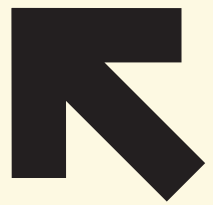




DeAuto



Game Feature Design (Formula De)

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Introduction

Automobile racing is one of the most popular sports in the world. And as gaming enthusiasts, we are also fond of high paced racing games. With a passion of blockchain and competitive racing games, I have designed a FORMULA DE to engage the enthusiasts and incentivize the winners and players who like to compete against each other and show off their skills.



The background features several abstract elements: a thick red line in the top right corner, a green line that curves from the left edge, passes through a black dot, and then continues horizontally at the bottom where it intersects with a blue line; this blue line also has a black dot at its right end. A solid orange circle is positioned on the left side of the image.

Game Strategy/Story



Game Strategy / Story

Start Scene:

The story starts with in an underground race arena where main character (Player's metaverse avatar) is competing in a drag race against others (meta avatars). And the one who loses the match end up losing its car and hence have to purchase a new car with signing bonus amount to continue the game.

However, the winner can choose any car of its choice among the loosing contestants and keep that car to its collection. Each car and its upgrade parts will be treated as NFT's and will be directly stored into the player's wallet.

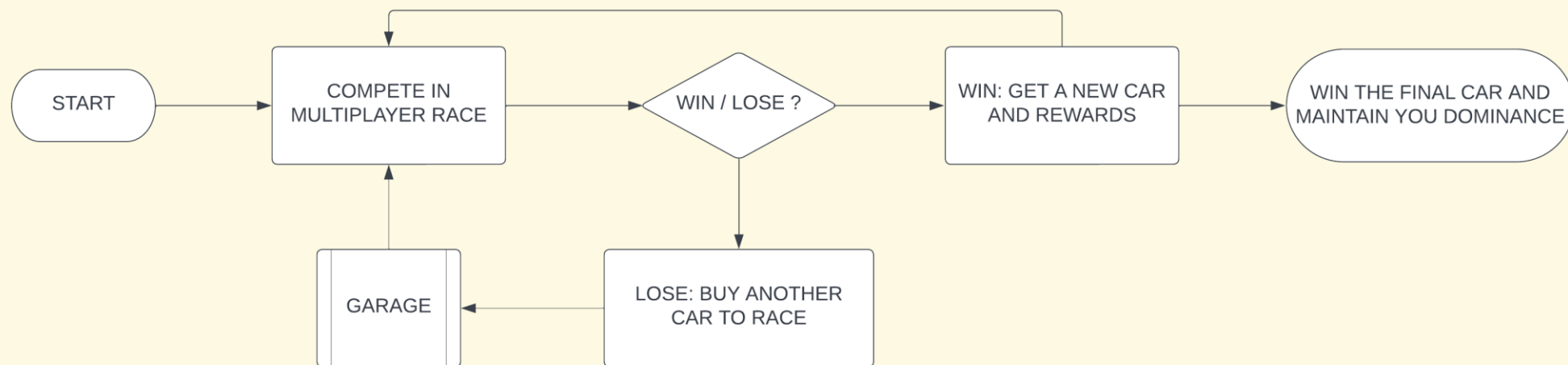


2

Game Strategy / Story

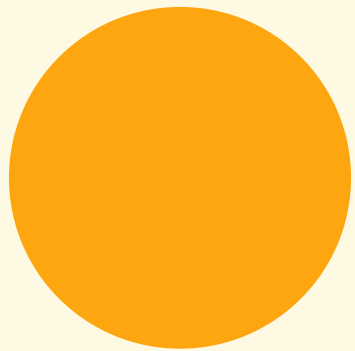
Motive of the Game:

To win the most precious, powerful and futuristic car among all the cars by competing with others and winning your path to the grand price. You can also trade your cars in form of NFT's with other players in the game, this will help in maintaining an active and friendly game community.



This is a brief high level view of the flow of the game:

Game Flow





Game Flow

While initiating the game, each player has to register with their wallet address in order to play. At the start of the game player has to create their own avatars and choose various range of special powers and skills.

Once the avatar is created, player has to now customise their own cars initially within a certain budget (predefined budget). Once the player is ready with setup the game flows as follows:

Start Scene: Initial setup of the game takes place in a cyberpunk styled downtown streets where the game starts with a multiplayer drag race, if a player wins the race he can snatch a losing player's car and earn rewards as well. While other players only get a basic participation reward.

Formula De and NFT: All the game assets, avatars, cars and upgrade parts can be traded in form of NFT as it will enhance the use cases of DeAuto tokens as well as promote community engagement.



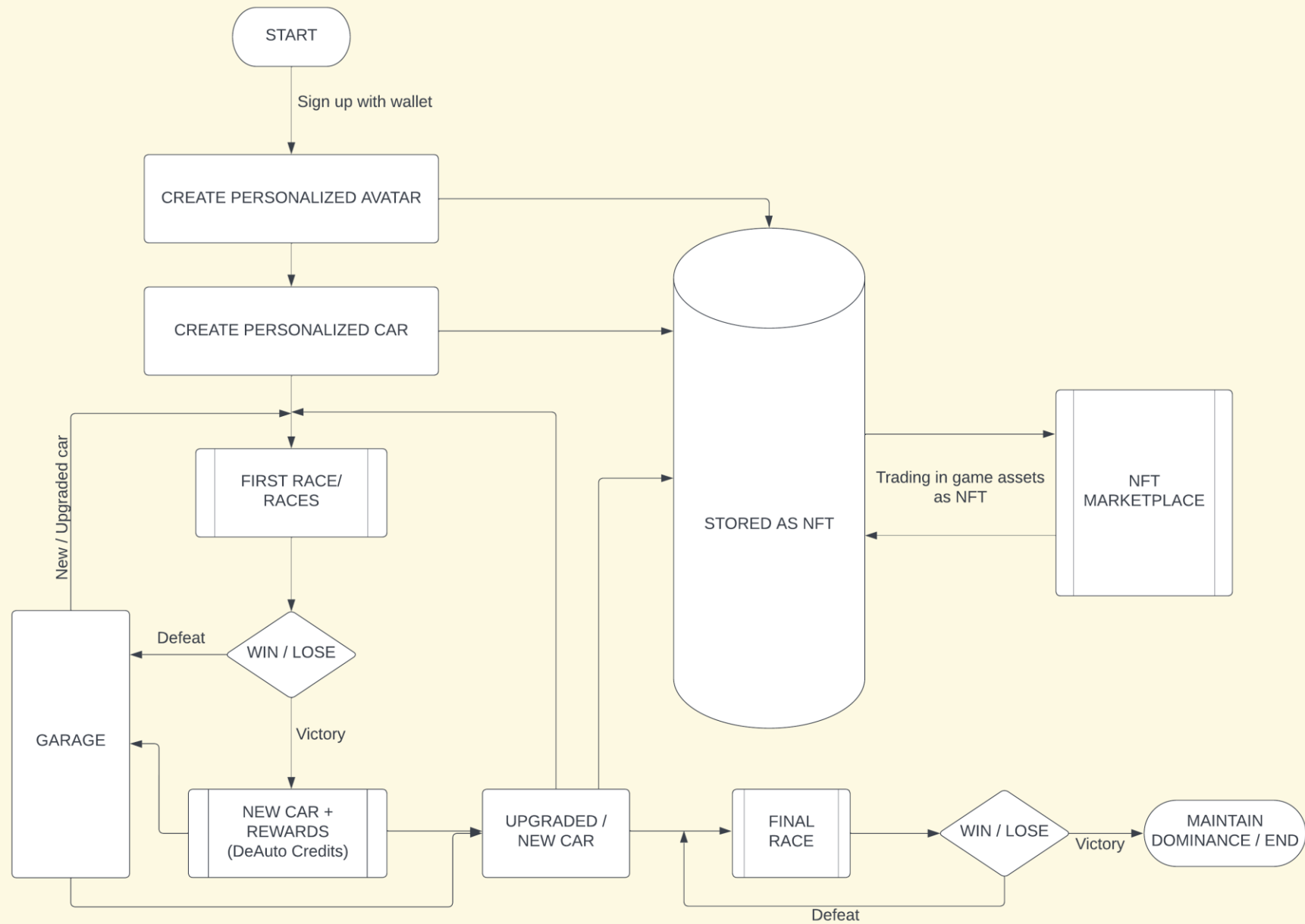


Fig 3.1: This is the game flow model for Formula De



Game Flow

- **Garage:** Garage is the place where magic happens, you can visit garage anytime during the game to modify or customise your cars. Garage also serves as an inventory for all your owned car collection and you can buy cars as well from the garage using DeAuto credits.
- **Race Tracks:** The higher level you reach in the game, more complex the race tracks will be. Complexity of the race tracks can be manipulated on the basis of various factors (Kink, Constant Radius, Increasing/Decreasing Radius, Hairpin, Sweeper, Right Angle, Dual Apex, Chicane, Mild Bend, Hard Corner).
- **The Final Race:** In the final race you have to race against an expert bot in order to get your hands on a special car. Once you achieve the special car, you must protect it with consistency in the game. Other players may challenge you in order to win your car.





3

Game Core Functions

The movement in game takes place via simple keyboard commands, they are as follows:

ACTION	KEYBOARD
Brake	Z
Look back	END
Steer	Left arrow/right arrow
Checkpoint Reset	BACKSPACE
Pause	ESC
Free look	n/a
Accelerate	A
Change camera	C
Gear up manual transmission	S
Gear down manual transmission	X
Nitrous	Left SHIFT
Handbrake	SPACEBAR

The image features a minimalist design on a light cream background. A thick green line enters from the left, curves 90 degrees down, and then continues horizontally to the right. A blue line enters from the bottom, curves 90 degrees up, and then continues horizontally to the left, overlapping the green line. A red line enters from the top right, curves 90 degrees left, and continues horizontally to the left. An orange circle is positioned to the left of the green line's first curve. Two small black dots are located on the green line: one on the vertical segment and one on the horizontal segment where it overlaps with the blue line.

Social Model



Social Model

This Formula De game helps drive various social values among its players and keeps them engaged through its various game values.

- **Bonding with the community:** Since this game involves a lot of interaction among players, this intends to make a bond among the players and hence evolves the fellowship among the community members.
- **Strategic development:** As a part of taking decisions among different stages of the game, it helps a player develop strategic thinking capabilities.
- **Cooperative behaviour development:** In a blockchain community, cooperation and contribution is a key to success. Cooperation enhances the trust among the members of the community and helps cooperate with each other on a regular basis.

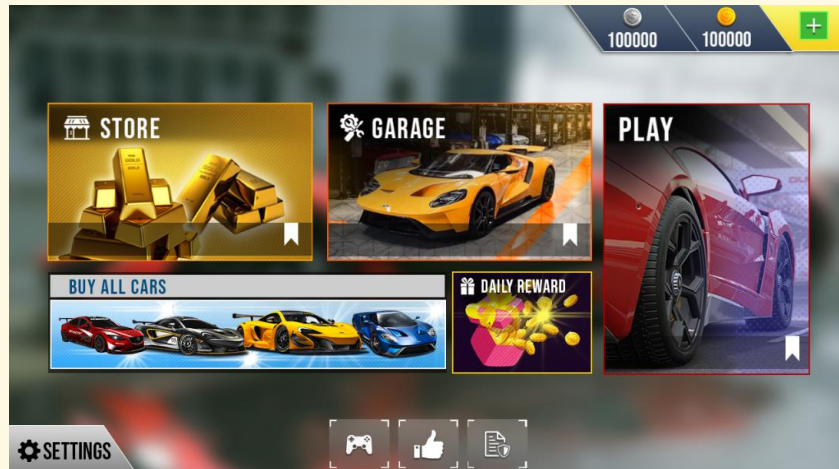
An abstract graphic design on a light cream background. It features several thick, rounded lines: a red line in the top right corner, a green line that starts from the left, curves down, and then continues horizontally across the bottom, and a blue line that starts from the bottom, curves up, and then continues horizontally across the bottom. There are two solid orange circles on the left side. Two small black dots are placed on the green line, one near the top curve and one near the bottom curve. The text 'UI Design' is centered in a bold, dark grey font.

UI Design

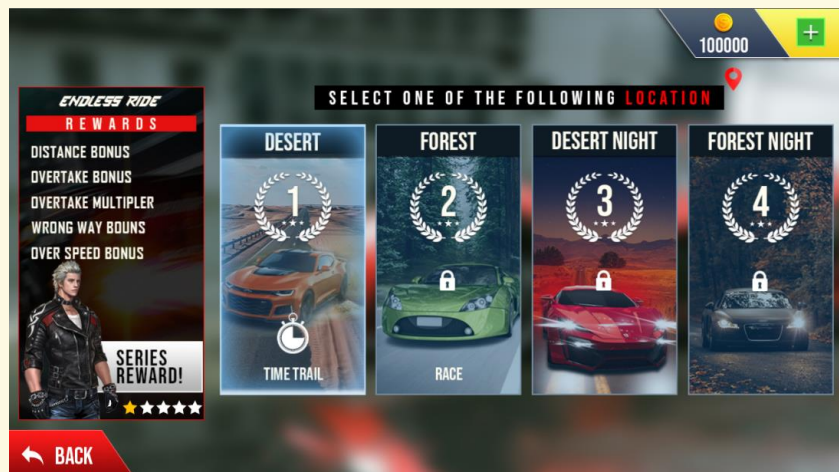


5

UI Design



This is how the basic greeting page for the game will look like, it provides easy access to inventory, garage and is user friendly.



Once you start to move forward in the game you will have the opportunity to unlock new levels with variety of variations and difficulties.



5

UI Design



Explore the world by showcasing your driving skills.



Plan for product launch

Planning

Synergize scalable gaming application.

Marketing

Determine and analyze the potential for application.

Design

Coordinate gaming and marketplace applications.

Strategy

Foster holistically superior methodologies.

Launch

Deploy strategic networks with compelling gaming needs.

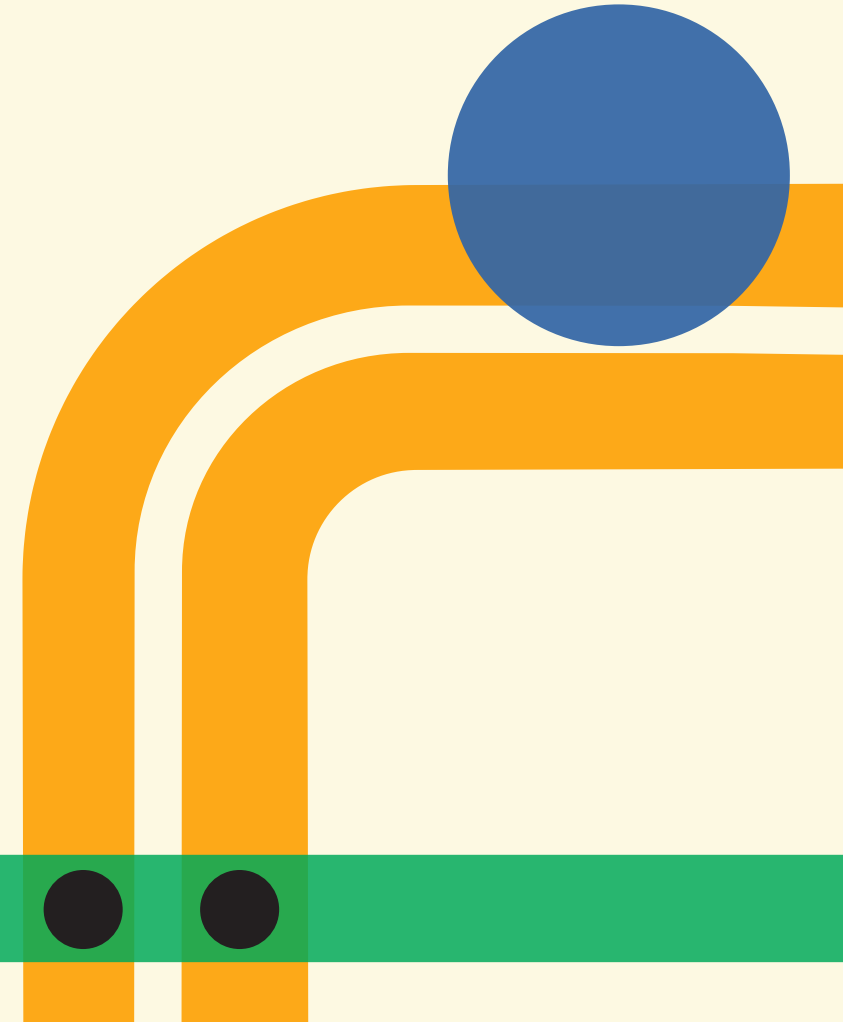
An abstract graphic design on a light cream background. It features several thick, rounded lines in green, blue, and red. A green line enters from the left, curves down, and then continues horizontally. A blue line enters from the bottom, curves up, and then continues horizontally, overlapping the green line. A red line enters from the top right and curves down. There are two small black dots: one on the green line where it curves and another on the green line where it is overlapped by the blue line. A solid orange circle is positioned on the left side of the image.

Summary



Summary

At Contoso, we believe in giving 110%. By using our next-generation data architecture, we help organizations virtually manage agile workflows. We thrive because of our market knowledge and great team behind our product. As our CEO says, "Efficiencies will come from proactively transforming how we do business."





Thank you

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 **: the-hack-god#9889**