

Game Design

Title of your project.

Good Gangster In Metaverse

What is the goal of the game?

The Goal of the game is to hook the players with a good role play game in which player will be a gangster performing robbery and escaping the police with his NEV robo Vehicle

Write a brief story of your game?

Our main character will be the Player let's name him Ethan, Ethan belongs to place where people live in bottomless poverty, A big BANK has claimed on the land of the people for not being able to repay the loan and the only way to save the land is to return the loan with interest to bank, Ethan family was also under the threat of losing their land, No one was ready to help him and then Ethan decides to fight for everyone he tried to get help from some of other banks, business man etc, but no one helped him, It's just a month left to them to return the money and SO our player decided to choose the dark path Ethan create a very futuristic ROBO vehicle using parts from junkyard near, that day his life changed, now every night he is in a run from police on his robo vehicle for robbing some business man or robbing bank he has never been caught he has to collect \$100M to save everyone's land.

Brief of Gameplay?

As we enter the game Player will be given a short skippable comic animation explaining the story of the game, after the story the Player will be directed to the garage where he/She will have his/her **Robo vehicle** and the player will be shown the next task he/she have to perform in the coming level of the game, player will be able to customize his/her Robo Vehicle according to the task and will be able to equip weapons to complete the task.

As the game starts the player will be dropped near the place of robbery then the player will try to perform the task given to him and within a minute of robbery police will arrive and now he/she has to escape the police without getting caught using his robo vehicle it will be a car chase with some terrific gun action. If he is caught then he will lose the level and will have to replay that level and if he won he will be able to play the next level, with each level number of police and difficulty will increase, but after winning the level Player can buy new parts for their vehicle using there in game token which they will get after the completion of the level successfully.

Which are the playing characters of this game?

- Playing characters are the ones which respond to the user based on the input from the user
- Cars, bikes, weapons, avatars etc, are the playing characters in the game.

Nu mb er	Character Name	What can this character do?
1	Player1	She/he can run, walk, carry a backpack, Drive, Fight.

2	Robo vehicles	They can be driven by Players.
3	Weapons	They can be operated by avatars

Which are the Non Playing Characters of this game?

- Non-Playing characters are the ones which don't have an action or a behavior when the user interacts with the game.
- stones, trees, buildings, etc are non playing characters in the game.

Draw your imagination of this game. What does this game look like?

The game art style should be simple and rusty, game's setting will be mid city and countryside at the night time, the moonboard below has some glimpse of the idea we are talking about

