



Rise Of Robos

Web 3.0 car PvP game

Tips and tools for creating and presenting wide format slides

Background

Rise of Robos is a play-2-earn 3D multi-player PvP mobile game where players fight PvP battles, take part in events and earn game native token \$RBB or explore and play solo in exploration mode.

inspired from multiple IDLE RPG games and RPG games, rise of robos and combines the experience into a PvP P2E game where players compete in battles and keep upgrading their Robo car to gain new skills and increase the car performance in game.

P2e PvP Narrative

Combining the experience of both PvP game and blockchain P2E Idle RPG games, every player has an NFT and aims to increase the performance of the NFT, compete in events and make the NFT generate more tokens.

Theme:

Strategy, PvP, Action, Battle



Story of A city that brought new models to the world

2170, Zeros Continent. The Establishment of Xeronia City

Xeronia, a city located hundreds of miles away from other cities was founded in 2170 by four robo car engineers. The city was established in the middle of rich resources area where lithium, metals and other resources that help in making cars existed in large amounts.

This quickly attracted engineers and car producing companies, the city prospered and became a lively city where almost every car that moves in the city is a robo NEV vehicle.

With the large majority of its population being car engineers, a new form of sports took place where car engineers and companies would put their cars in a battle arena and robo automated cars would fight against each other



The Rise of Four Model designs that took over the base of all robo cars in the world

Those designs were admired by the majority of the city, people took them and started to upgrade those designs and make them faster and more competitive in battles

Mafia Design model: A design that was later adopted by the Mafia, developed by a bright name who was belittled for his focus on energy disturbance sciences. His designs are now used everywhere by mafias to disturb military cars and move freely across the boarders.

Luxury design model: as the name suggests, it is a luxury car that is the fastest in performance. Was developed by Victor Midvid one of the city founders.

Military design model: developed by Elizabeth, this design is mainly defensive but later engineers developed tools to raise its speed attribute.

SUV design model: SUV, is a robo car that jumps and knows no environmental hinderance. Alice was a smart model designer who made this design.



The four big names, The engineers behind the model designs

Engineers created tools, and enhancements of their cars depending on those four founders of the design models.

Some designs were taken by the Mafia, and some were favored by the military while others were chosen as SUV and Luxury.

Characters:

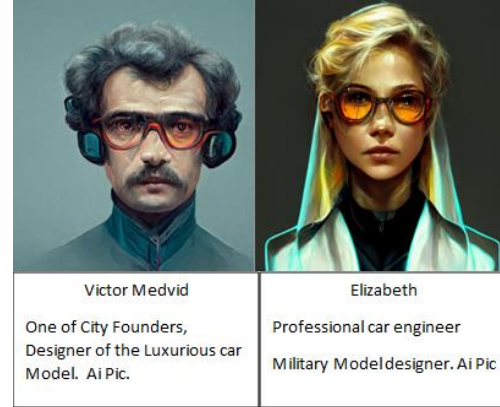
Victor Medvid: one of the founders of Xeronia city and the creator of the luxury design model.

Zain Sharrani: Zain is the designer behind the Mafia design model

Elizabeth: Elizabeth, is an American engineer who created the design of Military NEV cars

Alice: Alice is a mechanical and AI engineer and the developer of the SUV model.

Zoe: A bot that guides players into the game.



Victor Medvid

One of City Founders,
Designer of the Luxurious car
Model. AI Pic.

Elizabeth

Professional car engineer
Military Model designer. AI Pic

Game Mechanics

In this game, there are 4 model designs, with 4 different attributes and different skills.

Inside the battle you will be using your strategies to understand the enemy's attributes, skills have cooldown. Use them carefully.

Factors that determine victory:

1-The Robo attributes and skills

2-Player's gameplay performance

Your usage of the your robo attributes and skills determine the outcome of the battle, you will be battling an enemy with skills and attributes that you own with your customized robo and your mission is to utilize your special skills and attributes to defeat the enemy.

Variety in Robo model designs native attributes and skills			
Luxury Model Design	Mafia Model Design	Military model	SUV Model
speed: 82	speed: 74	speed: 64	speed: 68
endurance: 52	endurance: 65	endurance: 85	endurance: 73
skills:	skills:	skills:	skills:
nitro cooldown 60s	electric tuc cd 60s	crash 60s	trap field 60s
bullet rain cooldown 60s	speed boost 45s	rocket shoot 60s	shield up 60s
emergency recover 2m	throw a bomb 60s	faster chase 5s cd 60s	jump 45s

NFT upgrades and earning mechanics

In this game, you will want to continuously upgrade your robo, you will want to catch up with others and not let your robo attributes fall behind.

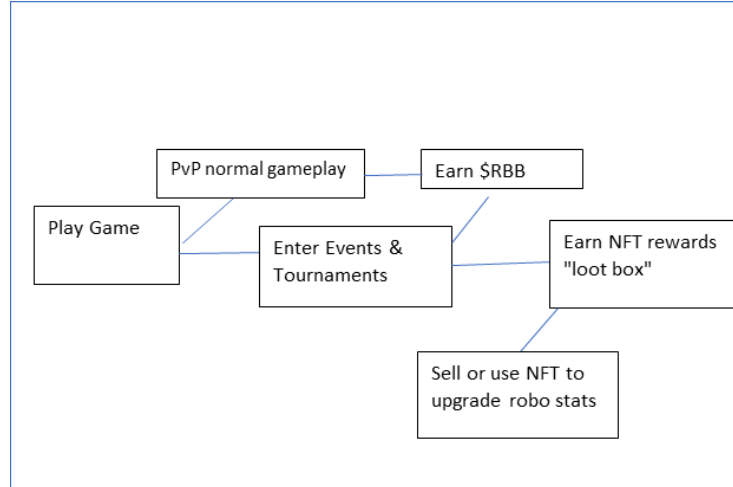
Participating in tournaments earns you a tool box, you can later use \$RBB and upgrade your attributes to perform better in battles.

“Free Player” Playing without owning a Robo NFT:

If the player doesn't own a Robo NFT, the player can choose a model to play with and play with native skills and attributes.

The player can also rent a Robo car for a period of time.

Free player native settings are done in the app and the native attributes are customizable by the developers to change when game develops and all NFTs rise their attributes.

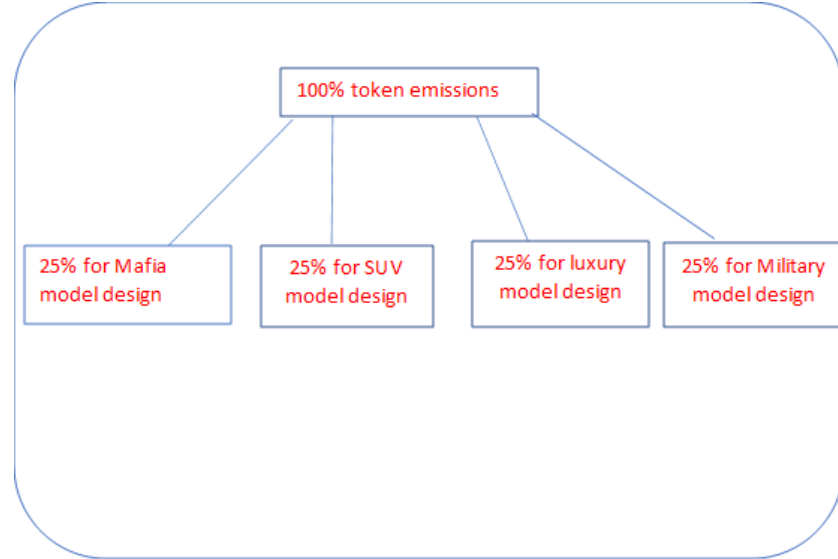


Short view into Tokenomics

Four different designs, one emission rate

Before the game launch, the game will be at the pre-launch phase and early-participants will be customizing their robo vehicles and minting before the game-release. To prevent the superiority of one design over the others, the native token emission rate will be constant for every design, which means that each robo design will be getting a constant 25% of the token emissions.

During the early mint, and future coming mints there will be a calculator showing the token emission rate for every design. This will encourage users to mint the one that is at a disadvantage because it produces more native tokens and prevent a majority favoring a design over the other.



*This mechanism is done to avoid majority choosing one model design over the other.

Game Token

\$RBB Token:

Players earn \$RBB in two ways:

- passive, as long as you own a Robo NFT you earn daily emissions.
- Playing the game, winning tournaments and events.

The game is a P2E game based on an inside tokenomics ecosystem where users use tokens to mint new tools, customize new attributes.

\$RBB token is used in minting tools, unlocking tool box, governance and DAO voting, it is also used to mint a new robo for future mints.

Usage and utility of \$RBB token:

\$RBB is used for all related game activities:

- To upgrade the robo vehicle, player need to use \$RBB.
- To rent a robo Vehicle player need to pay \$RBB.
- Player can stake \$RBB in DEX liquidity pool to earn \$RBB or the DEX native token.

Game Modes

Tournament mode:

Tournaments are official game events that start in a pre-announced time, tournaments should take place with pre-made teams.

3v3 mode

3v3 mode is the main game-play version and the one that is expected to be the most popular. Three Robos team up and play the battle.

Battle Royale:

Classic battle royale mode, 2v2 and 3v3 classic battle royale where the last standing team wins.

Exploration mode:

Exploration mode is a mode to familiarize with the game and explore a city map, use skills against NPC robos and complete minimum version of quests.

exploration mode that familiarizes players to the game:

Aside to the PvP play-mode which is the core of the game, after launching the game in the phone players can choose to play an exploration mode and interact with a map, move the robo car around the city and try out the robo features on NPCs.

Core Gameplay

Customizing the vehicle:

Just before getting into the arena and starting your fight, whether you are a Robo NFT holder or a free player, you will be able to customize the exterior appearance of the vehicle pre-game play in the “Robo Garage”.

Inside the garage, you can customize the following:

- Car color
- Car exterior style – each model design has more than one exterior style
- Front color
- Back color
- Wheel style – multiple different wheel styles

•Moving Inside the arena, PvP gameplay:

- Inside the arena, every player or team are first transported to a garage, the battle starts 30 seconds after count down.
- In the gameplay. Depending on the game mode, players engage in battles and start moving their vehicle around with aim to decrease the competitor players' health to 0, player has to use his skills and attributes to overcome the enemy and also keep in mind that every skill has a cooldown.

art style, and Game interface

3D hyper casual art style:

The art style of the game is 3D casual style, examples of similar art are below.

Car Design, appearance and varieties of the art style concept:

All angles shall of 3 designs shall be sharp, luxury cars can be different and can be flexible with curvy designs when designing a luxury model design robo car.

The game takes place in the future, NEV cars have various different designs. The art design of the cars shall include an NEV car with a space to install a weapon, magnet tool, and other options.



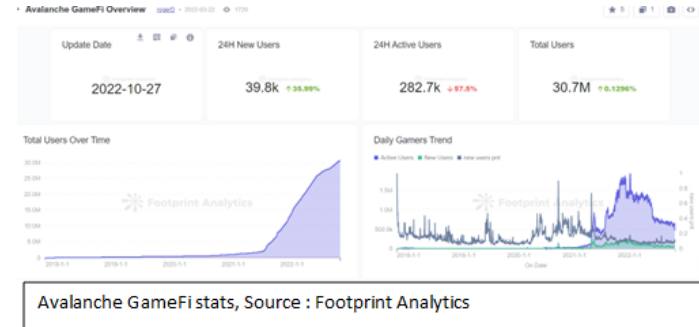
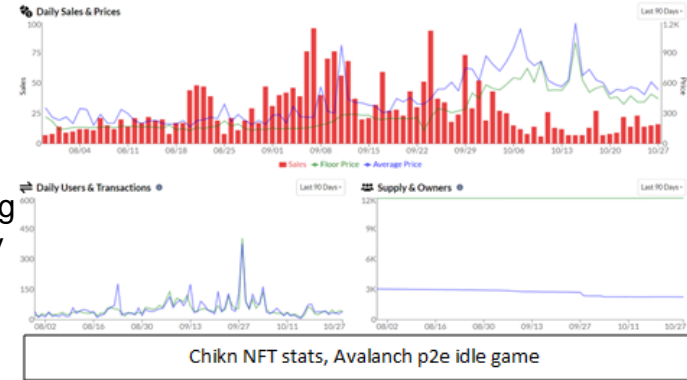
Persona

Rise of Robos is a PvP and web3.0 NFT game, the targeted audience is:

- Players who prefer playing PvP games
- Players who want to try out web3.0 games
- The users of the blockchain the game will be built on
- NFT collectors, and NFT degens.

With the very specific audience scope above, the game has an advantage of using the community of the chain it will be built on and use the powers of the community within to increase the game reach.

A good choice of a blockchain would be Ethereum, Avalanche, and Polygon as those blockchains have their features for hosting p2e games.



Technical Feasibility

to reduce the costs of making the game and get a more professional outcome in connecting to the blockchain, the game app shall use a web3 API to ask the user to sign a gasless transaction and as the signature finished the player goes inside the game.

In summary, the game development is possible by using tools to connect to the blockchain, grab the metadata and use the grabbed data to portray the design into

The game application will use moralis API to first see if the player already owns an NFT, and then upload the NFT metadata and portray it on the application.

- Connecting to the blockchain through web3 API provider and uploading the metadata.
- Free 2 play and earning rewards is possible by making an oracle that connects to an API, the API records the data of addresses of players who participated in the game and the oracle uses the data to mint rewards after a period of time.
- The game play and usage of the skills and attributes require multiple tests to figure which 3D model is the best for game play. Graphics of 3D that takes less requirements is recommended so any phone user can get to play.

Possible risks that might affect the progress of the game

Risks	Preventing risks steps
Smart Contract Hacks	Smart contract Audit Continuous snapshots for token holders
In-Game play hacks	A feature that stops sending data to the API oracle if the address is approved to be cheating.
Bots-Playing the game	Users have to connect wallet before playing the game.
FUD and media attacks on the project	Active Discord team. Continuous collaboration with crypto twitter influencers. Collaboration with other projects. Collaboration with blockchain big projects.
Bots playing.	There should be AI detection for bots that automatically and directly ban bots. Bots are not allowed to engage in gameplay.

Marketing

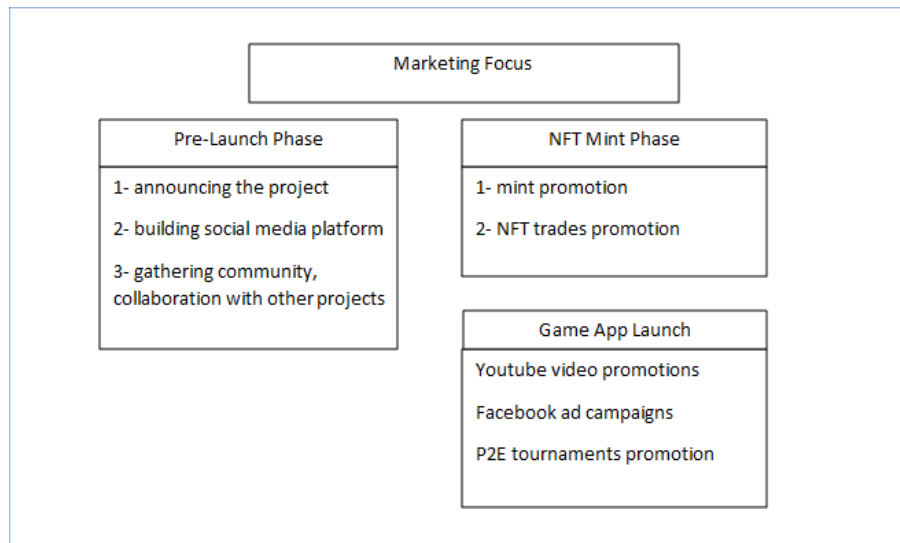
The game development team must have a marketing lead and a professional community manager who understands the needs of the community members and hire community moderators who answer game related questions.

Marketing Scope:

The game audience initially begin with the selected Blockchain users, P2E gamers and in later phases targets the PvP car gamers in general.

Social Interaction:

The team should hire a streamer, and a face that represents the game by uploading continuous updates on YouTube, twitter and engages in hosting AMAs in discord and engaging with the community with video records of gameplay and an analysis studio of other players' gameplay.



Gameplay Research

How is the game interesting?

In summary, Rise of robos brings in the experience of gaming and emerge with NFTs. And in game play the game provides players the following experience:

- Skills that make player actively engage with the game:
- Variety of model choices, moving curiosity into exploring what fits the player more:
- An engaging community where players get to know each other

Similarity to other types of games

The game, in the aspect in design is very similar to other PvP games in Web 2.0. And there are games that are very similar in design such as “**Galaxy Fight Club**” in Polygon, a 3D hyper casual game that takes the experience of brawl stars and brings it to Polygon.

The game, in design is also inspired from web2.0 car battle PvP games such as **Steel plate, metal madness and crush of cars.**

Launch phases & Development Plan

Pre-Launch Marketing phase:

In the earliest stage of the development plan building a social media base, discord and a webpage and then marketing and telling the targeted audience about the upcoming project.

Pre-Launch NFT Mint:

Pre-Launch NFT mint is like a fund raiser, gathered community members and early joiners will participate in the mint and mint their Robos before the game app launch. The NFT mint phase should happen after a month of getting a good amount of audience, any delay is discouraged as it would frustrate the community and harm the future of the project.

1 month after Token IDO:

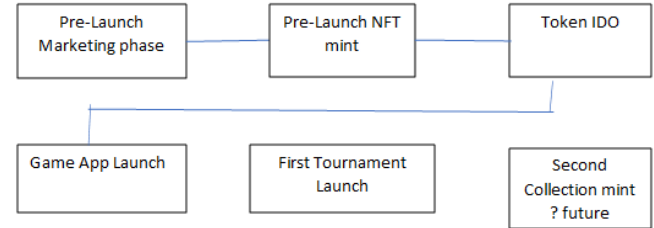
Token IDO is 2 weeks after the launch of the NFT, before and after the IDO the team must continuously keep the community updated on the game app development news.

Game App released:

1 month after IDO, launching the game's most wanted feature and what the team, community and everyone is waiting for.

First Tournament Launch:

Launch of the first official tournament should be on a pre-scheduled announced date and not more than one month after the Game App release.



Development Steps

To develop the game, we need to go through three main processes:

- Unity Core dev
- Frontend web3 API dev
- Smart contracts dev
- 3D designer
- Sound engineer

Core Game dev, Game Engine:

Unity game engine development will include:

- The development of the game maps, interface, menu and setting
- Player movement development
- Skill attribute addition, explosion animation, magnetic field animation
- Sound engineering sounds, e.g., magnetic field sound, and other skills initiation sound.
- Connecting to the blockchain mechanics, sending data to API mechanics.
- Smart contract Development, creating an oracle that receives data from the API
- Security measures for the game, stop token mint, replace contract feature “in case of attacks”, other related security features.

Development steps

Developing the Game Logic, connecting to blockchain and attribute difference:

Game logic should have 2 main factors

- Connecting to wallet
- Checking if the player has a robo or not
- Giving choices if player doesn't own a robo or if the player wants to play with another model design if he owns one.
- Loads Robo attributes and skills for NFT holder, if upgraded and new skills the game app should act according to the new skills.

Developing assets for the four model designs in the game:

- Each model design has special tools and some unique design that other players can clearly distinct the designs from each other

Smart Contract development

- **ERC 721 upgradable NFT collection:**

An ERC 721 upgradable NFT design that has metadata, using the ERC721 combined with minimum game logic in the contracts to keep the code secure.

- **ERC 20 token, staking contracts:**

Making a staking mechanism in the game, and IDO launch in cooperation with a secure IDO platform in the chosen blockchain.

Development Steps

Estimated Personnel cost

- Unity main game logic dev approximately 50K\$
- Skills, and attributes logic 30K\$
- Front end web3 API connection 10K\$
- Smart contracts estimated cost 10K\$
- Audit estimated cost 15K\$ “contracts are simple ERC721 at the early stage”
- Marketing, and community management 15K\$

Estimated Total cost 130K USD to 300K\$

Revenue

Revenue sources of the game:

1- NFT mint

2- NFT trading royalty fees 15% of every trade

3- Token rewards, 25% of the token supply is for the team.