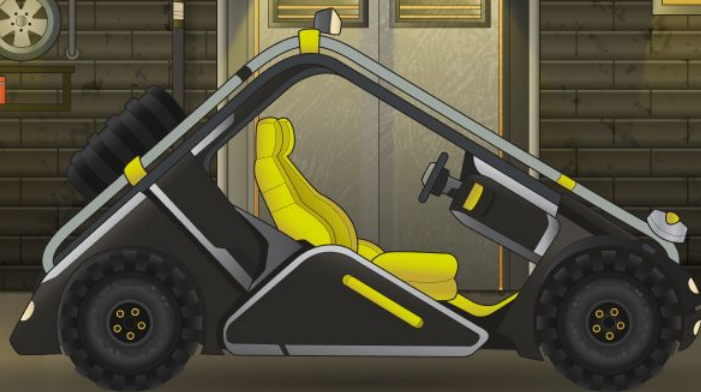


# BATTLE NEWS



# Video and Demo

Everything here is presented in a short video at : <https://youtu.be/0d2pJJwC5aY>

# Concept

You and your NEV have to cross over the USA to deliver an important package. The only issue: It's full of zombies!

The game is a 2D car game that will make you go from one point to another while smashing and killing zombies on your way. It is inspired from the very popular [Earn to Die 2](#) game that has more than 100M+ downloads on Android alone. [Here is a trailer for the game.](#)

We propose to create a similar game where your car is a NEV NFT on-chain.

# Mood Board

The following Mood Board contains pictures courtesy of Earn To Die 2

# BUILD YOUR CAR

ROADMAP

NEXT REWARD

OPEN QUESTS

SHOP



STAGE 1-3

99/99

OPEN MAP

PLAY

FUEL COST: 99

1000

1560

3050

690

MAX

760

820

320

4 598 ft

All new endless gameplay!



Unlock new levels

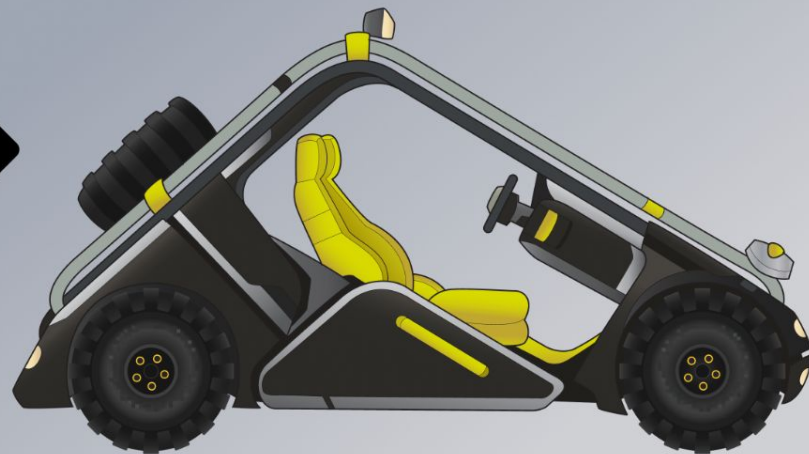


# Designing our game

We hired artist Robson Teixeira to create everything we'll need for our game.

We started with a 2D 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](https://www.fiverr.com). We have paid him 621.17 euros so far to originally design all you're going to see in the next slides. We own their full copyrights.





robsonteixeira delivered your order Oct 22, 6:27 PM



## 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



## Order Details



I will create an awesome...

In Revision

Ordered from

robsonteixeira

Delivery date

Nov 4, 9:57 PM

Total price

€621.17

Order number

#FO51E1779B1C7

## Track Order



Requirements submitted



Order in progress  
order in revision

## Support



FAQs

Find needed answers.



Resolution Center

Resolve order issues.



# The Garage

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



# Getting started

The player will first need a NEV NFT to play the game. When you open the game, the first screen is the NEV marketplace, where you can buy and sell your NEVs from other players. Some are already upgraded and quite expensive and some are low-level and cheap.

Our team will make sure to often mint and put on sale some new entry-level NEVs on the marketplace for new players to get started for cheap.

## MY NEVS



SELECT

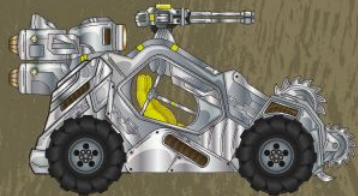
SELL



SELECT

0.002  $\epsilon$

## MARKETPLACE



0.1  $\epsilon$

BUY



0.002  $\epsilon$

BUY



0.017  $\epsilon$

BUY



0.034  $\epsilon$

BUY

# Upgradability

Once you have purchased a NEV, you can select it and access the garage where you can upgrade it. Each upgrade costs NEV Coins, an in-game ERC20 currency that you earn at the end of each level depending on the number of zombies you have killed.



232 NEV COINS



PLAY



Boost



Weight



Wheel



Gears



Armor



Gun



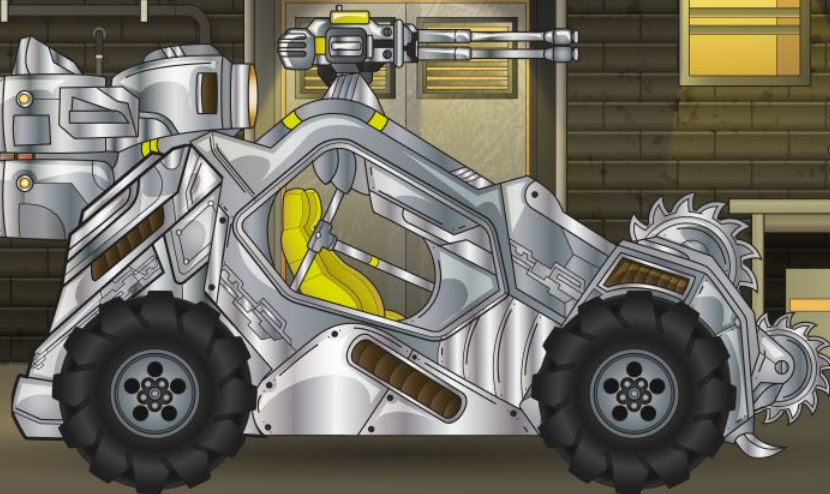
Fuel



# Upgradability

Once you have enough NEV Coins, you can upgrade your NFT NEV on-chain with new weapons, armor, wheels, etc and make it the perfect zombie killing machine.

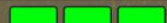
232 NEV COINS



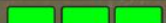
PLAY



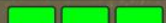
Boost



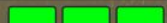
Weight



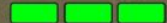
Wheel



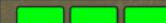
Gears



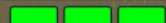
Armor



Gun



Fuel



# 2387

That's the number of unique combination your NEV NFT can have already, and we're just getting started!





# How it works?

Your NEV is dynamic NFT which means its metadata can be upgraded on-chain to equip your NEV with a gun, a booster, an armor, better wheels, etc...

We prerender all combinations of NEV and assign it a code. Each digit corresponds to the level of upgrade of the corresponding part.

For instance: This is NEV 0000000





# How it works?

An this is NEV 1220132



When upgrading a NEV NFT, we simply change the code in its metadata on-chain so the TokenURI points to the new pre-rendered configuration.

# Game Level

Next is the design of our first level! Still under development with Robson.



# Zombie Design

This is the design of our first zombie by Robson!



It has detachable limbs for animations and damages.



# The Map

Each level is also a token! Its metadata contains the configuration of the level from the shape of the terrain to the position and strength of each zombie. Why is that? Because BattleNEVs is a metaverse when people can create and sell levels! From the map, you can see all levels and their ratings. The map will itself be another marketplace but for levels. You will be able to see the ratings of each level just like Happy Wheels (See next slide) so you can choose to purchase a level or not. Levels are NT-NFT, Non-Transfer NFT, you purchase them directly from its creator then you can play the level, but never resell it.



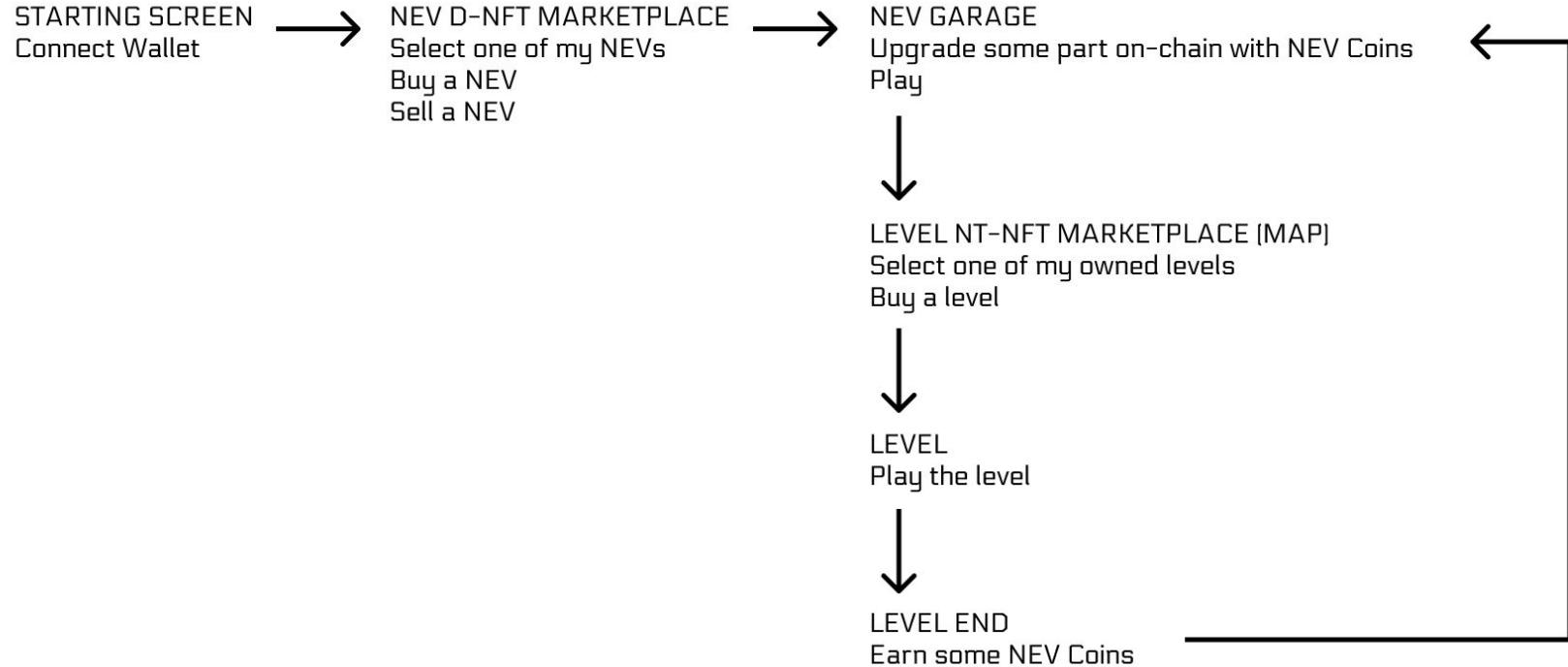
Image courtesy of Happy Wheels



Still under development!



# Game flow



# Token Model

We have 3 tokens :

- NEV D-NFTs (Dynamic NFT), they represent the NEV and can be updated on-chain with pre-rendered NEV metadata corresponding to their new NEV configuration
- NEV COINS, a in-game currency that you earn at the end of each level and that you can spend to buy new upgrades.
- LEVELS NT-NFTs (Non-Transferrable NFT), their metadata contains the whole configuration of a level (terrain shape, background images, position and strength of the zombies, etc...). They are created by the players and can be sold on the marketplace. Players can buy them to play the level but cannot resell it. They can rate the level to attract or warn off other players to this level.

# Token Distribution

- NEV D-NFTs (Dynamic NFT): We plan to create 10,000 premium NEV designs that only the owner of that NFT can have. In addition, we'll constantly mint and inject basic low-level NEVs into the marketplace for people who want to play the game but can't afford a premium NEV.
- NEV COINS: No initial distribution. Players earn them at the end of the level then spend them on upgrades, it's a zero-sum game.
- LEVELS NT-NFTs (Non-Transferrable NFT): We plan to create a dozen levels to get the ball rolling then let the community create and sell levels.

# Token Economy

- NEV D-NFTs (Dynamic NFT): the revenues of the initial mint of the 10,000 premium NEVs will go in a DAO that will finance the development of the game. The second market royalties (5%) will also go into the DAO.
- NEV COINS: No plan for it yet.
- LEVELS NT-NFTs (Non-Transferrable NFT): Only the creator can mint the levels he created. He can then sell them on the marketplace. There is a 5% royalties going into the DAO. The remaining 95% goes to the creator.

# Feasibility

We know the project is 100% doable. How can we be so sure? Because we already coded it! Well, some of it!

Go to:

<https://battlenev.pages.dev/>

This is a very early prototype, but the bases are already set. We created an ERC721 smart contract for the NEVs and added metadata upgradability and marketplace functionalities. We also developed the first part of the game using the Phaser.js engine. The marketplace and garage are fully functional and you can already pilot your NEV in a physics sandbox (that is empty so far)

To play de prototype, you'll need to install metamask, connect it to the Goerli testnet and have some tokens to buy a NEV NFT (You can use [this faucet](#) or [this faucet](#))



In-game screenshot



# Todo list

**NEV D-NFT** ERC721 + Marketplace Contract 

**NEV COIN** ERC20 Contract 

**LEVELS NT-NFT** ERC721 + Marketplace Contract  (3-7 days to complete)


In-game NEV marketplace 

In-game Levels marketplace  (9-13 days to complete)

Physics Sandbox 

Pilot your NEV NFT 

Implement a full level  (I already got some level background and zombie designs from Robson but will need much more to actually complete a level)

Implement multiples levels, multiples NEVs with their upgrades  (This is where most of the budget will go. All the technical pieces are in place, now we just need to fill the game with content)

# Contact me

If you'd like to proceed with developing this game, let me know, I'm a freelance developer and would love to keep working on it.

Email: [waylad42@gmail.com](mailto:waylad42@gmail.com)

Discord: waylad#4756