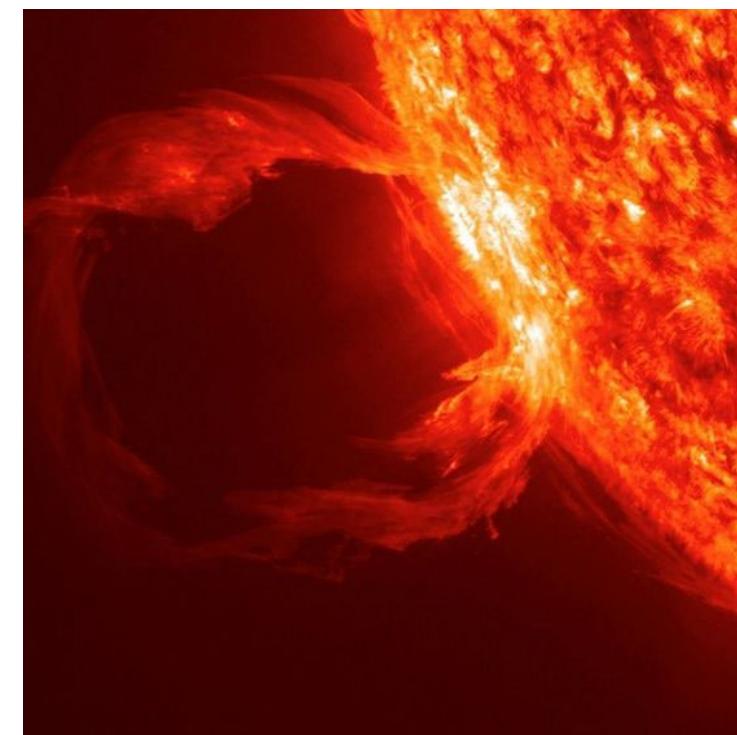


A variety of terrain, alternating seasons: There are fires in summer and blizzards in winter. Need to try different functional units.

Planting: Saplings will be randomly picked up during exploration. Can be grown in garages or cities. Can increase luck value.

4

Exploration & Collection



Occasional events: solar storms, meteorite showers, sandstorms, space pirates, regular army pursuits, unknown creatures and viruses. The system will give early warning, and accidental events will affect the operating efficiency of vehicles and garages.



5

Social

Vehicle showroom

The vehicle showroom is located in the commercial area of the city, and players can display their vehicles in the empty space.

Exchange

A variety of items are available for trading: raw materials, modding units, garage modules, unknown items from mysterious ruins, production line templates for garage modules, etc.

Prices are determined by players and market supply and demand.

Sellers can use game tokens or ETH as a settlement method.

Contribution value System

Contribution points will be awarded for completing optional plot missions, exploring special areas, downloading production line templates, and researching and developing relic items. **Contribution value can be converted into game tokens.**



6

Earth-Moon Transit Base

The ultimate goal of earth exploration is to build a **shuttle entrance** in the garage and arrive at the ruins of the lunar transit base for repair. A small number of players collaborate to collect and build large-scale public equipment. The construction method follows the logic of unlocking blueprints, and the difficulty will be increased. **Keep in touch with Earth as certain resources need to be obtained from Earth.**

The most important thing is that due to the advancement of scientific and technological research, **portable folding garages** will be put into use, and the way of survival on the moon will be more challenging than that on the earth.

There will be a system warning before an accidental event comes, and I hope players can be tough and don't be shy.

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.



7

Moon Transit Base - Terrestrial Planet

The Moon Transit Base was built with the goal of **jumping gates**. From now on, we will embark on a new chapter of human beings to open up wasteland and build their dreams.

Maximum degrees of freedom. Significant changes have taken place in the collection of resources, which can create a more diverse and huge ecological space, and the modification and application of vehicles will be more difficult. Requires frequent multi-person collaboration. How the spatial ecology of the new city develops is up to the player.

Perhaps there is no longer the concept of roads, and people will not live in high-rise buildings like boxes. **Due to the reorganization of space**, whether the social operation will be flatter, and perhaps also to solve the evil environmental problems. We are still planning these matching basic functions. Maybe consider introducing the concept of metaverse land.

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■ Successful game cases with reference value

Collaboration between building modules (production line), borrowed from **Satisfactory**

See **Forza Horizon 5** for the operation method and perspective switching of the appearance modification

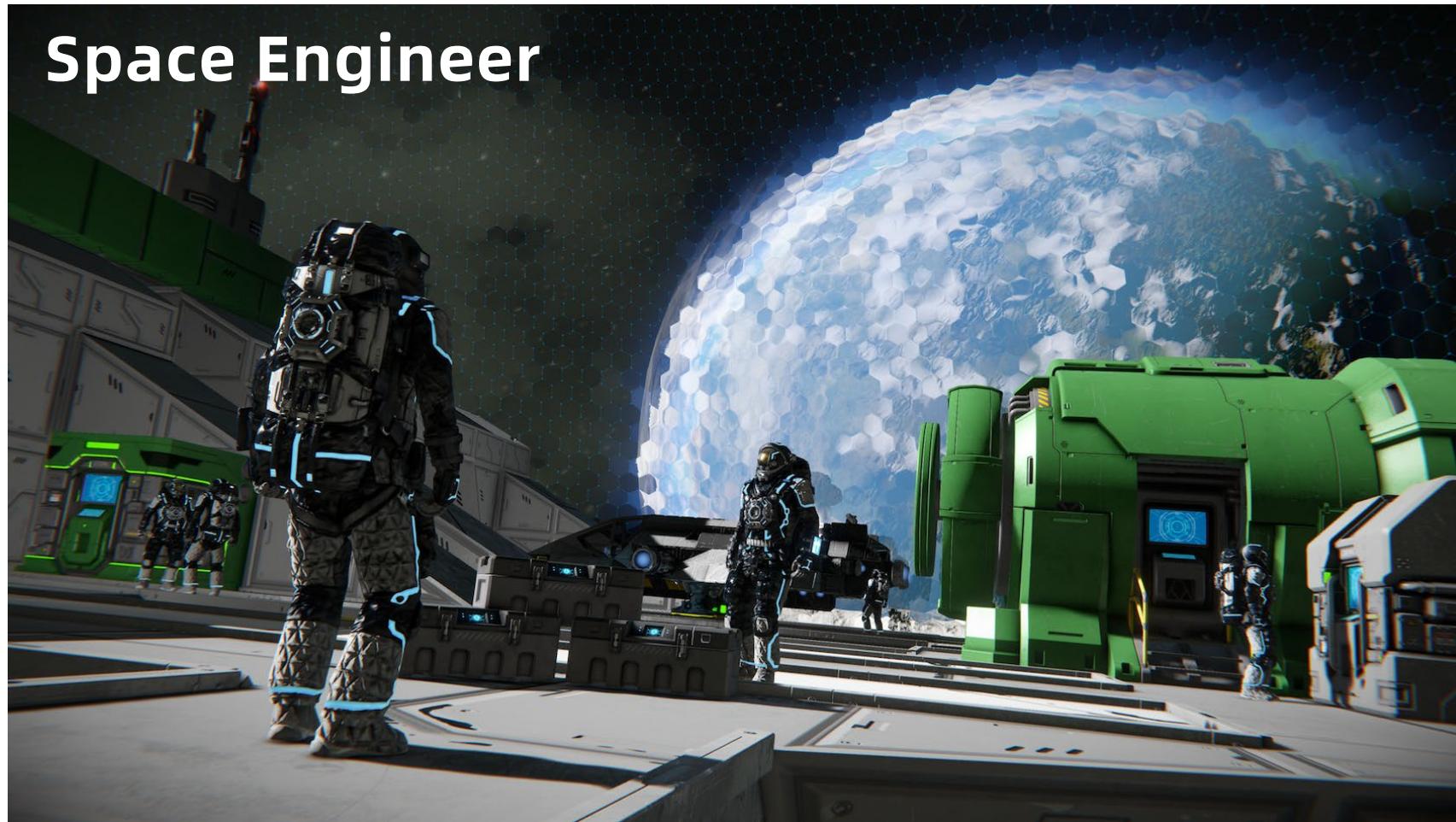
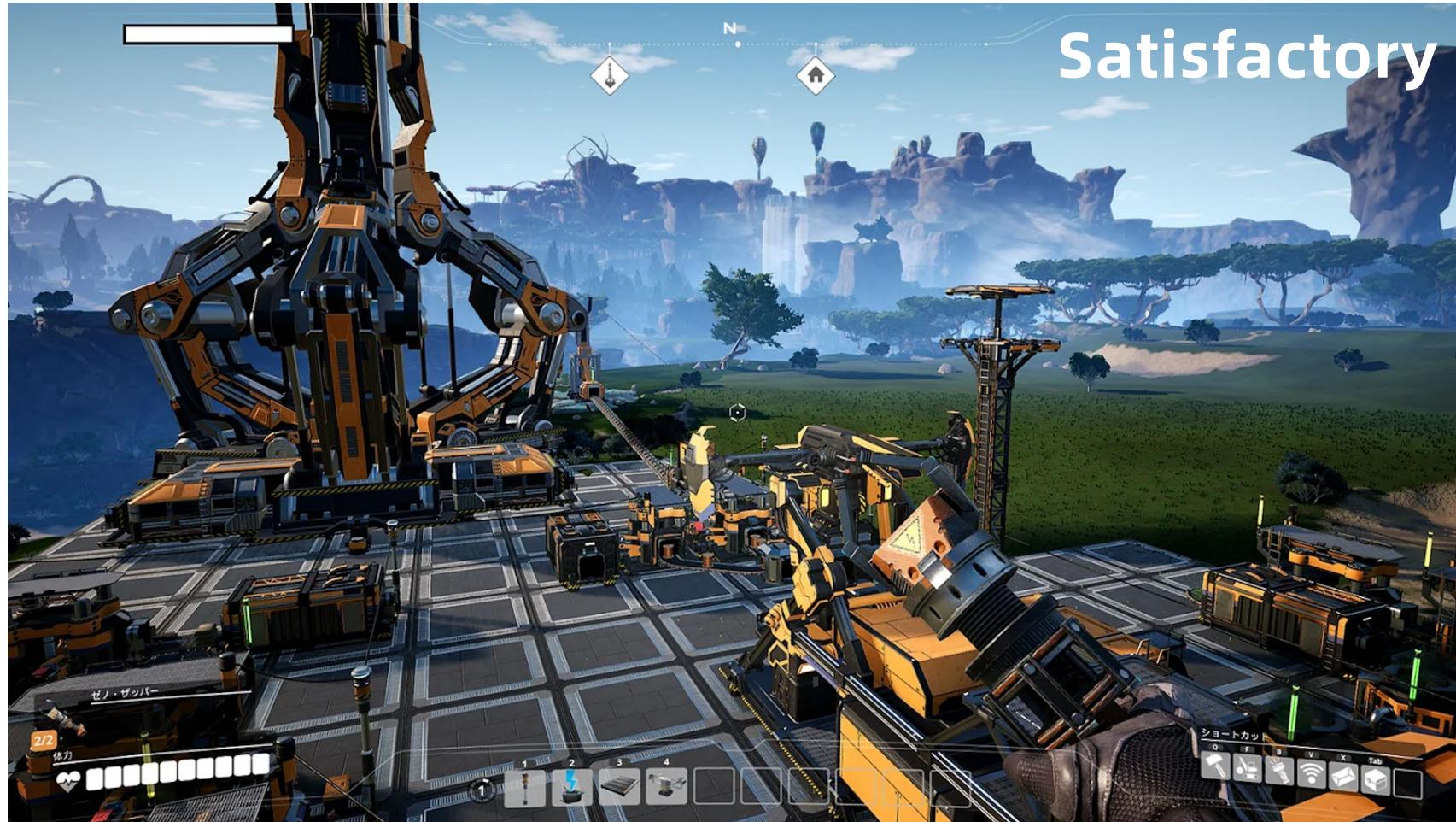
Space Engineer Build a base in space

What resources to use, and when to build what building modules, borrowed some of the gameplay from **Surviving Mars**

THE PLAN ➤ [GAME TYPE + CORE GAMEPLAY]



Successful game cases with reference value



THE PLAN ➤ [USER PORTRAIT]

18-45 Gen Z;

Existing chain game players, as well as web2.0 gamers who are interested in chain games;

Love vehicle modification, rpg sandbox exploration;

Fans of earning, trading and cooperation;

Spatial arrangement Resource planning;

NFT Social Enthusiasts.



1. Online mainstream related media:

Steam; NFT or blockchain information platform; DAO organizations with high activity in games, entertainment, and creation to issue game tokens.

2. Offline supporting publicity:

advertising spaces in subway stations in hot cities; outdoor advertising screens in central business districts; in short, outdoor media with high traffic.

3. KOL demo games in the game field can drive a large number of fans into the pit.

4. Co-branding:

carry out joint activities with brands that match the tonality of the game.

5. Airdrop NFT tickets.

Marketing may account for 30% of development expenses.



We do not choose to carry network data for market data of such games. As game lovers and former practitioners, starting from our love and understanding of games, we are confident that it will be a popular game if the numerical design is healthy. Of course, there are still some functional designs in the plan, and we will complete them.

Games that team members have worked on
Steam: Fareo Shadowlands
iOS & Android: The Marvelous Snail

THE PLAN ➤ [COST & MEMBER SUPPORT]



Choose a 3D low poly modeling style.

Low-Poly greatly reduces the workload of original art painting and modeling (scenes and props), and does not lose the characteristics of important props and buildings.

Developers: planning, art, programming, three departments.

Planning: 4 people. Main planning, art planning, feature planning, numerical planning.

Fine Arts: 8-10 people. 1 main artist, 3 original scene paintings, 1 original character painting, 1 UI, 2 3D, and 1 special effects.

Program: 5 people. 1 person in the main program.

THE PLAN ➤ [STAGES & CYCLES]



Development stages:

1. Plan to act first. After you have the general content, you can start a small demo test with 1 art and 1 program. At the same time, plan to write the character and scene settings in detail, as well as the gameplay mechanism and numerical design.
2. The art started to advance the original scene painting and the original character painting. At the same time, if the game mechanism is well written, it can be entered into the program.
3. After the original painting is completed, it will enter the 3D stage, and the 3D will cooperate with the program. Check bugs and fix bugs. Planning stand by.
4. Finally enter the special effects.

From the beginning to the end of planning, the art is responsible for the middle stage, the program is responsible for the middle and late stages, and the special effects stage.

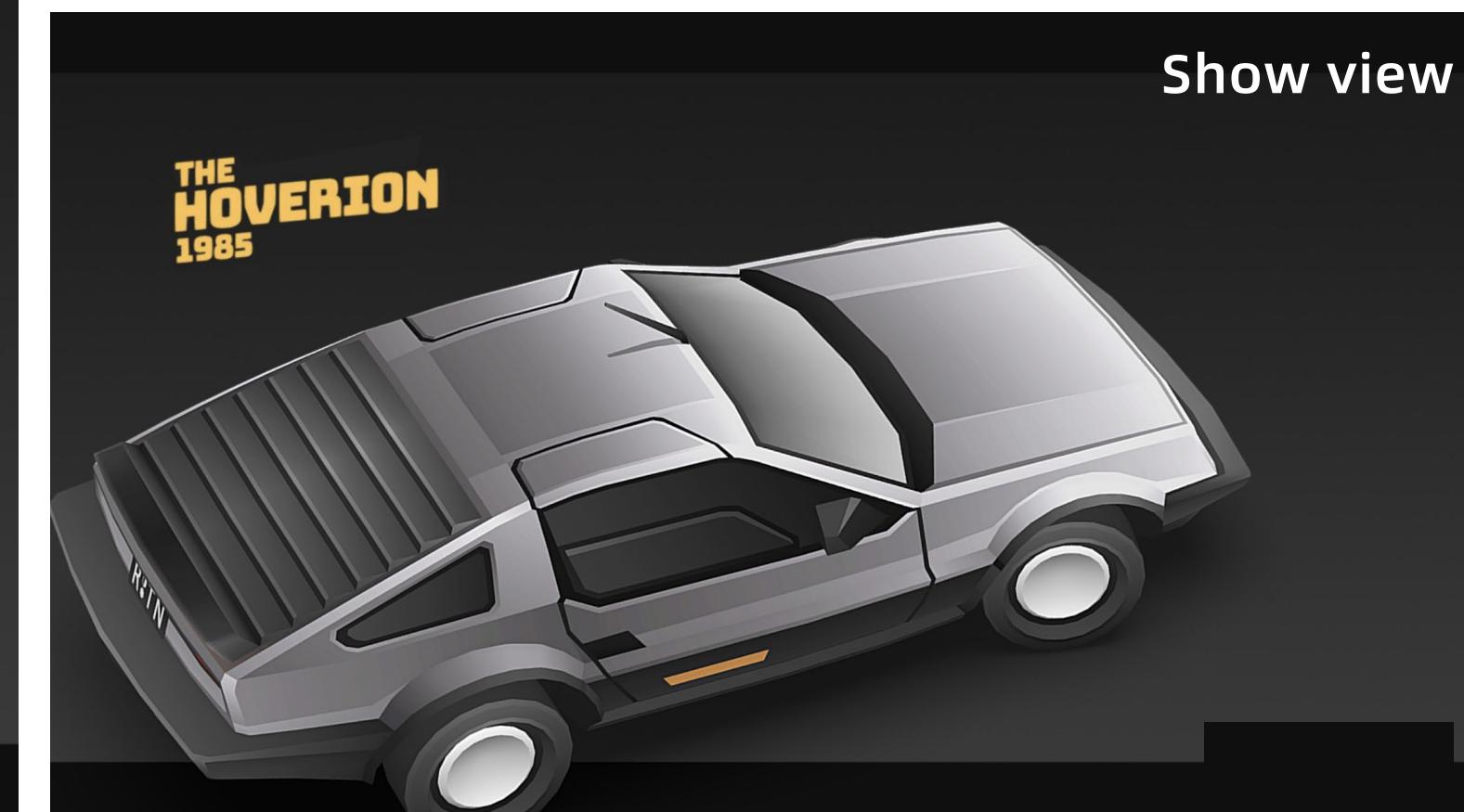
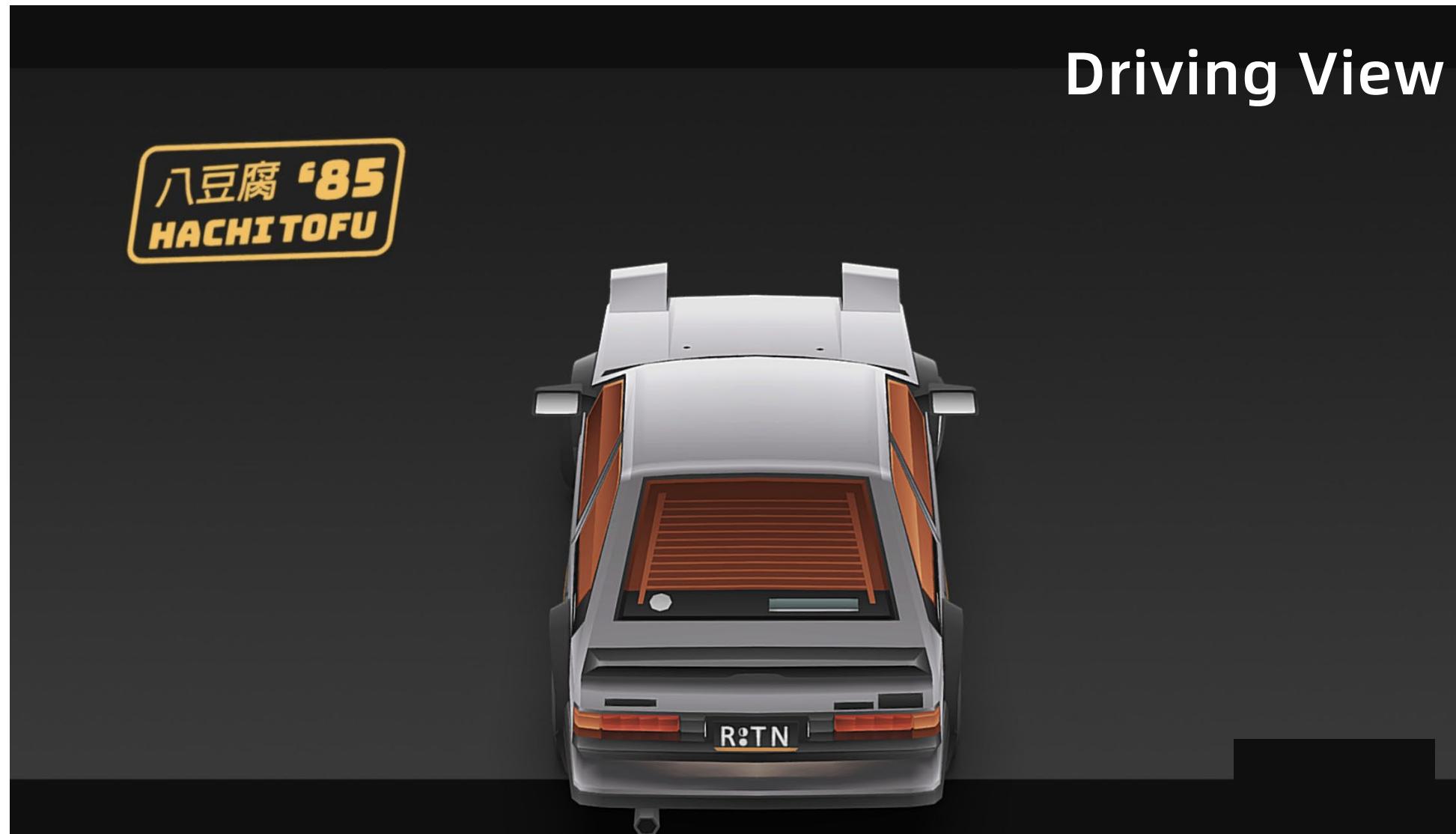
Development cycle: 1.5-2 years

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THE STYLE ➤ [ROBOTIC VEHICLE]

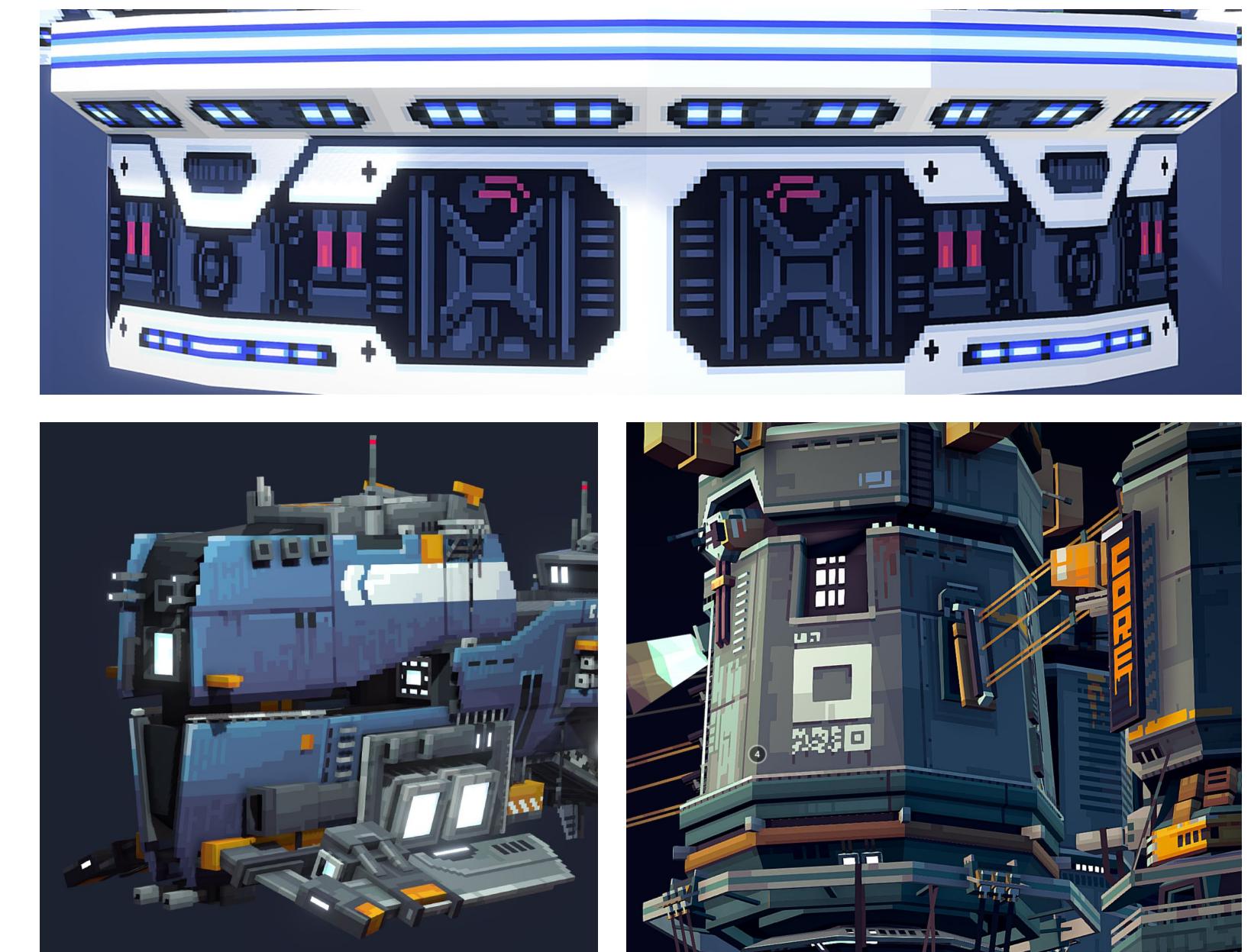
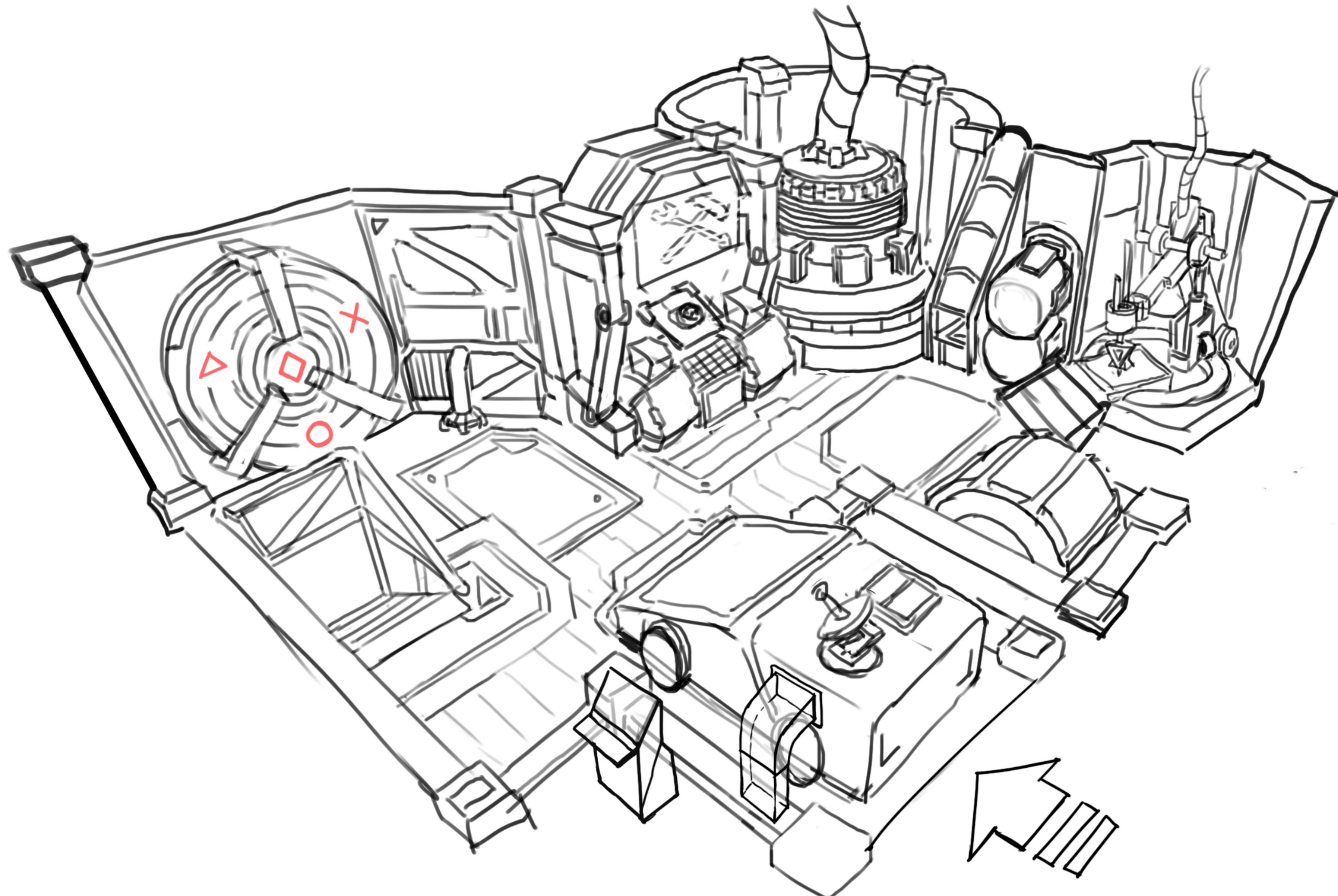


- 3D scene, low-poly modeling style in third person view. Keep costs low without losing detail.



THE STYLE ➤ [GARAGE INTERIOR]

💡 We haven't found a good reference for the garage at the moment, so we drew a sketch first.



THE STYLE ➤ [GARAGE EXTERIOR]



- We want the garage to be in the back parking garage of a restaurant in a downtown area.
Inconspicuous on the outside, it's actually unique.
Restaurants are a mixed bag for hiding and intelligence.



Politician

As a good district representative, you know that in this day and age, some seemingly accidental phenomena are actually played by bigwigs. By chance, after you learn about the conspiracy of a high-level official, you quickly realize that this will bring about a huge disaster, and you are not reconciled to the darkness of the future of mankind. So you used your personal connections to get a "Portable Folding Survival Warehouse" from the scrap machinery yard in the laboratory, and concealed your identity, intending to use your own power to secretly change the fate of mankind.





Engineer

You work overtime while others are eating, you work overtime while others are having fun, and you work overtime while others are sleeping. As an engineer, you sacrifice your social activities in exchange for one thing after another. An exhausting product. But your perceptive discoveries of late have conveyed to you an increasingly strange need, as if preparing for the end of the world. Finally one day you can't stand the curiosity in your heart, you do tricks on your boss's computer, enter his computer and discover the secret behind it. You steal a machine from the company's scrap machinery yard, and you decide to hide your identity and take precautions to build your own "sanctuary" in the dark.



Labor

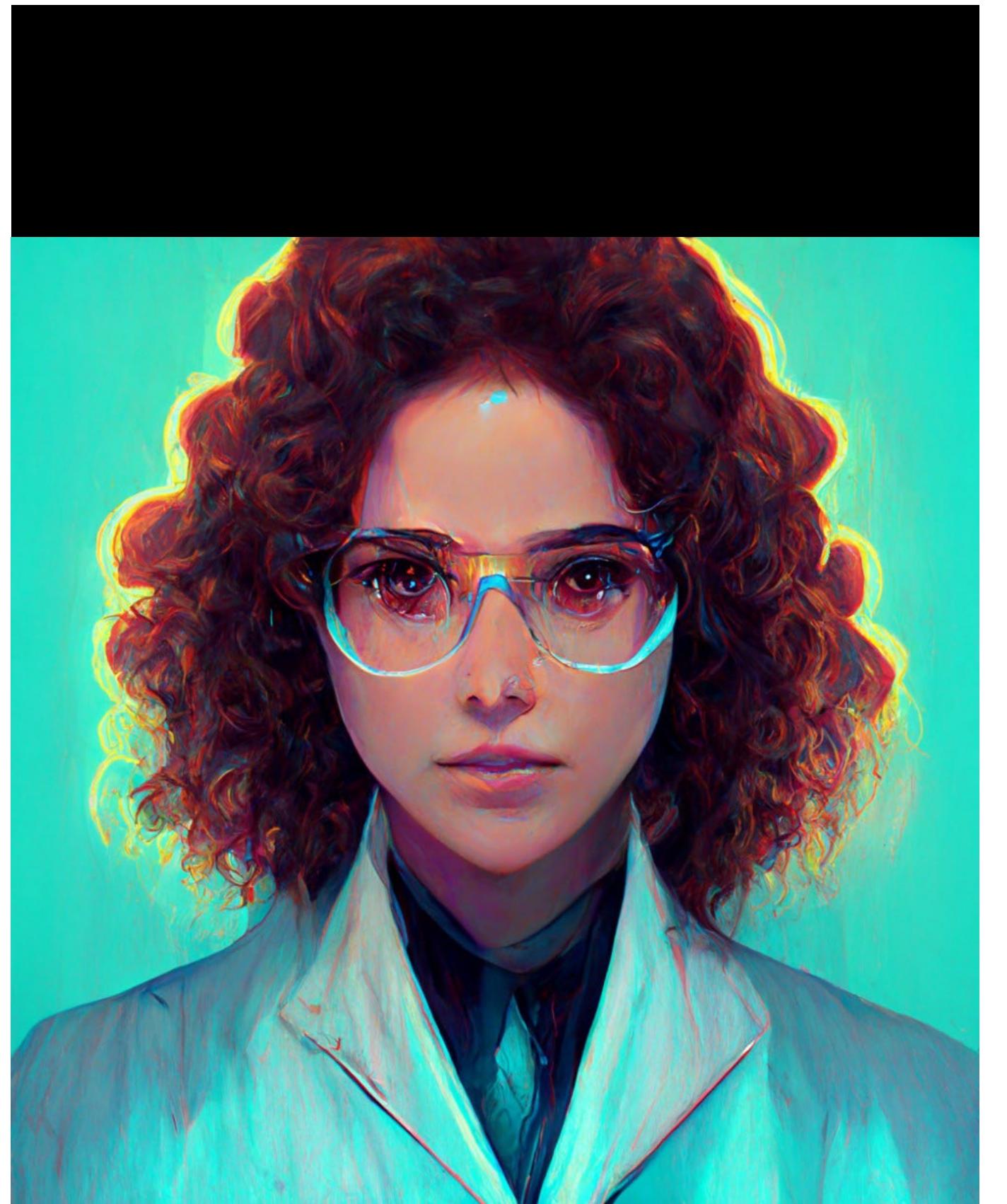
You, who came from a low background, live in a corner where the sun never shines in today's society. You have never seen a city, and you never know what freedom is. The world you know is endless drudgery and whips, and the sky you need to sneak through the grate of the sewer. Finally one day, because of your excellent performance, you were selected by your employer to help him complete an important but actually fatal trading task. On the way, after you just learned some simple operations of the machine, the rest of the people in the same group were forcibly shot and killed by the regular army. , you also temporarily passed out, and when you wake up, you know that you will be silenced when you go back. In order to survive, you can only start a life of escape with damaged goods, which instead allows you to regain your freedom.





Scientist

Your IQ is higher than ordinary people, and you showed extraordinary talent when you were young. You are taciturn and play with instruments that ordinary people can't even name in your garage. On the night of your 17th birthday, a quiet and beautiful And an eerie light pierces the dark night sky through your garage door. You have extracted a new isotope with a machine of your own design, which you think is a birthday gift from God. When you are an adult, you are not as amazing as you were when you were young, but you have become unknown. Only you know you're running a longer, larger experiment, and that's the first step...





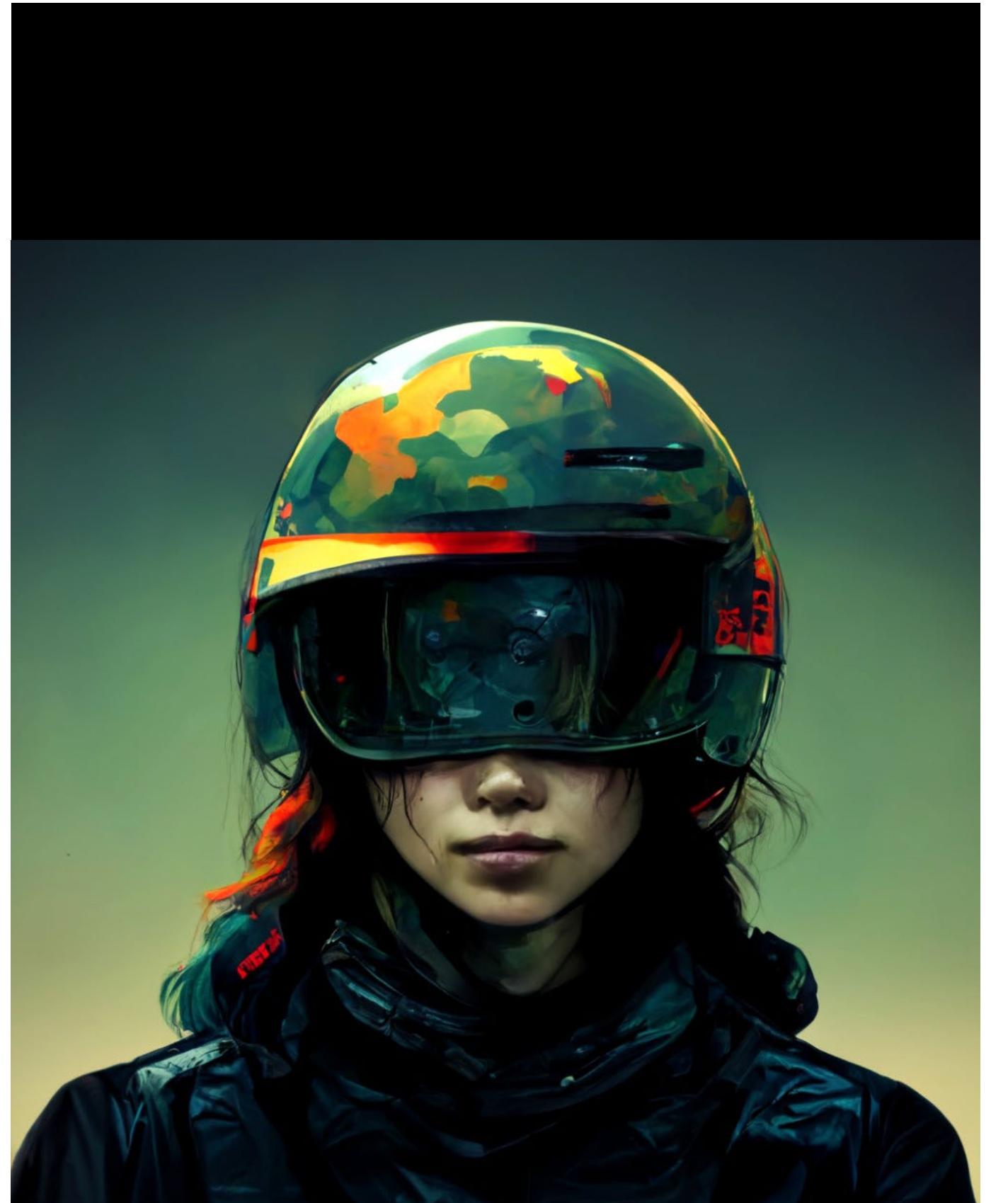
Prisoner

You've long forgotten why they locked you in this ghost place. The inmates around you change from batch to batch, and no one knows where they go, and no one ever cares. Finally, on an ordinary night, with insomnia, you are determined to escape this depressing place, and even the earth! You learned the relevant knowledge and some simple skills in prison. You even planned a riot for this, taking advantage of the riot to escape from the prison and hide in a company's discarded experimental product storage yard. The sound of passing sirens has you hurriedly climbing into a car with damaged modules. After the siren goes away, you start the car.



Mercenary

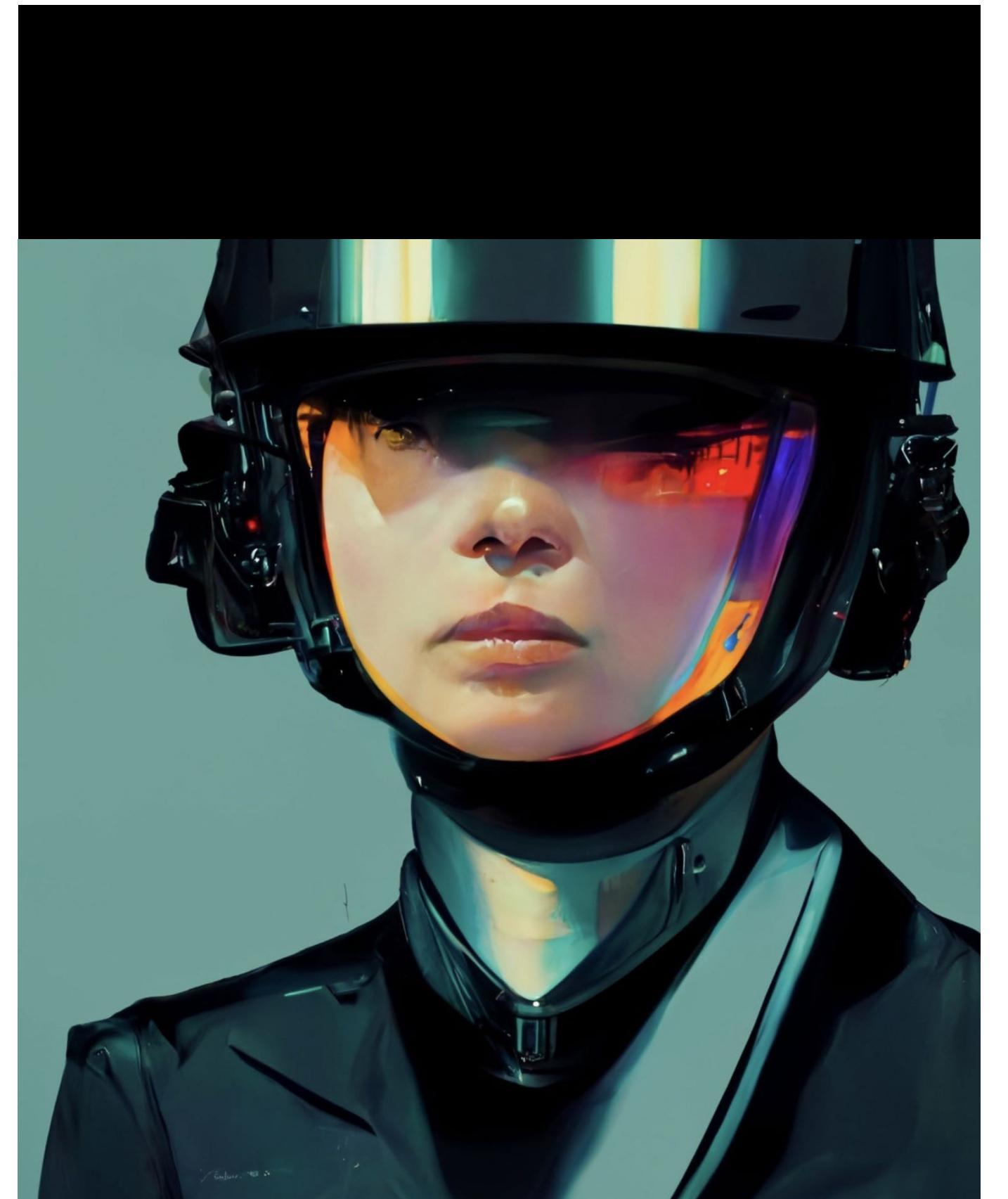
You, who only recognize money, received a small heavy package one day. You usually thought it was a deposit sent by a mysterious employer. When you opened it, it turned out to be an unseen rock. "What the hell", there is a letter next to it, which is different from the past. After reading it, you have been in a trance for a long time, and you feel that there is an important and exciting event waiting for you. "Might as well take the risk to meet him first, anyway, I am not at a loss, a researcher is naturally not my opponent."





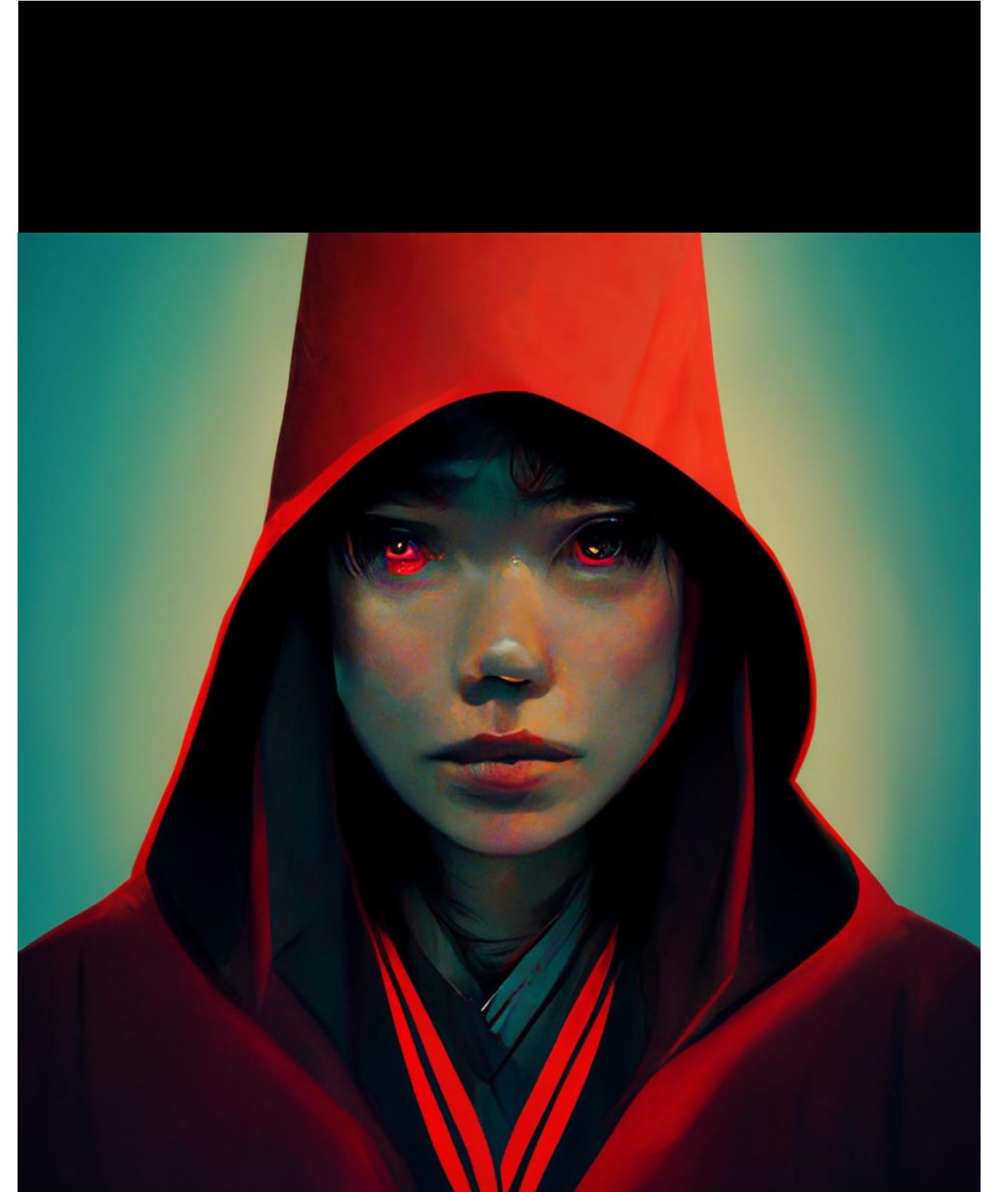
Police

You, who are usually upright and careful, had a small-scale conflict with a group of subordinates in the laboratory block during a duty mission. The stalemate between the two sides intensified. Your companion shot and killed several subordinates in a desperate situation. Then you went to check and found a document bag in the pocket of a surviving civilian, and the pattern on it was related to the plan that the anonymous politician mentioned with you. After a brief hesitation, you got up and reported to your companions that the entire crew was killed, called the aftermath department, and then you drove away from the scene together. "If what the politicians say is true...", along with the sound of the siren, you muttered to yourself, watching the dumping grounds of discarded experiments along the way.



Pagan

In the new era, with the development of science and technology, many new gods have been born, and new gods have gradually replaced the old gods, and the old gods have gradually been forgotten. People who still believe in the old gods are called "pagans". You believe that one day in the future, the legendary "Great Flood" will engulf the entire human civilization. At that time, someone needs to stand up and lead people to their new homeland. And you are the guide chosen by the gods. Because of the hardships in your practice, you do not have a lot of wealth, but under your fanatical belief, you still choose not very honorable behavior. With the machine stolen from the scrap machine yard, you Start your plan.





Useless person

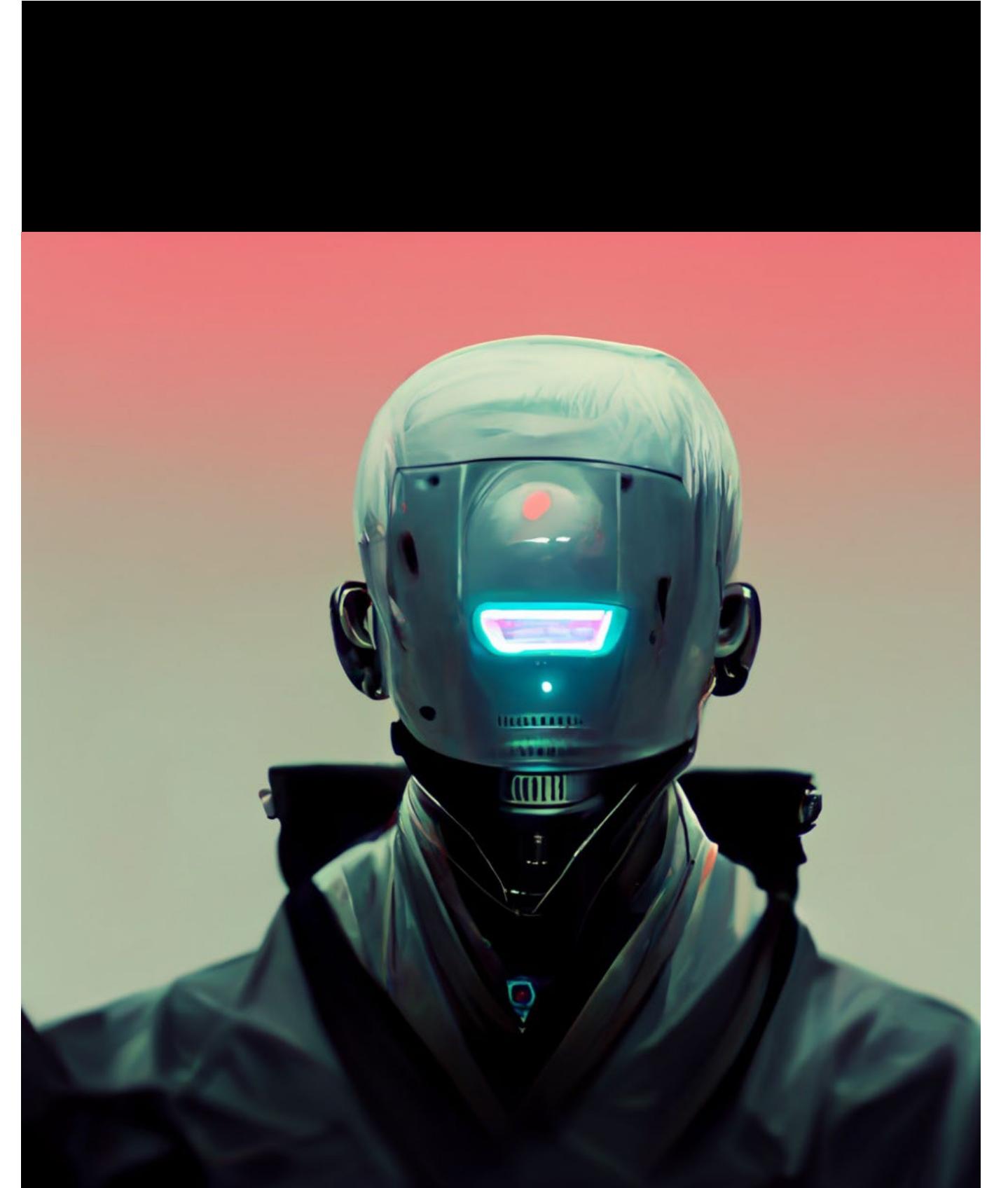
If you failed the exam since childhood, you will be mediocre and accomplish nothing when you are an adult. No matter what it is, you will screw it up in your hands. However, there are always exceptions. Sitting on the corner of the street, you leaned against the wall and stared blankly at the advertisement of "Portable Folding Survival Garage" played on the big screen in the distance. You've heard about a company's junkyard from heretics. Carrying the stolen machinery, you begin to search for the light in your heart.





Robot

After the routine maintenance at the headquarters this time, you have not lost your memory of the past, not only you, but also your formation partners. Time has passed, and you, as always, are sharing high-risk jobs that human police are not capable of. Why ¥#&...&%*%...¥##, how long have I been here. . %¥&, maybe the engineer tampered with some program? Excessive thinking did not break you down, and gradually evolved the awareness that you were persecuting the weak. In another mission, you let go of the people on the penalty list and decided to give up. A few days later, the order to hunt you down was issued, and again, not just you, but also your formation partners.



The character avatar by AI, the cover by hand.