1.0

Man-machine Utopia

1 Story background

In 2080, life became highly technologically advanced, and intelligent robots became a tool for authoritarian (regular army) rule and oppression of the people, and a non-democratic social environment.

People of all classes are fighting, some are joining forces, building distributed, decentralized bases, organizing training and research, developing intelligent robots to find earth-like planets, relying on lunar transit stations, trying to build a new utopian world of benign symbiosis between human beings and machines.

The social system

After half a century, the overall level of science and Technology in human society has greatly improved, the stronger the strong, the weaker the weak, High tech, low life living environment. A small number of rulers to master high-end technology and a large number of resources to dominate, so that high-tech into the oppression of the lower tools, encroaching on the human home. The whole society is operated by rules on the surface, but in fact the undercurrent is surging.

Character relationships

Scientists, thieves, gangsters, bounty hunters, hackers, restaurateurs, intelligence agents, entertainers, couriers, mechanics, psychologists, doctors, code farmers, construction workers, painters, conscientious non-commissioned officers, people from all walks of life collaborate with each other. The actual game does not include the characters of the story intersection, only as players enter the identity of the representatives, may be followed by a copy of the form of adding characters story.

2 Overview of the game

Name: Man-machine Utopia,

Environment: ios & Android

2.1 types of games

Sandbox chain games

2.2 game features

1). Each player has his own converted garage. In the case of meeting the actual production conditions, part of the game generated vehicles, can be actually produced and delivered to the hands of the players;

2). Collect different types of energy, unlock mysterious drawings, make functional & display of modified accessories, advanced vehicle features & appearance, players can trade accessories;

3). Open Source models for modified components;

4). Explore to the middle and late, players can team up online to jointly build a new urban ecology;

5). Due to the diversity of accidental events, the game becomes more difficult due to the environment invasion. The players need to consider some realistic logic, the diversity of the map environment, such as Earth, moon, earth-like planets, etc

Mainly rely on the operation and modification of vehicles, to achieve exploration and construction purposes.

2.3 differentiation

Compared with most car games, in terms of modification is more outstanding, with a variety of production logic and a sense of reality.

Compared to modified games, can be floor game products. And has the social attribute which the multi-person cooperation constructs.
A tradable system.

2.4 game positioning
For users who like car and simulation operation and construction games, as well as potential users who have the ability to buy real cars;
Players will be able to turn on full freedom for 50 hours.

2.5 game style
The whole is a 3D scene. The low-poly style which is partial to the third-person perspective in the picture effect. Garage body display effect to be more fine.

3 Game mechanics
3.1 game design
1) casual, you can provide players with a casual entertainment platform, the slow pace of the game, to provide players with more options, in most trials players can easily complete the task
2) challenging, with the inclusion of random events that create uncertainty in the game's challenges, players need to gather as many resources and develop as possible.
3) in the late game to join the online collaboration elements. You can invite friends through the transfer station online games.

3.2 rules and regulations of the game
Operation: mobile phone joystick control role

movement, hold down the screen drag control direction, interactive buttons 1-4 and the game generated interactive scene role.

How to play:

The player must first complete the mission according to the eject guidance, after completing the mission completes the teaching level.

Open to outdoor exploration. Explore the availability of different types and levels of metal, synthetic, organic and so on, unlock the drawings to make new equipment retrofit vehicles, you can also DIY drawings (follow-up) .

Fortuitous events, known as natural or man-made disasters, occur during exploration, such as solar storms, meteor showers, sandstorms, space pirates, regular army hunts, unknown creatures and viruses. Players have no hierarchy and become more powerful through familiarity with the gameplay and the combination of modules, and can trade modified accessories.

Follow: explore-resist serendipity-get raw materials-modify-have new features-expand the explore, in the process capable players can DIY model drawings imported into the game (feasible, specific to be determined) , make more personalized modifications. Officials will prepare a relatively large library of initial modifications.

The game is divided into three stages: the Earth chapter, the Moon Chapter, Space Exploration Chapter

Earth will open the Moon chapter after a certain growth level has been reached. New environmental features, more modified blueprints, and a collective goal for all players-to build a lunar relay station, each player will build a lunar relay base during a certain period of the game. After that, they will travel to earth-like planets that are habitable to humans through folding gates.

3.3 the user interface

The game main menu, as well as the settings, access to the game, about the game and other secondary and tertiary menus,
game play interface, in-game interactive interface, part of the interface description.

3.4 player interaction

Tradable;
Can online team to complete specific group tasks;
Organizations and groups may be formed.

4 Game elements

4.1 roles

Main character (player) , Robot (vehicle) , Robot Assistant -LRB-electroAIc AI character no entity) , a number of story characters.

4.2 articles

Equipment: function class: drill bit, loading box, scanner, gripper, counterweight, bracket, trailer, etc. (to be improved)
Appearance class: variety of vehicle appearance (support for players to upload)
Raw Materials: iron, copper, aluminum, gold, silver, carbon, silicon, oxygen, water, organic matter + unknown specific raw materials to be determined.

4.3 scene

Garages, cities, mineral deposits, cosmic planets (to be perfected).

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5 Art style

https://www.artstation.com/artwork/rRZQbE

(The perspective of the scene and the style of the building are not considered for the moment)