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 pair 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.

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 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.

(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.

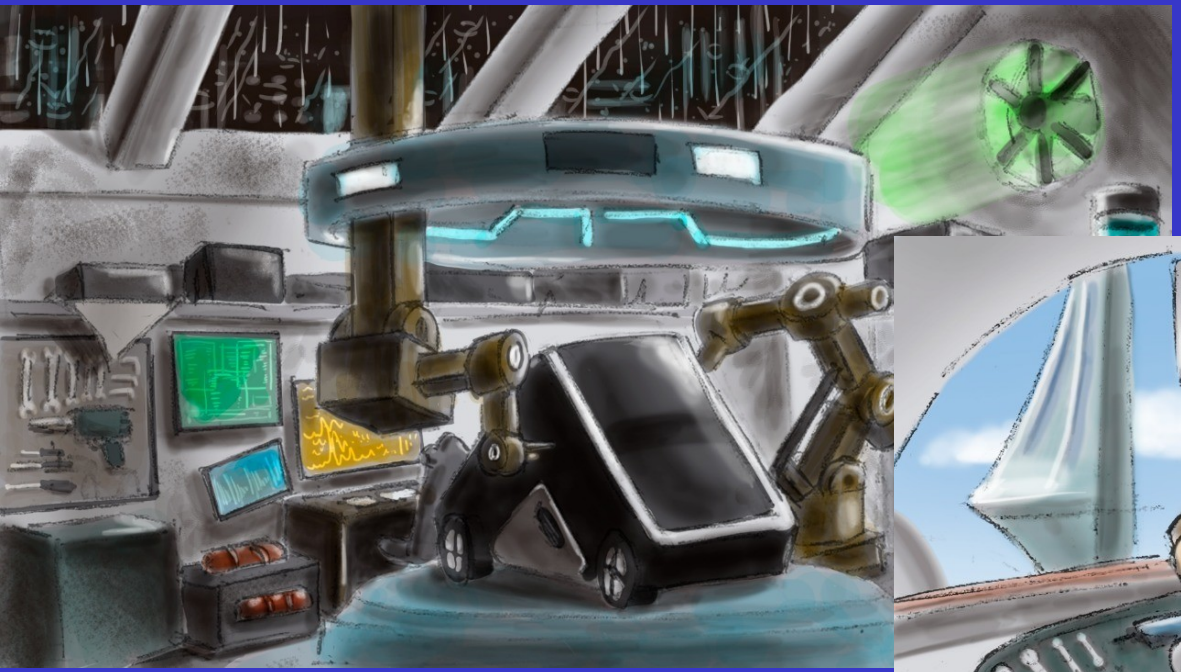
(reference-only images from popular games)

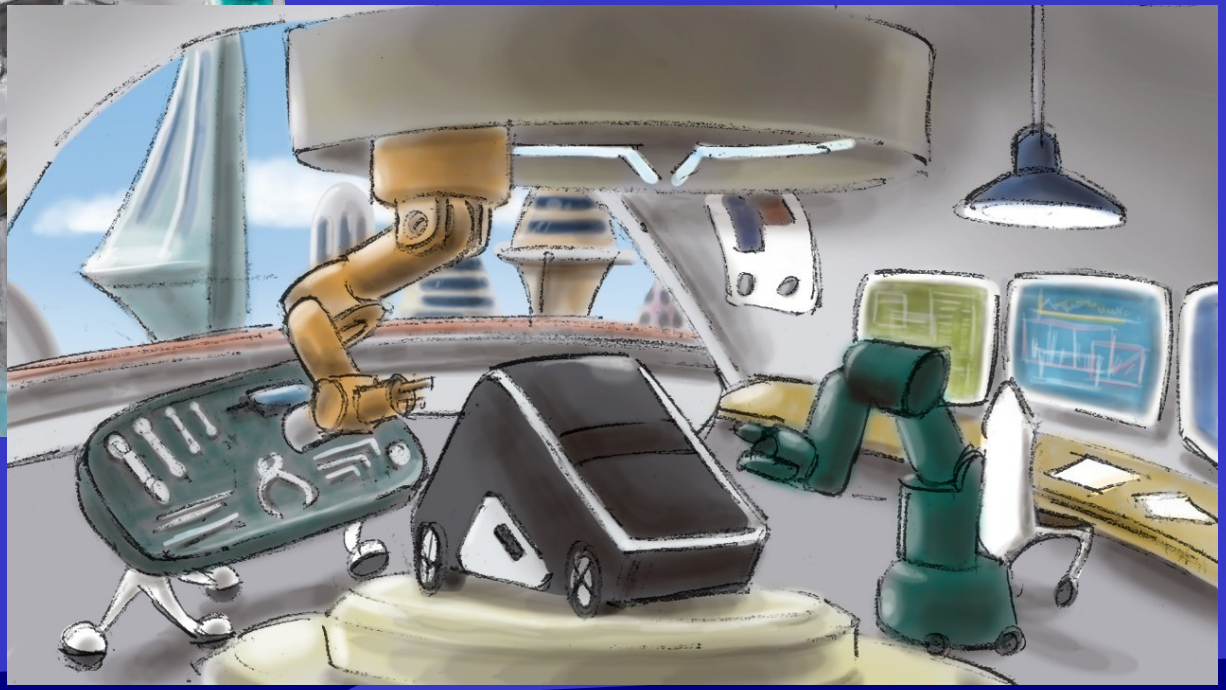
UI VISUAL STYLE

- Big buttons
- Colorful background.
- Car at the center most of the time.

(reference-only images from popular games)

CONCEPT ART - GARAGE





(higher image quality available on the Concept Art Design submission)

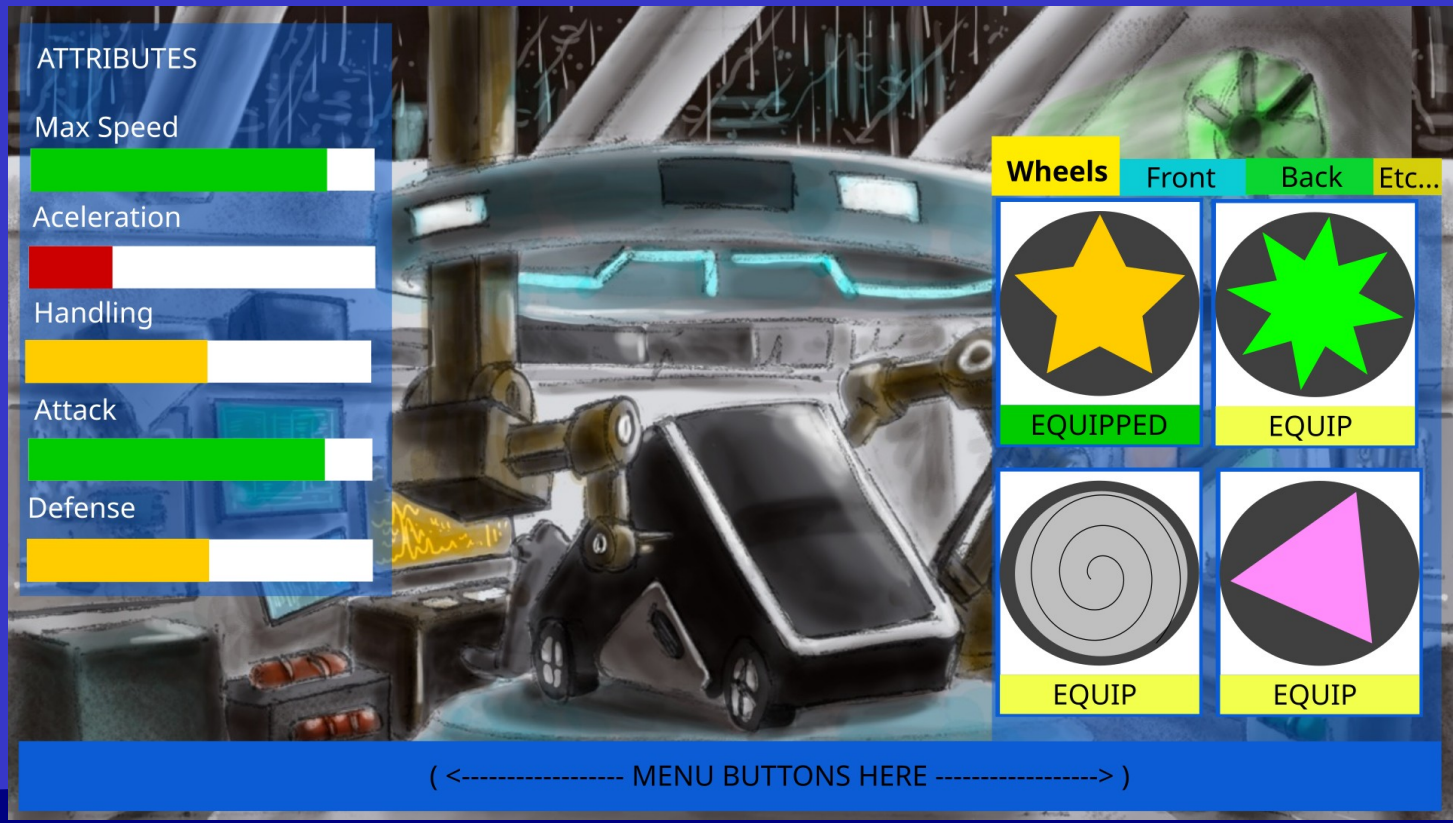
THE GAME

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 atributes (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 Acessories) 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

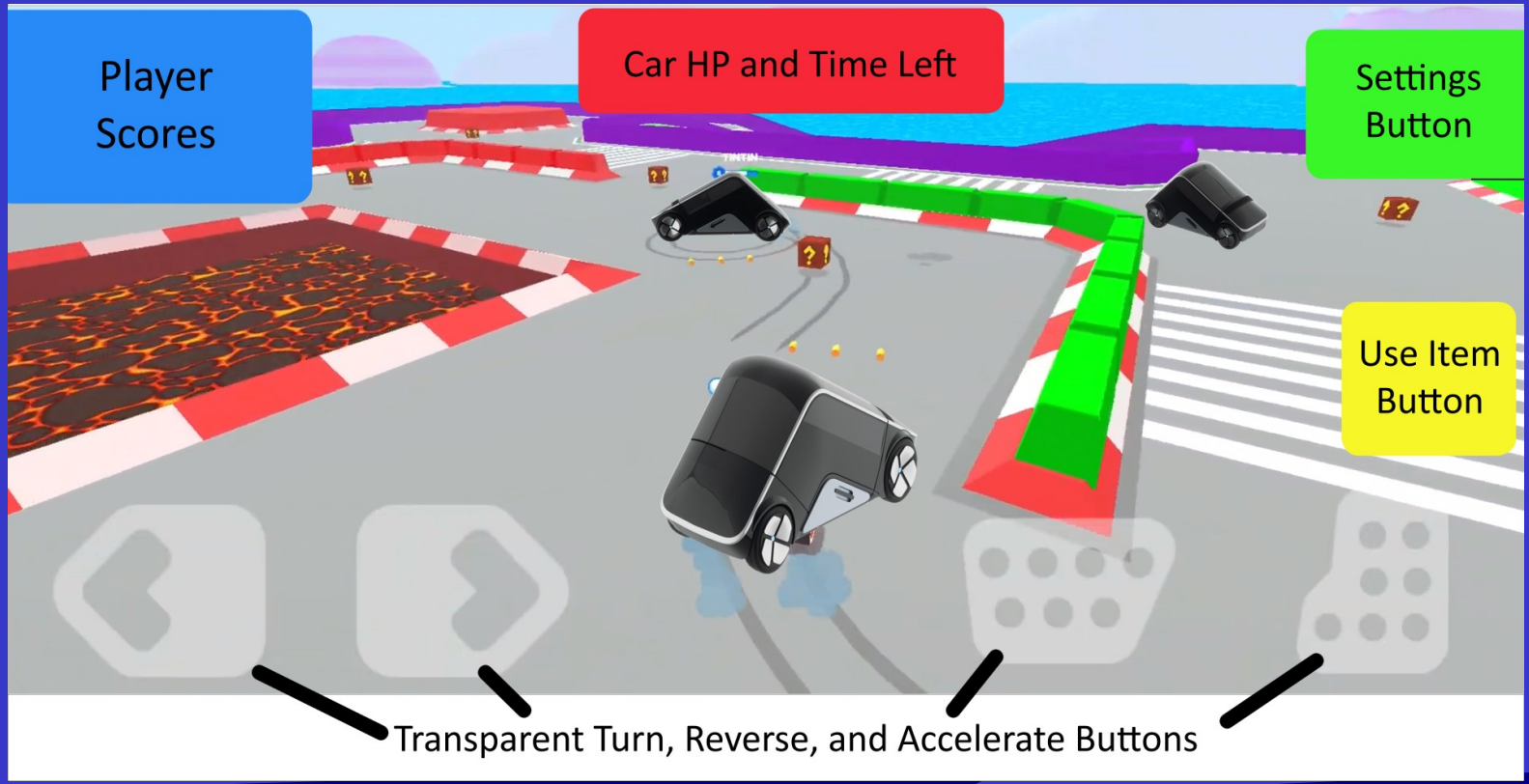
- Total Car atributes are on the left
- Customization options are on the right
- Current Car is on the center
- Other Menu Options are on the bottom
- Each Car Part from the Cars owned by the player is shown separetedely.
- Car Part categories are separated by tabs
- Every Car Part has individual total atributes
- The player can compare the atributes 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 more and arena size.
- Total players: Between 4 and 8, depending on game mode and arena size.
- Players can collect Items from Boxes placed arround 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, Players get extra time with a smaller arena and the Player who survives for a longer time 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.

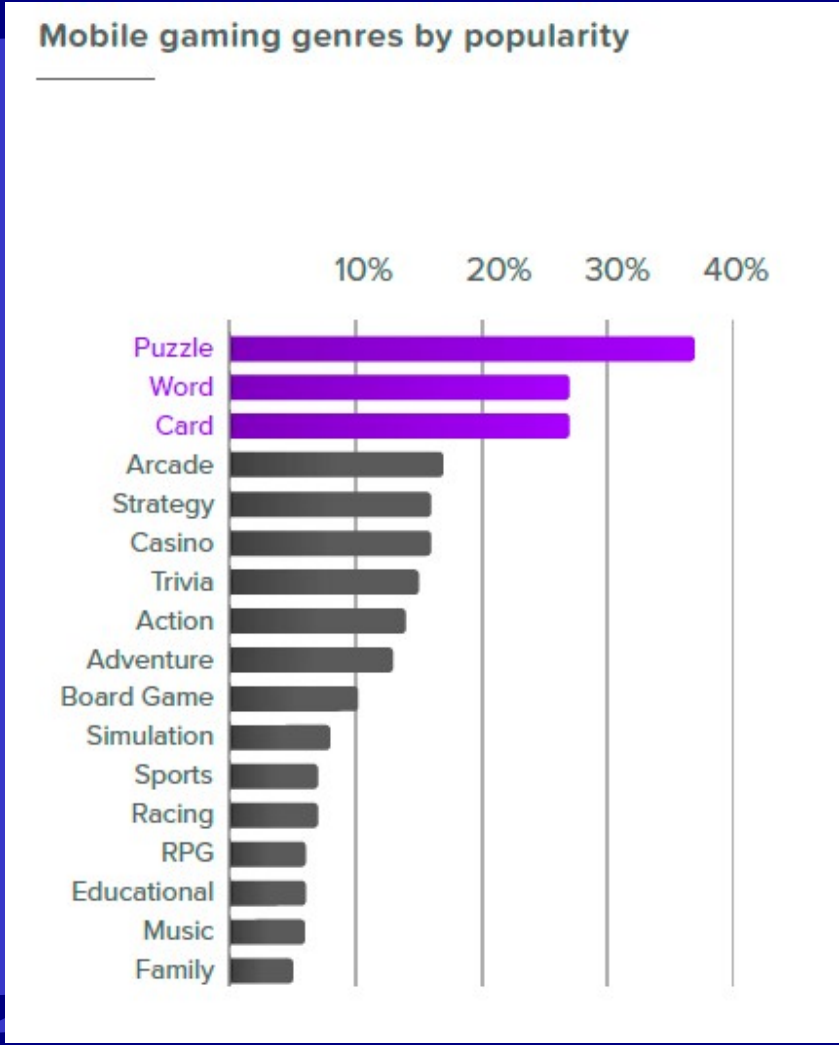
Defensive-type Items:
- Spike armour: Defends against a single projectile or trap and damages other players if touched.
- Battery: Makes the player temporarily invulnerable and increases his HP.

THE PLAN

MARKET ANALYSIS

Based on the data from marketing companies like Newzoo, AppAnnie and Sensor Tower, we know that for Mobile games:

- Action is the 8th most popular gaming genre
- All of the top 50 most downloaded games have an online feature
- 37 of the top 50 most downloaded games are multiplayer-focused
- Mobile gaming is responsible for 53% of all gaming net worth.



MONETIZATION BASICS

- The game is available for free-to-play players, but they will get more ads and limited features
- Owning at least 1 NFT will unlock more gameplay features and rewards
- 2 Tokens ($ECG and $ECT) to help balance uses of both limited and unlimited supply of currency.
- Enforced by token code, token trading has adjustable burn fee, developer fee, and liquidity provider/staking fee.
- Extremely limited “Play to Earn” features. Focus should be gameplay and real-world NEVs.
- Action multiplayer games have significantly higher server costs than single-player, or even turn-based multiplayer games, but there are several examples of sucessful similar non-NFT games being maintened by only ads and cosmetic micro-transactions

TOKENS: ECG

ECG – Evo Car Gold is the internal utility Token.

TOTAL SUPPLY
- Unlimited

HOW TO OBTAIN
- Trade with ECT
- Win matches
- Complete achievements
- Watch ads

UTILITIES
- Trade with ECG
- Buy non-NFT Lootbox for obtaining non-NFT Cars.

TOKENS: ECT

ECG – Evo Car Token is the external utility Token.

TOTAL SUPPLY
- 100 million

HOW TO OBTAIN
- Trade with ECG
- Trade with ETH (or Binance/Solana/Other network base currency. Yet to be decided.)
- Participate in Special Events

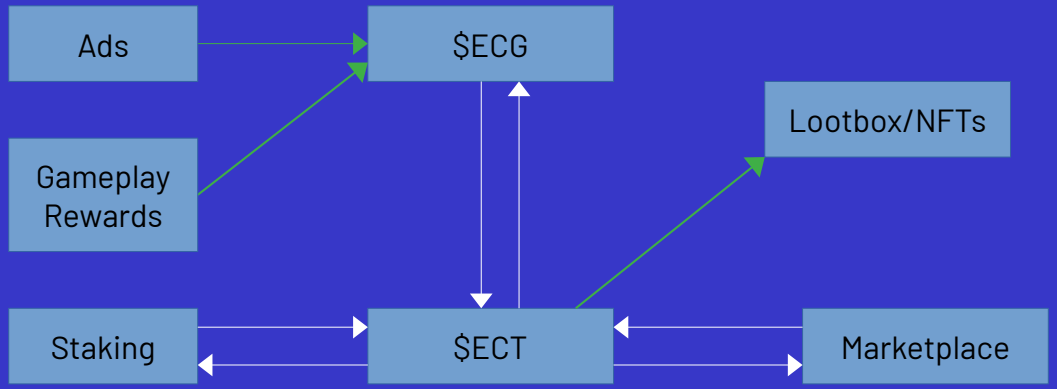
UTILITIES
- Marketplace Currency
- Buy NFT Lootbox for obtaning NFT Car

MONETIZATION: CAR NFTS

- The Player can Buy new Car NFTs from a Lootbox system
- The Player can Buy and sell Car NFTs in the Marketplace
- Owning an NFT allows acess to more game features and $EVG rewards
- The Player can “Melt” an unwanted Car NFTs back into $EVT (“Semi-Fungible Token” technology) for a fee

MONETIZATION: TOKEN-NFT FLOW

White line = Token/NFT flow
Green line = Token/NFT creation



(Please check other pages for details.)

PERSONEL

5 Full-time postions:

- 1 Project Manager

(Will manage the project, be a Comunity Manager, do custumer support and fill in any other gaps of required work until the game's popularity allows hiring more people)

- 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 extra requirements will only come with more profitable players.
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 I could start that team from Brazil (where I live) I could build a more experienced team for 7.500 USD/month (or 90.000 USD/year) as that country has much lower average salaries and cost of living.

SOURCES OF INCOME

- Fees from Trading
- Fees from Marketplace.
- Car Lootboxes
- Ads
- Players buying a real new car based on their digital car.

STARTING COSTS

Cost	Value (in USD)
Initial Token Liquidity Pool	8000
Marketing	8000
Unforeseen Costs Budget	500
Total	**16.500**

Note: Liquidity pools should increase over time as trading fees and DeFi investors provide extra liquidity.

RECURRING COSTS

Cost	Value (in USD/month)	Value (in USD/year)
Personnel*	7.500 ~ 15.000	90.000 ~ 180.000
Server*	100 ~ 300	1.200 ~ 3.600
Unforeseen Costs Budget	200	2.400
Total	**7.800 ~15.500**	**93.600 ~186.000**

Notes: There are expected costs for software licences, copyright licenses or royalties.
*** = Personnel and Server costs may increase if the number of player numbers significantly increases, but will remain sustainable.**

DEVELOPMENT ROADMAP

Q1 2023 – PRE-PRODUCTION
Hiring talent, Core features of the game and token, development of marketing material

Q2 2023 – GAME DEVELOPMENT PART 1
Game Anouncement, Middle stage of game development, Marketing, EvoCar Token and NFT launch,

Q3 2023 –GAME DEVELOPMENT PART 2
Polish and bug fixing for the game, Marketing, Open Beta Launch

Q4 2023 -FULL RELEASE
Marketing, Bug fixing, 1.0 Release.

2024 AND BEYOND – MAINTENCE AND NEW CONENT
Maintence, Browser version, DAO, and consistent release of new game features and Car NFTs.