EVO CAR
Battle Racing

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 augumented 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.

BATTLE RACING

Bellow is an image of an augumented reality service with karts. It simulates a game similar to Mario Kart by giving a touch screen on each kart and projecting light from the ceiling.
The Battle Racing sport would be similar but with weapons visible as 3D holograms and NEVs instead of karts.
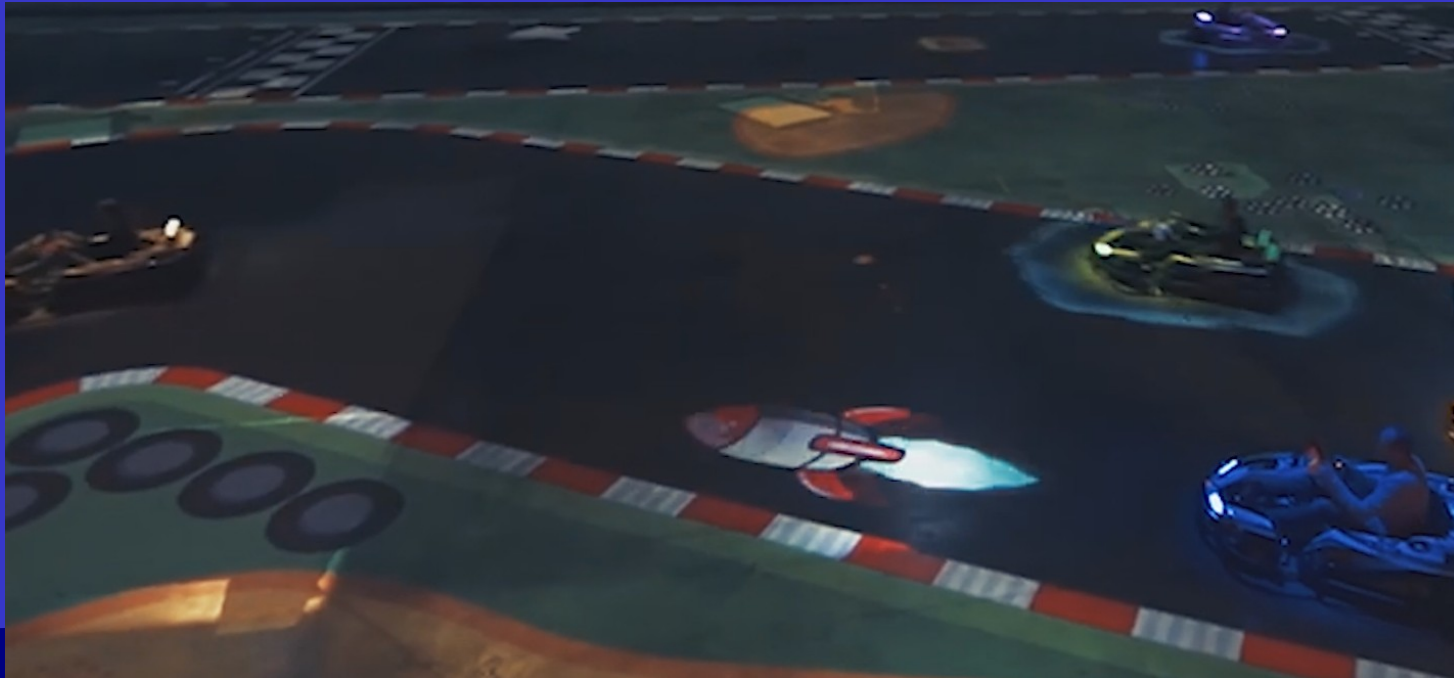
CHARACTERS

L.I.LA.
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 technolgy 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 acidentally 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 caracters.
Over time, as the player gains fame a respect, the player becomes a frequent target of hacker attacks.

THE STYLE

GAME AESTHETICS

Many Aesthetics of Futuristic Cities:
- Cyberpunk
- Atompunk
- Solarpunk

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)

THE GAME

GAME WORLD MAIN LOCATIONS

Main locations:
- Garage – Where the player can customize his car.
- City Hub – Where the player can see other players' cars and talk to NPCs.
- Arena – Where the players fight against each other and bots.

(More each of those a few pages later)

GAMEPLAY BASICS

- Be driver in a world of augumented reality!
- 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)

MECHANICS – CAR CUSTOMIZATION

● Mix and match Back, Middle, Front, Wheels, Color Pattern and Acessories

● Mix and match Car Parts from (both NFT and non-NFT) Cars 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.

GAMEPLAY – CAR CUSTOMIZATION

- (WIP)

GAMEPLAY – CITY HUB

- (WIP)

GAMEPLAY – ARENA

- (WIP)

UI VISUAL STYLE

- Big buttons
- Colorful background.
- (WIP)

(reference-only images from popular games)

UI STRUCTURE - MENUS

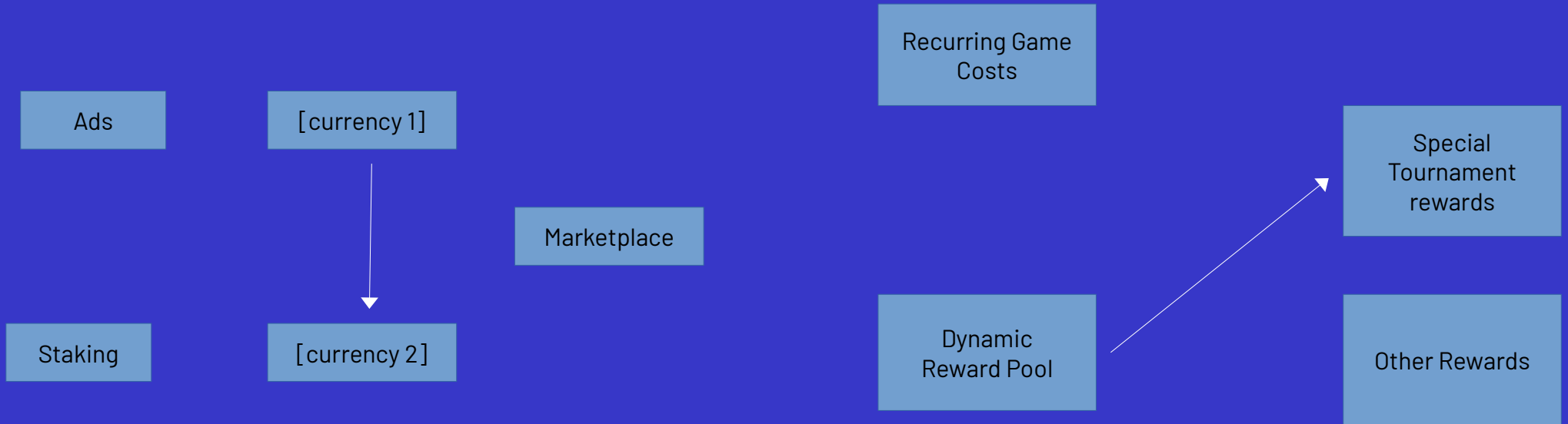- (WIP)

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)

THE PLAN

MONETIZATION - MONEY FLOW (WIP)

Ads

[currency 1]

Staking

[currency 2]

Marketplace

Recurring Game Costs

Dynamic Reward Pool

Special Tournament rewards

Other Rewards

PERSONEL

- 1 Project Manager
(Will manage the project, be a Comunity 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 skeletron 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 cripto 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.