The Man In Dark

Monetization Model Design

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Token Model

First of all, the token contract is ERC721, a non-fungible token. Extra properties are as following:

1. Speed - the max speed of the NEV
2. Gas cost rate - how much gas the NEV costs per km
3. Resilience - how easily the NEV gets broken
4. Color - color of the car
5. Tank capacity - how much gas can the NEV stores
6. Level - level of the car. The higher the level is the more players can earn for one task.
7. Rareness - the rareness of the NEV. The rarer the NEV is, the more players can earn for one task.

All of the above properties can be upgraded.

Distribution Mechanism

1. There will be 10000 NEV in total initially. And the first 888 will be put in blind boxes and minted at 0.2 ETH at some time. Then the rest will be minted and put in OpenSea and the game store for bidding.
2. Players can also list their NEV in OpenSea and game store for selling.
3. If the NEV reaches a certain level, then the owner can mint another NEV in garage as the child of the higher-level NEV. Of course this needs enough "money" of the game.
4. The minted child NEV will have the same rareness of the parent NEV.

GameFi Model

A governance token will be release. Initially the NEV owners will get some airdrops. Later tokens can be minted while players are playing the game. Ways of earning the tokens will be as followings:

1. Complete tasks in the game. Amount of the tokens that will be minted depends on the difficulty of the task, the level of the NEV and the rareness of the NEV.
2. By minting new NEV and sell in game store

Governance DAO

Governance token holders can vote for game features changes such as:

1. The conditions a player has to meet to mint a child NEV.
2. How the NEV can be upgraded.
3. Whether more NEV NFTs should be minted.
4. The price of upgrading parts or NEV colors.