

Page 1 - Title

# Game Design Planning

EvoCar – Car Battle Arena

## Page 2 – Story and Gameplay

- General game setting – Several types of futuristic cities: Cyberpunk, Atompunk, Greenpunk and Biopunk.
- Gameplay basics:
  - There are guns attached to your car!
  - Customize and upgrade your car
  - Race to checkpoints on an open city map
  - Shoot other players who get in your way
  - Battle Royale and Team VS Team

## Page 3 – Game Flow and Game Loop

- (How the player can get stronger)
- (Match results and rewards)

## Page 4 – Car Customization

- Car and Weapon customization.( Car is connected to NEV while the equipped weapons are game exclusive)
- Mix and match Back, Middle, Front, Wheels, Color Pattern and Accessories
- Mix and match Car Parts from (both NFT and non-NFT) you own.
- Car NFTs create exclusive customization options to the player.
- non-NFT Cars and Car Parts are obtained by normal gameplay and achievements.
- NFT Cars are obtained by lootboxes, marketplace, and special tournaments.

## Page 5 – Cripto and NFT features

- Car NFTs.
- in-game token

Page 6 – Game World and Maps.

## Page 7 – UI and controls

## Page 8 – Car and weapons upgrade system



## Page 9 – Enemies, PVE, and PVP

