

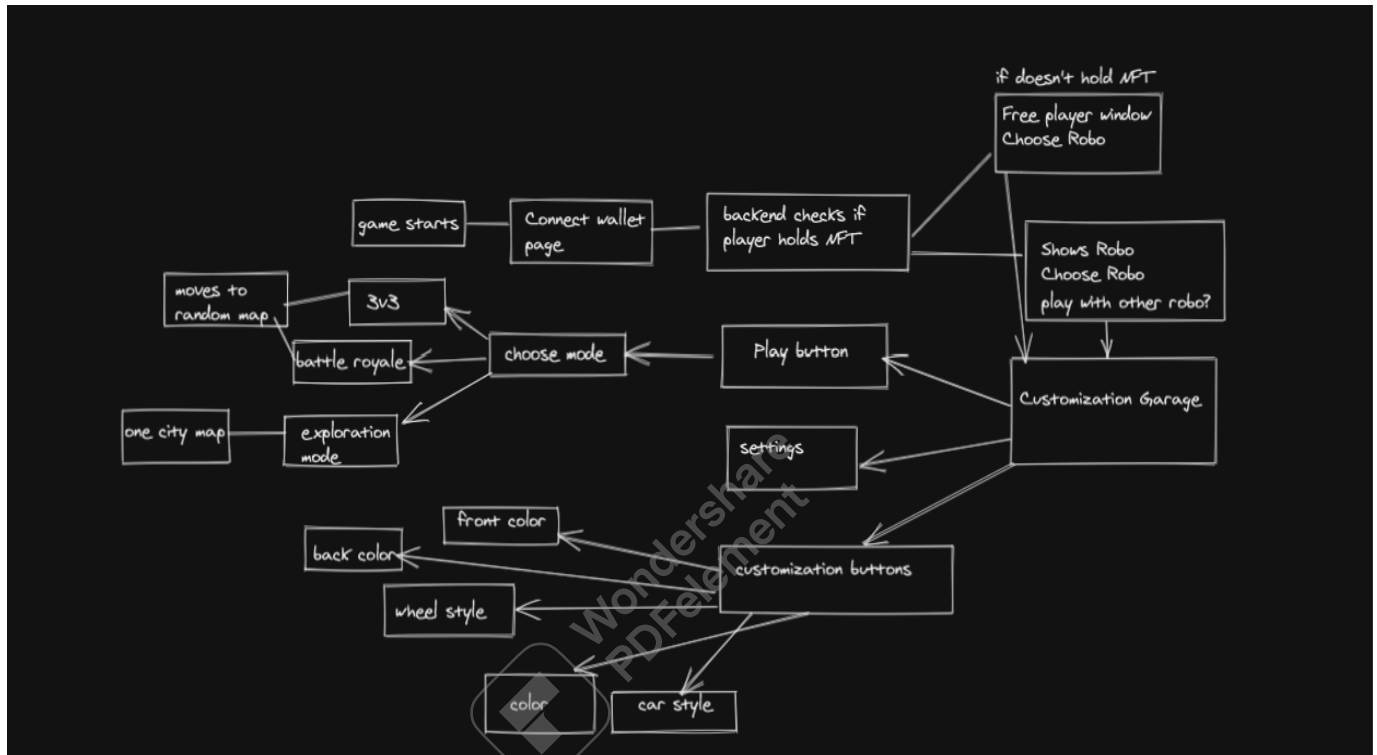
De Auto Hackathon

Game Feature Design Challenge

Author: Lelouch0x



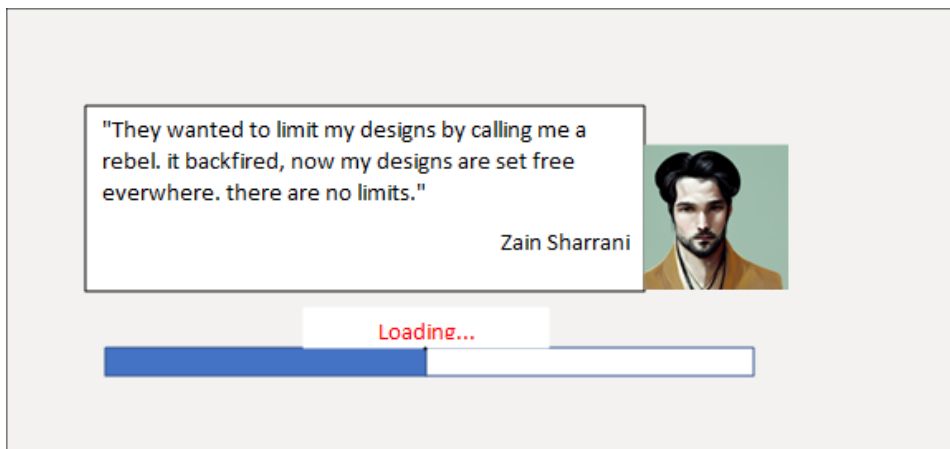
Game Flow



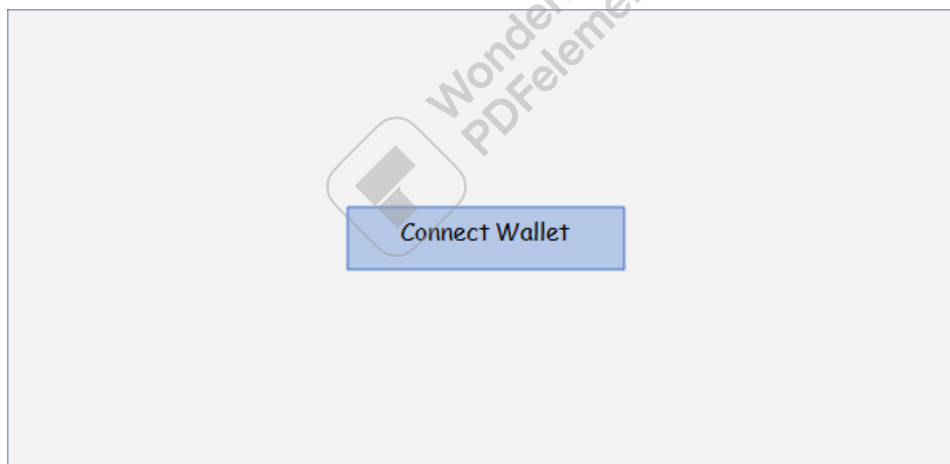
Game loading page:

As soon as the app launches, the first loading page is supposed to have a high-quality concept art background of a robo car, loading line, a quote of a model designer accompanied with the model designer's picture.

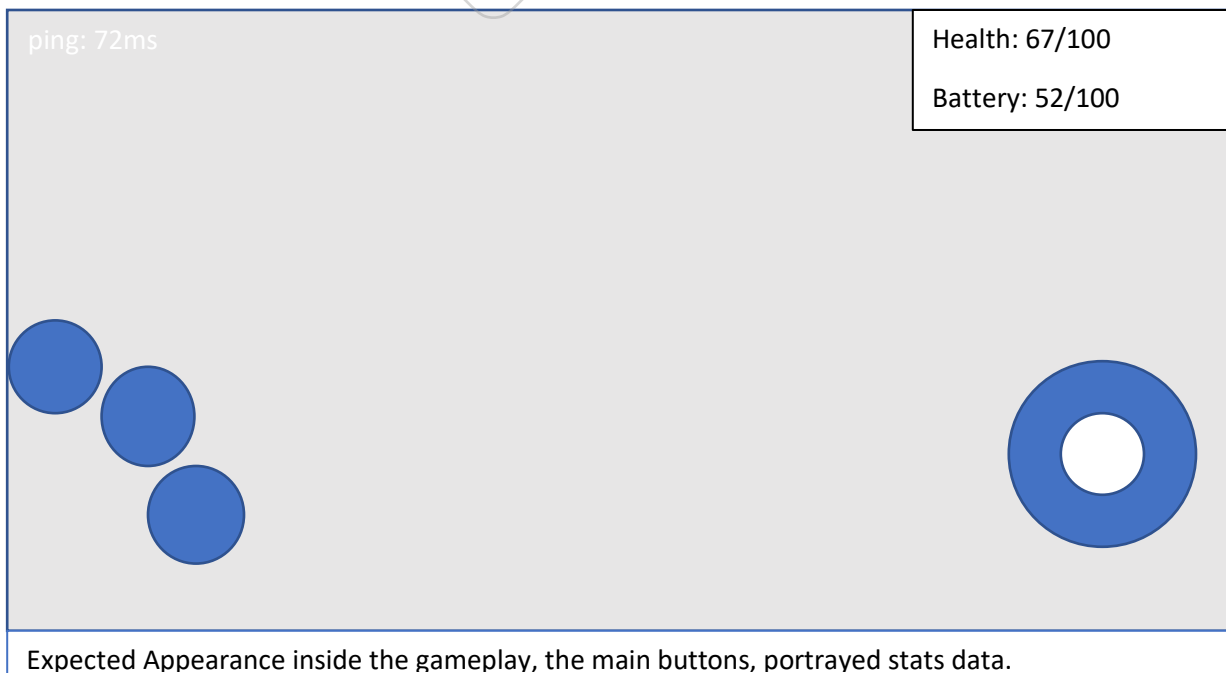
An example of the loading page with no high-quality background:



Connect wallet Page



Robo Garage page

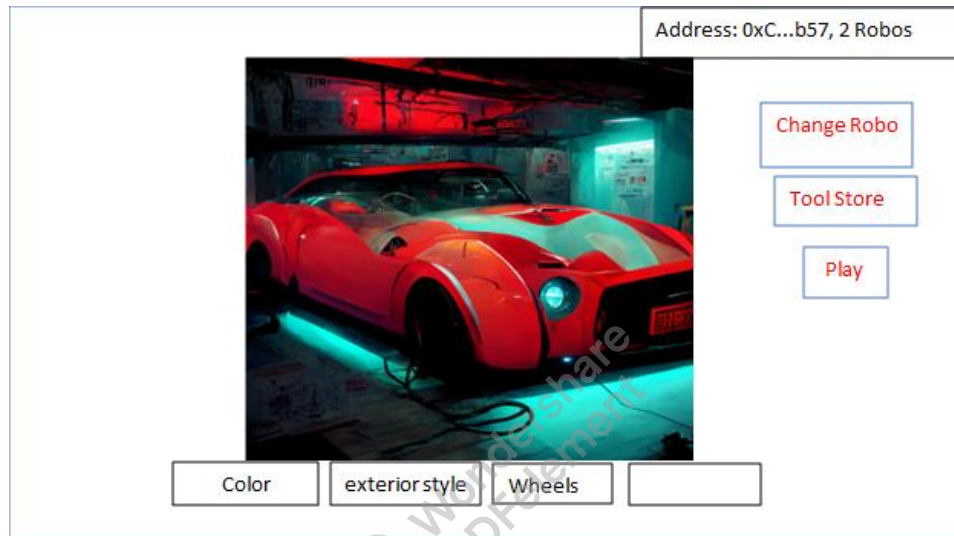


Game Core Functions Design

The game is based on 4 different model designs and each design has its own functionality, health stats and attack stats.

2.1 Robo car customization function:

Customizing the vehicle happens before entering the arena, you get to customize color, wheels, front color, back color and if you are an NFT holder you get access to special colors and special car styles.



2.2 Upgrading NFT and Skills customization function

upgrading NFT and increasing Robo attribute is done through winning tournaments and payin \$ RBB

upgrading NFT is done through the webpage, not on the mobile game at the beginning phases of the game.

*Robo NFT can have up to 6 different skills at max but can only use 3 in the game play, the skill customization page is for users who have more than one skill.

2.4 game maps designs:

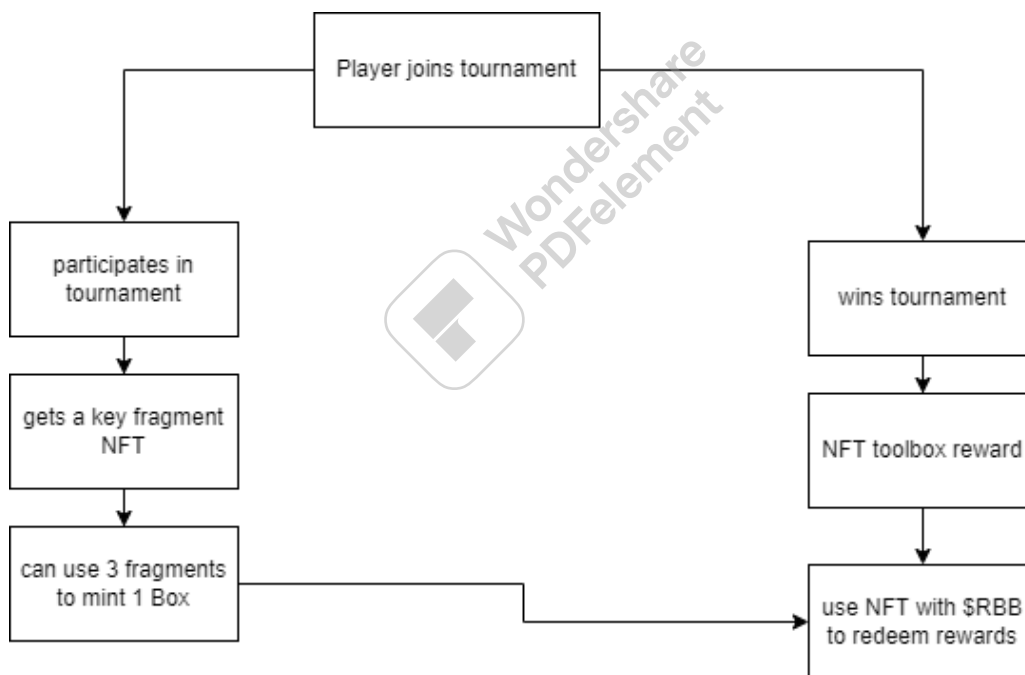
The battle arena maps should have places that give superiority for certain model designs over the other.

For example, when military car model it becomes faster than luxury car model for 5 seconds and this is great use in places that have space. But the player won't be able to use the skill to the maximum if he used it in narrow alley.

So, the two map designs are meant to have both narrow places, wide places to give each model superiority over the other and to allow team players communicate with each other over the gameplay and design a good strategy for attacking the enemy.

2.4 winning NFTs from participating in tournaments

Participating in tournaments rewards the players NFTs that are called "Tool Box", and the key to open those tool boxes is paying a certain amount of \$RBB to upgrade the NFT and enhance the attributes.



2.5 renting a robo NFT function

The feature of renting attributes is done through the game's webpage, players can rent a Robo NFT and play with it for a certain amount of time.

Social Model

3.1 social media official Channels

Connecting with the community and official announcements shall be done through twitter and YouTube.

3.2 Community and team communication channel Discord

Communication of players with each other, players with the team and all related direct communication is done through discord.

3.3 Events, tournaments and future mints announcements

Events , are the part where players set up pre-made teams to compete for winning a prize in the tournament.

Events shall be recorded on all social platforms and the gameplay will be used for promotion.

Interaction instruction

