

GAME DESIGN PLANNING



THE STORY

STORY

In 2123, AIs work alongside humans in every profession. Computers have become much more powerful, but AIs still do not fully understand humans.

In order to train AIs even more, humans created a new sport called Battle Racing.

In Battle Racing, each athlete drives a real car on an open space full of augmented reality digital weapons.

The cars are programmed to use and react to the digital weapons by safely slowing down or stopping.

By observing humans being forced to constantly act quickly under stress with the real and digital world combined, AIs start to better understand humans.

Hackers start to attack Battle Racing tournaments in the most technologically advanced city of the planet, Elysium, and AIs start malfunctioning.

The player is one of the best Battle Racers in the world and will help investigate the hacker attacks.

CHARACTERS



L.I.L.A.

AI detective in charge of investigating the hacker attacks on Elysium city. She can process data extremely fast, but has a hard time understanding human emotions.



Lockwood

Human detective in charge of investigating the hacker attacks on Elysium city. He has a near perfect instinct for understanding criminal minds, but a trauma in his past makes him avoid using the most recent technology.



Dahlia

Lockwood's assistant and tech genius. She deals with technology so that he doesn't have to.



Rose

Mayor of Elysium. She created L.I.L.A. and is slowly giving her more features and helping her understand humans. She takes great pride in her work and many people rely on her.



Poppy

Rose's daughter. She wants to be the best battle racer in the world but is not old enough to drive. In the meantime she is learning everything she can about technology from Dahlia and accidentally causing a lot of trouble around the city.



[The Player]

One of the best battle battle racers in world. Will be tasked with dangerous missions from the other characters. Over time, as the player gains fame a respect, the player becomes a frequent target of hacker attacks.

(character portraits are all original works from a human artist drawing over of AI-generated images)

THE STYLE

GAME AESTHETICS

Many Aesthetics of Futuristic Cities:

- Cyberpunk
- Atompunk
- Solarpunk



(copyright-free and reference-only images)

GAME GRAPHICS STYLE

3D 'Toon Shader' 'Mobile game style' graphics

- Low polygon objects
- High contrast and bright colors
- Big and simple UI;
- Not too childish or cartoonish to make sure NEVs fit in well.



(reference-only images from popular games)

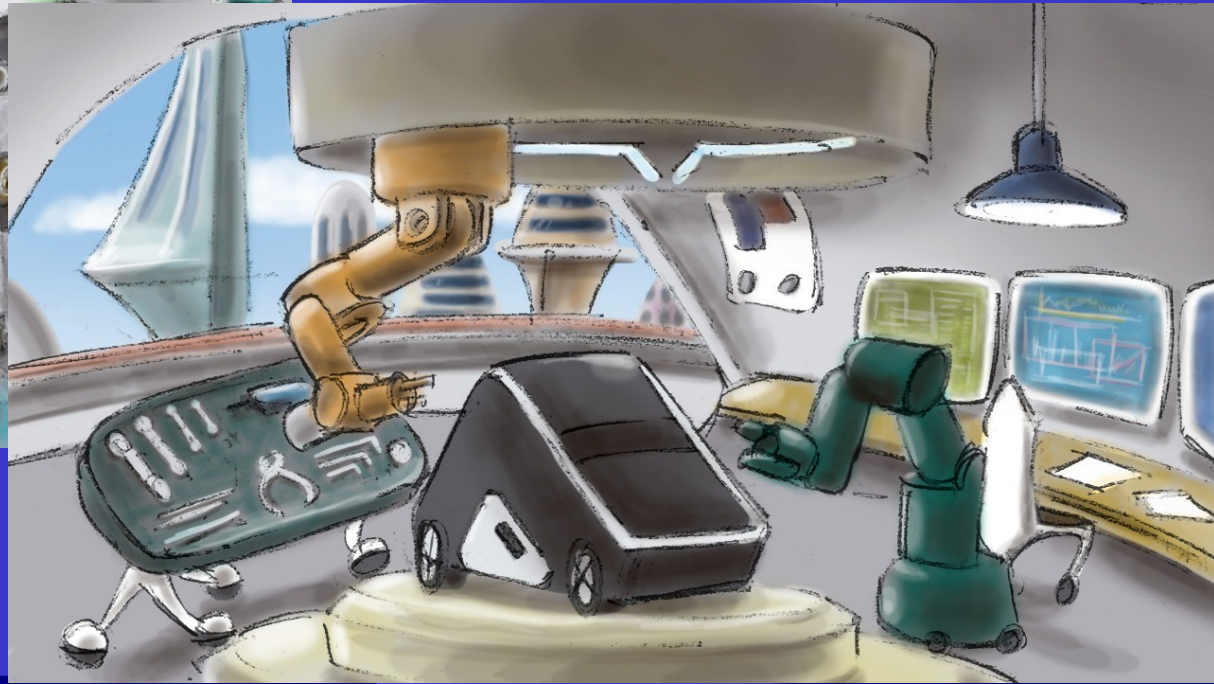
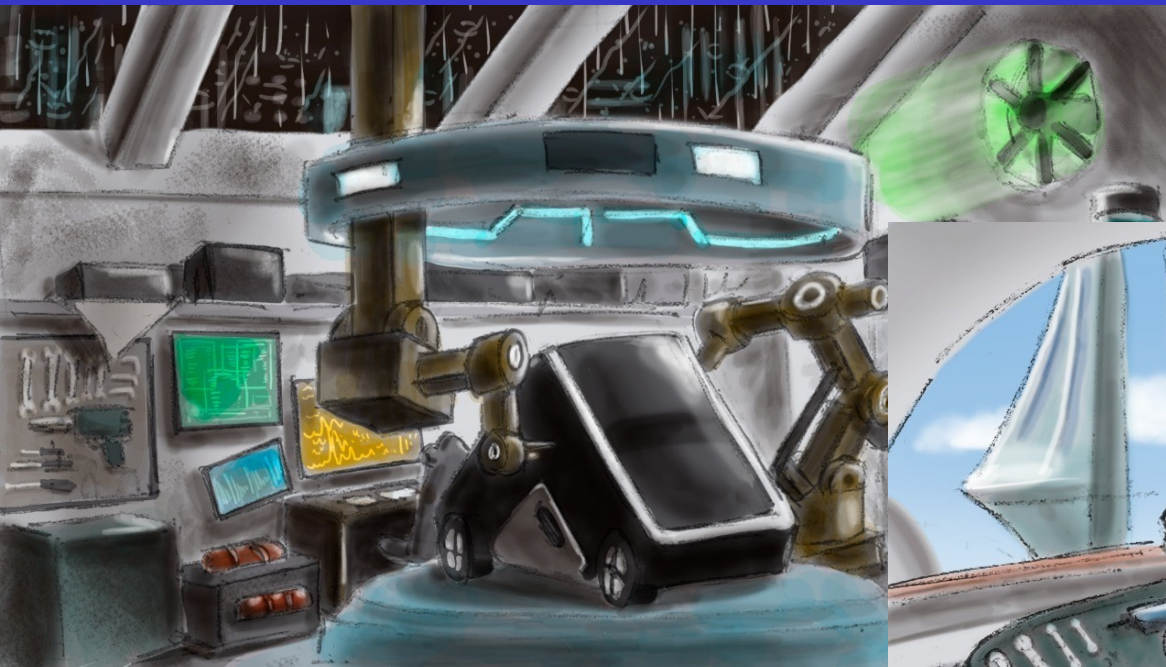
UI VISUAL STYLE

- Big buttons
- Colorful background.
- (WIP)



(reference-only images from popular games)

CONCEPT ART



(more details on the Concept Art Design submission)

THE GAME

GAMEPLAY BASICS

- Drive and shoot!
- Customize and upgrade your car.
- Top-down 3D racer shooter.
- Just focus on driving and using items! Car shoots and aims automatically.
- Arena with up to 8 players(or bots).
- Gain points by defeating other players and collecting items.
- Lose points by being defeated by other players.
- Defeated players respawn after 3 seconds.
- Player with most points when time runs out wins.
- If tie in points, extra time is given where the arena keeps getting smaller



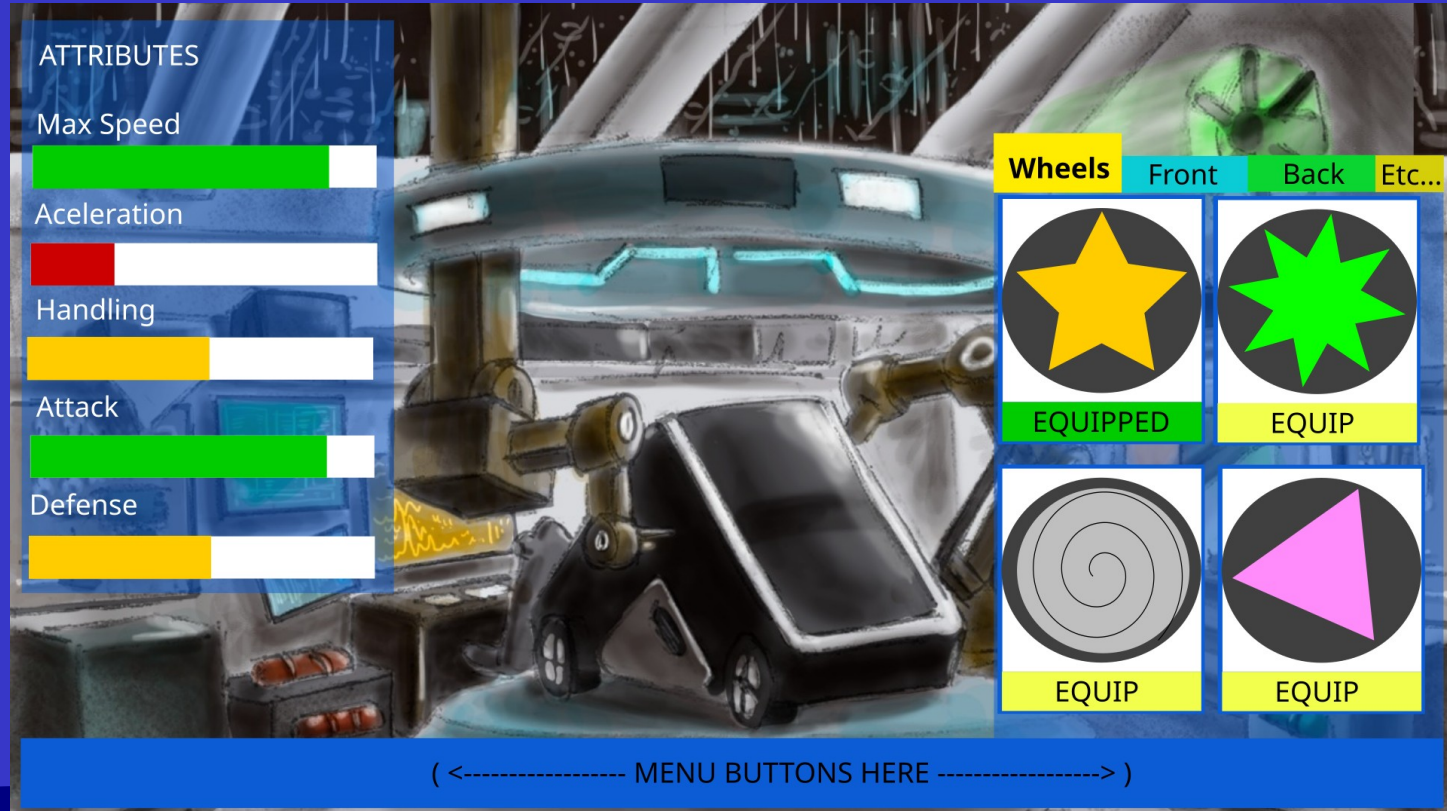
(reference-only image from a popular game)

GAMEPLAY – CAR CUSTOMIZATION

- The Player can own several NFT and non-NFT Cars in his Garage
- Each Car has a rarity(Common, Rare, Epic, Legendary) and attributes (max speed, acceleration, handling, defense, attack)
- The car that the player will actually use in battle can be built with different Car Parts(Wheels, Back, Middle, Front, Color Pattern and Accessories) from every Car he owns in his Garage.
- The player owns only Cars. The idea of Car Parts is only used when customizing the car that the player will use.
- NFT Cars can be obtained by Lootboxes, Marketplace, and Special Tournaments.
- non-NFT Cars and Car Parts are obtained by normal gameplay and

UI – CAR CUSTOMIZATION

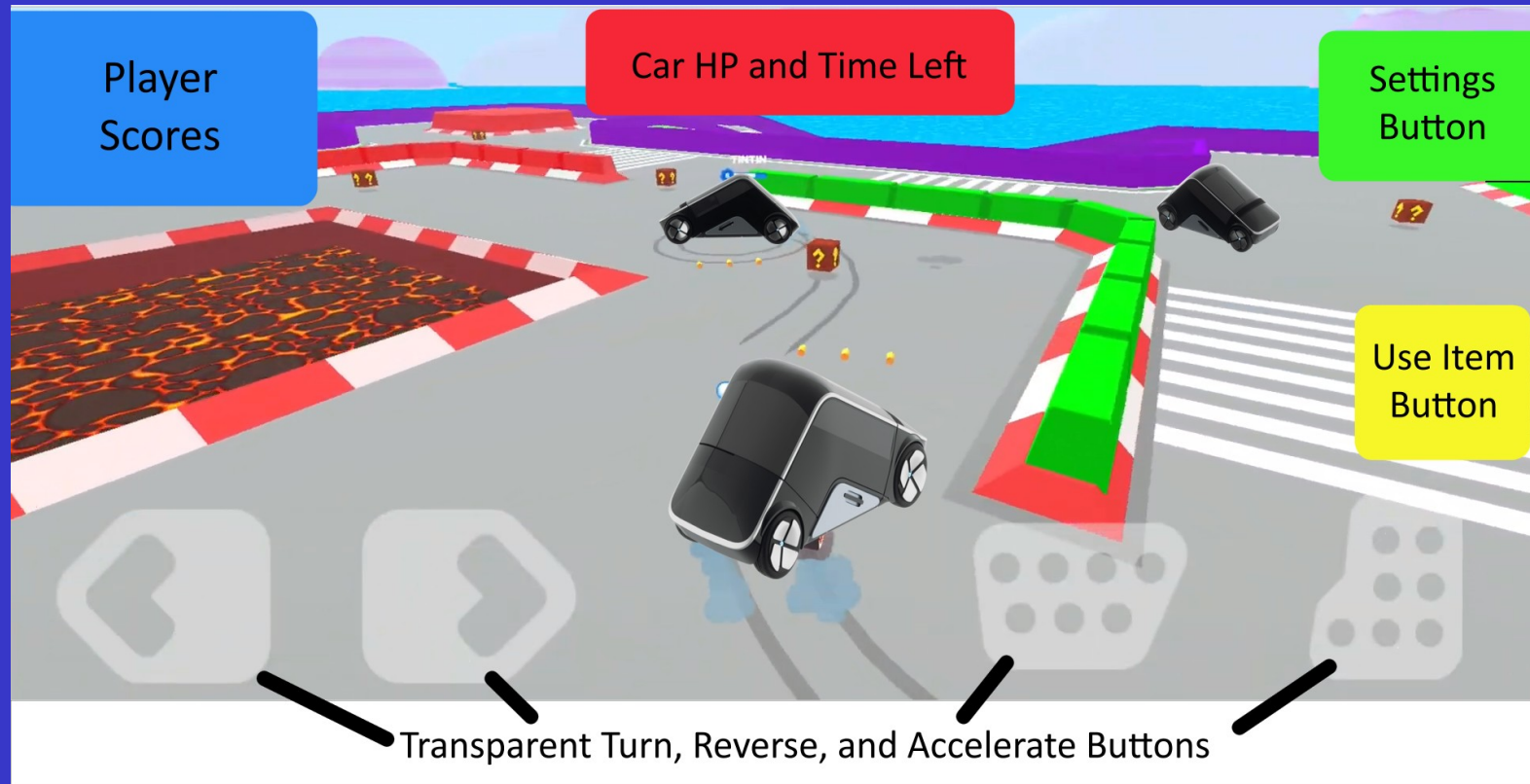
- Total Car attributes are on the left
- Customization options are on the right
- Current Car is on the center
- Other Menu Options are on the bottom
- Each Car Part from the Cars owned by the player is shown separately.
- Car Part categories are separated by tabs
- Every Car Part has individual total attributes
- The player can compare the attributes before swapping car parts
- The player can use a different set of Car Parts for visuals and for attributes



GAMEPLAY – BATTLES

- Total time: 3 to 5 minutes
- Total players: Between 4 and 8
-

UI – BATTLES



(UI image edited on top of a screenshot of the 'Smash Karts' game)

GAMEPLAY – ITEMS

- (WIP)

THE PLAN

MONETIZATION BASICS

- 2 Tokens (\$EVC e \$EVG)

TOKENS – ECC

ECC – Evo Car Coin is the Utility Token and can be earned as rewards from the game as particular activities.

TOTAL SUPPLY

- Unlimited

HOW TO OBTAIN

- Trade with ECG or BUSD
-

UTILITIES

- Buy Lootbox

TOKENS – ECG

ECG – Evo Car Gold is the Utility Token and can be earned as rewards from the game as particular activities.

TOTAL SUPPLY

- 100 million

HOW TO OBTAIN

- Trade with ECC
- Complete in-game challenges

UTILITIES

- Marketplace

CAR NTFS

Intro

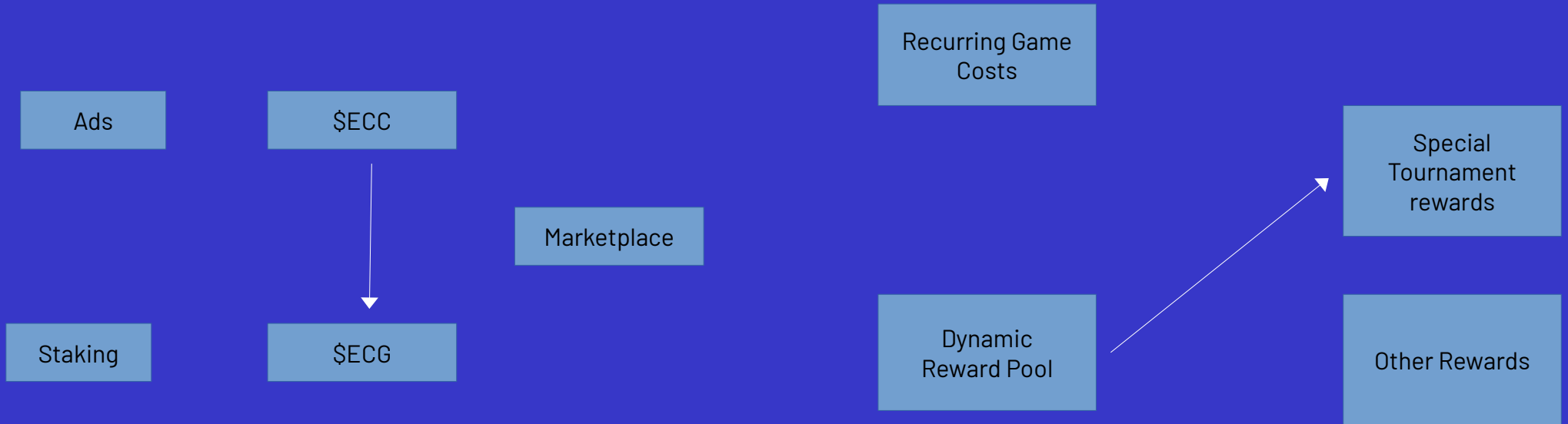
HOW TO OBTAIN

- Lootboxes bought with
- Marketplace

UTILITIES

-

MONETIZATION - MONEY FLOW (WIP)



MONETIZATION – NFTS

- Buy new Car NFTs from a Lootbox system
- Buy and sell Car NFTs in the Marketplace
- “Melt” an unwanted Car NFT back into [cripto token]
- Earn new Car NFTs by defeating other players

(WIP)

(More details on my “Monetization Model Design” Submission)

PERSONEL

- 1 Project Manager

(Will manage the project, be a Community Manager, and fill in any other gaps of required work.)

- 1 Game programmer
- 1 Cripto programmer
- 1 3D artist
- 1 Generalist artist

Positions may increase according to the game's popularity, but this is a good skeleton crew and the extra positions will be sustainable as the

Considering entry level employees with the average salary in the United States for those positions, it would be a at least 15.000 USD/month (or 180.000 USD/year) , but if could start that team from Brazil (where I live) I could build a senior-level team for 7.500 USD/month (or 90.000 USD/year) as that country has much lower average salaries and cost of living.

DEVELOPMENT ROADMAP

(WIP)

Q1 2023 – Pre-production.

Game and crypto core development, development of marketing material, hiring talent

Q2 2023 – Coin and NFT Launch, game development, hiring talent

Q3 2023 – Game Open Beta Launch

Q4 2023 – Game Full release

Q1 2024 – New features

Q2 2024 – ...

STARTING COSTS

Cost	Value (in USD/month)
Initial [token name] Liquidity Pool	8.000
Marketing	8.000
(WIP)	(WIP)
Total	16.000

Note: Cripto Reserve pool should increase over time as the players will have the option to stake [cripto] and fees will fill the pool.

RECURRING COSTS

Cost	Value (in USD/month)
Personnel	7500 ~ 15000
Server	100 ~ 200 (initially)
(WIP)	(WIP)
Total	7600 ~15200

Notes: There are expected costs for software licences, copyright licenses, royalties.
Server costs will increase as player numbers increase, but will remain sustainable.

SOURCES OF INCOME

- Fees from the sale of [token name]
- Fees from Marketplace.
- Ads
- Players buying a real new car based on their digital car.