

## GAME FEATURE DESIGN



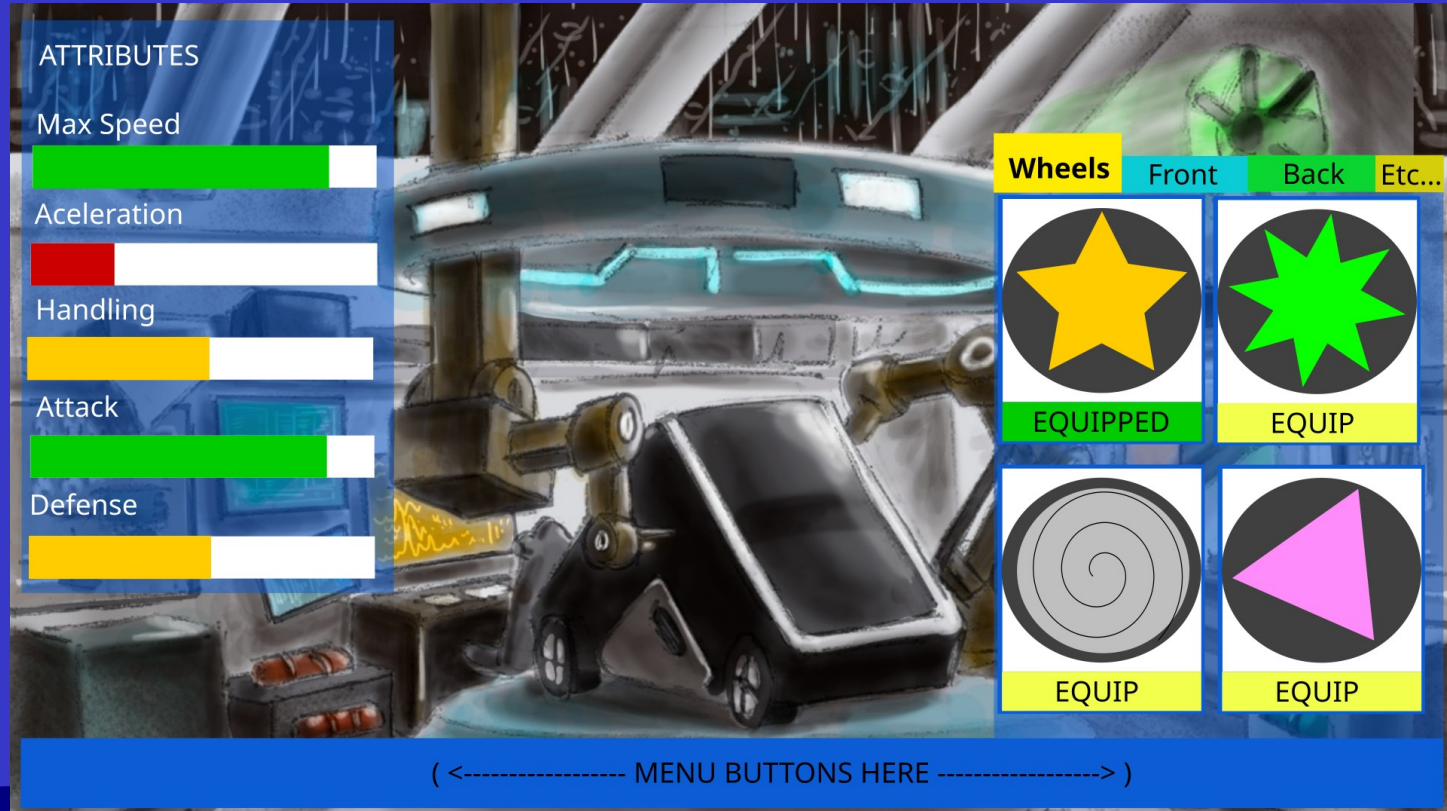
# THE GAME

# 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

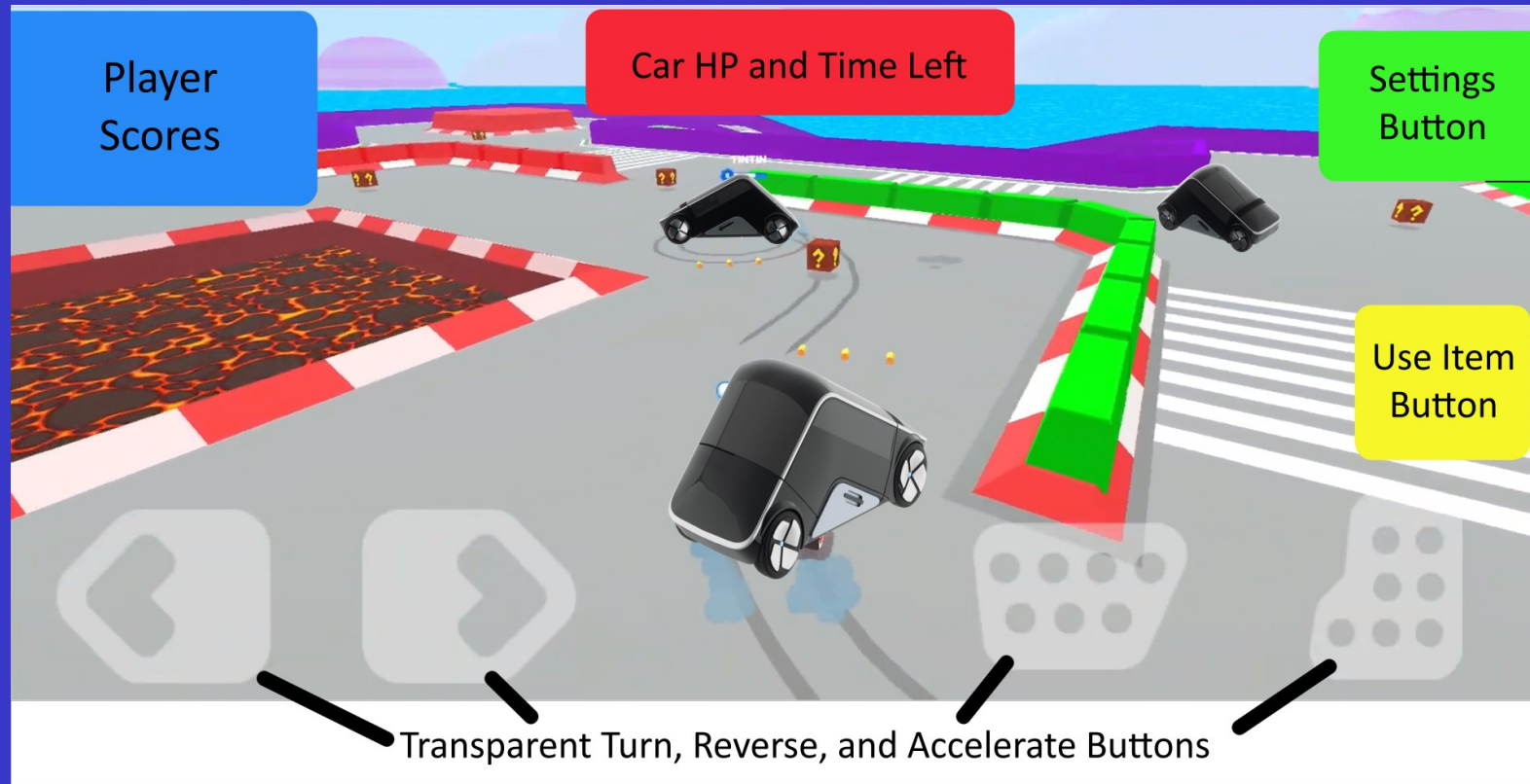
- Total Car attributes are on the left
- Customization options are on the right
- Current Car is on the center
- Other Menu Options are on the bottom
- Each Car Part from the Cars owned by the player is shown separately.
- Car Part categories are separated by tabs
- Every Car Part has individual total 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

- Game Modes: Free for All, Team VS Team
- Total time: 3 to 5 minutes, depending on game mode and arena size.
- Total players: Between 4 and 8, depending on game mode and arena size.
- Players can collect Items from Boxes placed around the arena.
- Items can be weapons or have defensive utility.
- Players use items to defeat other Players
- Players gain 2 points for defeating other players and lose 1 point for being defeated.
- When time runs out, the player with most points wins.
- If there is a tie for 1st place in points, the first player that reached that score wins.

# UI – BATTLES



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

# GAMEPLAY – LIST OF ITEMS

## Weapon Items:

- Machine-guns: High ammount, low-damage projectiles
- Assault Rifle: Medium amount, medium damage projectiles
- RPG: single High damage projectile.

## Trap items:

- Mine: Medium-damage trap. Will activate only if another player gets too close.
- Bomb: Large area and high damage. Will activate only after a certain time passess.

## Defensive-type Items:

- Spike armour: Defends against a single projectile or trap and damages other players if touched.
- Battery: Makes the player temporarily invulnerable and increases his HP.