

GAME DESIGN PLANNING

EVO-CAR

STORY

The year is 2202. AIs have replaced humans in almost every profession. Humanity was at its peak.

Everything changed when an evil AI decided to destroy everything. Humans have transformed their cars into machines of war to fight back, but the evil AI managed to control those as well.

You are a human working with a good AI to save humanity. You do it by completing missions and investigating the cars controlled by the evil AI.

GAME WORLD

Several Aesthetics of Futuristic Cities

- Cyberpunk
- Atompunk
- Solarpunk
- etc...



(copyright-free and reference-only images)

GAMEPLAY

- 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

GAMEPLAY

- Players start at different points in a city.
- There are different power-up items spread on the city
- Players get stronger by defeating other players
- Weapons shoot automatically. The player only need to worry about moving their cars and activating special skills
- The last player or team of players to survive wins.

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) 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.

WEAPONS CUSTOMIZATION

.

UI AND CONTROLS

.

CRIPTO AND NFTS

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

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

YOUR REAL WORLD CAR

- Turn your customized car into a real car! (minus the weapons)

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

ROADMAP

.