

Designing the NEV

We hired artist Robson Teixeira to create a side view of the "PIX-L7" prototype.



Designing upgrades, backgrounds, etc...

We continued working with Robson to create the garage, the upgradable elements and some elements of the game. Next slide is the proof from fiverr.com. We have paid him 621.17 euros to originally design all these and so would own the full copyrights.

DELIVERY #1



robsonteixeira's message

Hello my friend!

There is your deliver, Thanks a lot for the preference. I hope we can work again in the future,

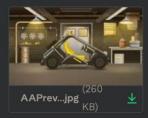
I Wish you a very good luck on your business and if you don't mind, I d'like to see some screenshots of where the illustrations will be when you use them.

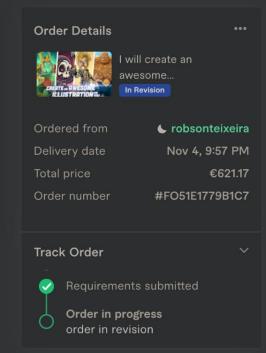
There are three things I never refuse!

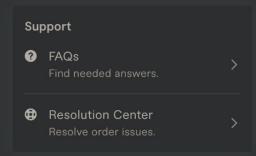
- · A constructive critic.
- · A honest compliment
- · A generous tip!

Hope You like the result and feel free to contact me again!

ATTACHMENTS







The Garage

The garage is where you'll come back after each level to upgrade your NEV.



Upgradability - Starting level

At start, your vehicle is lame. It's slow, fragile and has no weapon. Not really good against zombies...



Upgradability - End levels

After each level, you'll receive NEV coins allowing you to upgrade your NFT NEV onchain with new weapons, armor, wheels, etc and make it the perfect zombie killing machine.











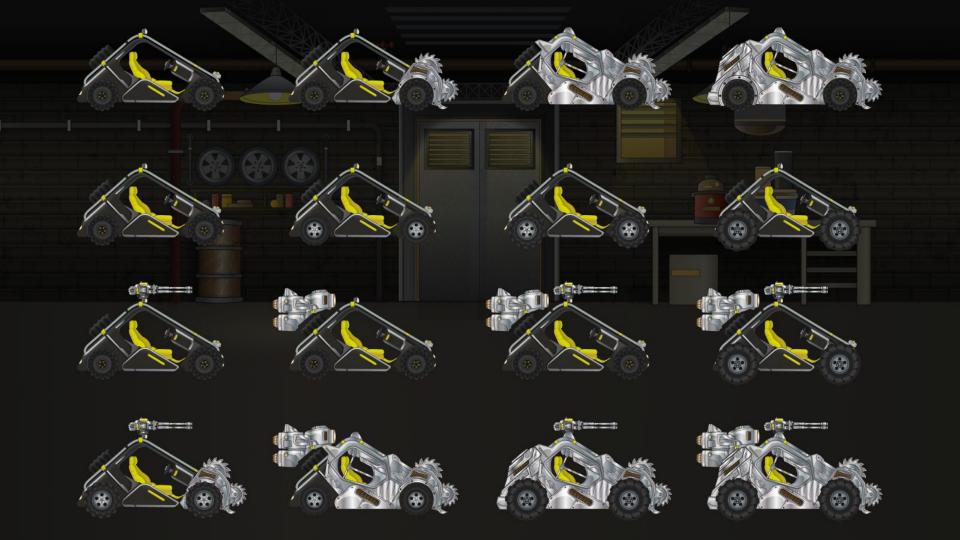






2387

That's the number of unique combination you NEV NFT can have already!



Marketplace

This is where you buy an sell your upgrade Battle NEVs.

MY NEVS SELECT O.002 E SELL SELECT MARKETPLACE

□.1 Ξ

BUY

□.□□2 Ξ

ВШҮ

□.□17 Ξ

ВЦҮ

□.□34 Ξ

ВЦҮ

Game Level

This is the design of our first level by Robson!



Zombie Design

This is the design of our first zombie by Robson!



It has detachable limbs for animations and damages.

