

Noah's Ark

<I, Game, Robot> Game design plan

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The background

This is a world where doomsday has been predicted. At the same time, a new type of high-effect city based on modularization has appeared, where all the spaces, including personal living spaces and vehicles as "moving spaces", can be freely customized.

In 2252, in the Old City, which has been monopolized by industry giants, everything is produced and controlled by the assembly line. In order to maintain existing interests, all new ideas are always quickly rejected. Therefore, even if the energy they depend on is about to run out, the people of the Old City are still resistant to change.

One day, on the brain-computer network, there was an anonymous poster who called himself a "traverser". He predicted that within the next 50 years the whole world would be destroyed, the only solution is to build a "Living City". At first, everyone scoffed at this rumor. However, in the three years after the "prophecy", various once-in-a-century disasters that are rare in a hundred years have occurred one after another. Extreme heat, depleted rivers, power shortages, forest fires... The prophesied scenes come true one by one. Gradually, some people spontaneously organized a "New City construction team", and established the New City - "Noah's Ark" corresponding to the prophesied location.

The background

P, a 25-year-old automotive engineer, with superb technical skills and great driving skills, is the youngest senior engineer of the "Cross-Era" automobile company in the Old City. P has loved cars since childhood and believes that cars can do far beyond the existing imagination. But P's family is poor, so P can only choose to keep his dream, and try to realize it when P grows up.

After entering his/her dream company, P has always wanted to make a car that completely subverts existing perceptions. Finally the day came when P developed a prototype of the intelligent robot system. P rushed to the office excitedly, trying to convince the boss to put this future-oriented chip into trial operation immediately. However, P was directly interrupted. His/her boss asserted that P was nonsense, and the existing system was enough to meet all demands.

P stayed in the car. At this moment, he/she has a very strong urge to go to the New City, where customizable "modular space" belongs to everyone there. P hesitated for a long time, but he just took out the original chip from the car and put the chip developed by himself into it. After waiting for a long time, P didn't see any reaction from the car. P couldn't help but wonder: Is my idea really worthless? P recalled the contemptuous face of the boss in the office again, his/her years of hard work were devalued to nothing. He/she could no longer restrain his/her anger, and smashed the "Cross-Era" company logo in the car with one punch.

P was very helpless and lost his/her sense of direction, so he/she asked the car navigation to "bring me home". Instead of the familiar streets, this time the navigation shouted out "the destination has been set - Noah's Ark"...

The Theme

Theme keywords:

dream, rebuild home

Theme overview:

People, who yearn for freedom, will create a more intelligent and open new world under the countdown to the doomsday - this is a "Noah's Ark" for brave and innovative people.

Philosophical themes:

What kind of moving space does human beings really need? What exactly does a sustainable, ideal city look like? Will the future of mankind be good?

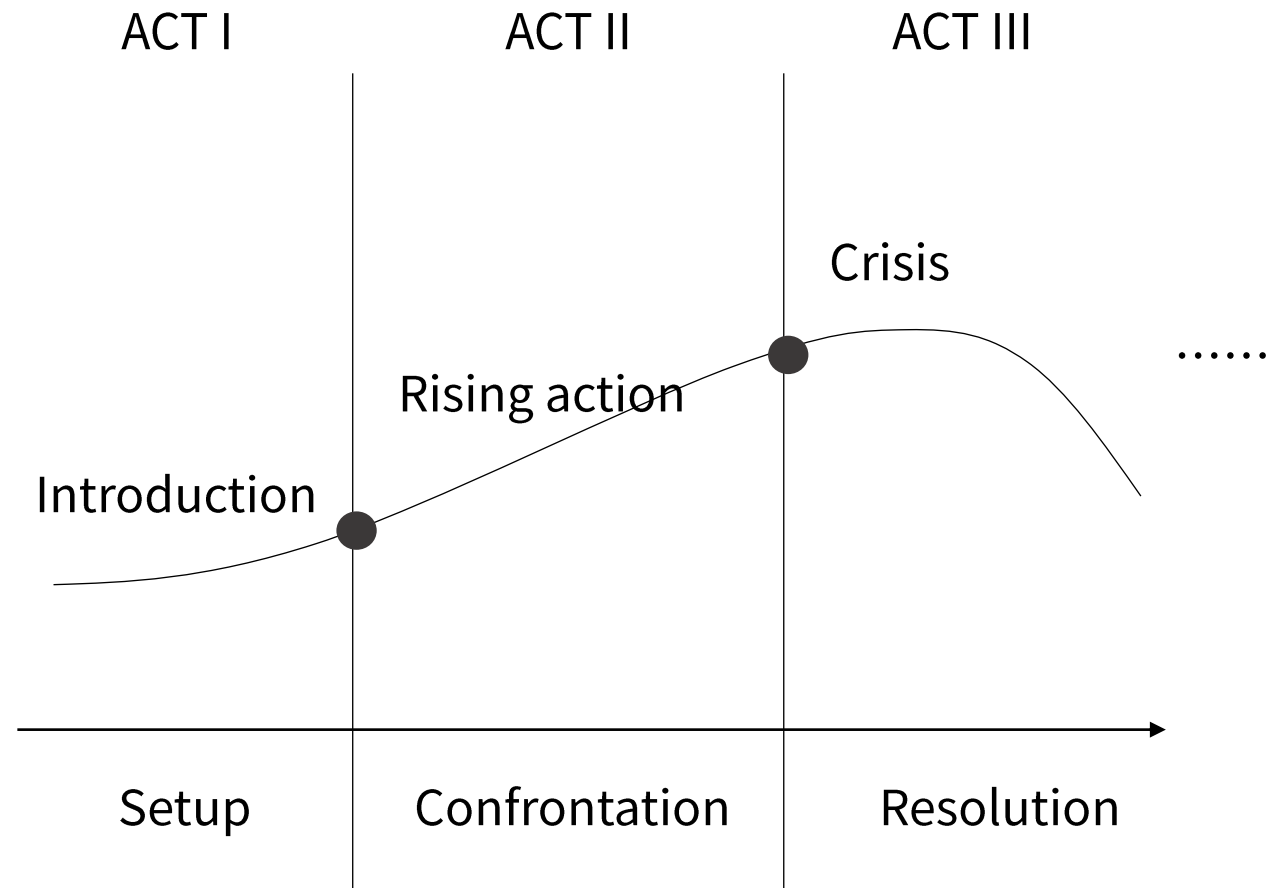
Emotional themes:

heaviness, dissatisfaction, frustration, anticipation, curiosity, growth, sense of value, sense of mission, hope

The Narrative Framework

Main storyline framework:

three-act structure(Jo-Ha-Kyu)



The Narrative Framework

Act I - the setup(Jo):

Facing internal and external challenges, players have to rush before the doomsday to jointly complete a city constructed by data-“Noah’ s Ark”

Act II - the Confrontation(Ha):

It is difficult to build a completely new city, and the journey to find data for computing power is full of danger and hardship. Fortunately, in this world, **cars are no longer just a type of tool, but Moving Spaces, as well as cells that compose this New City.** The collaboration between humans and AI is getting smoother and the construction speed is getting faster. Everything goes well. At the same time, the Old City industry giants tried to prevent them and destroy the construction of the New City...

Act III - the Resolution(Kyu) :

The resources of the Old City have collapsed many times, and the Old Cityists are trying to take control of the New City. Players must speed up their steps, compete with the forces, and continue to complete the higher-level computing power construction...

The Plots



Call to adventure

P decided to put aside his/her worries and head to the New City.

Meeting the mentor

Sage of the Freedom Alliance. The mentor told P the deeper conflict between the Old City and the New City - **the New City is going to be built as a Living City like a breathing living organism.** It not only helped P understand the New City's Concept better, but also gave P a stronger sense of mission.

“Old Cityists utilize the city, technology, resources... only as a tool for self-interests. They use them in a fragmented way, consume them, and make them exhausted... The New City's Concept is to make the whole city function as a breathing living organism. **Every space and individual in the city is efficiently linked with each other like the city's cells, maximizing efficiency and minimizing waste. These Moving Spaces(vehicles), which are constantly fulfilling their tasks (solving Bugs etc.), keep the "blood vessels" of the city flowing and deliver the most important & constructive "key data" to the "data heart" of the city, which makes the city AI evolve more vigorously.**”

The Plots



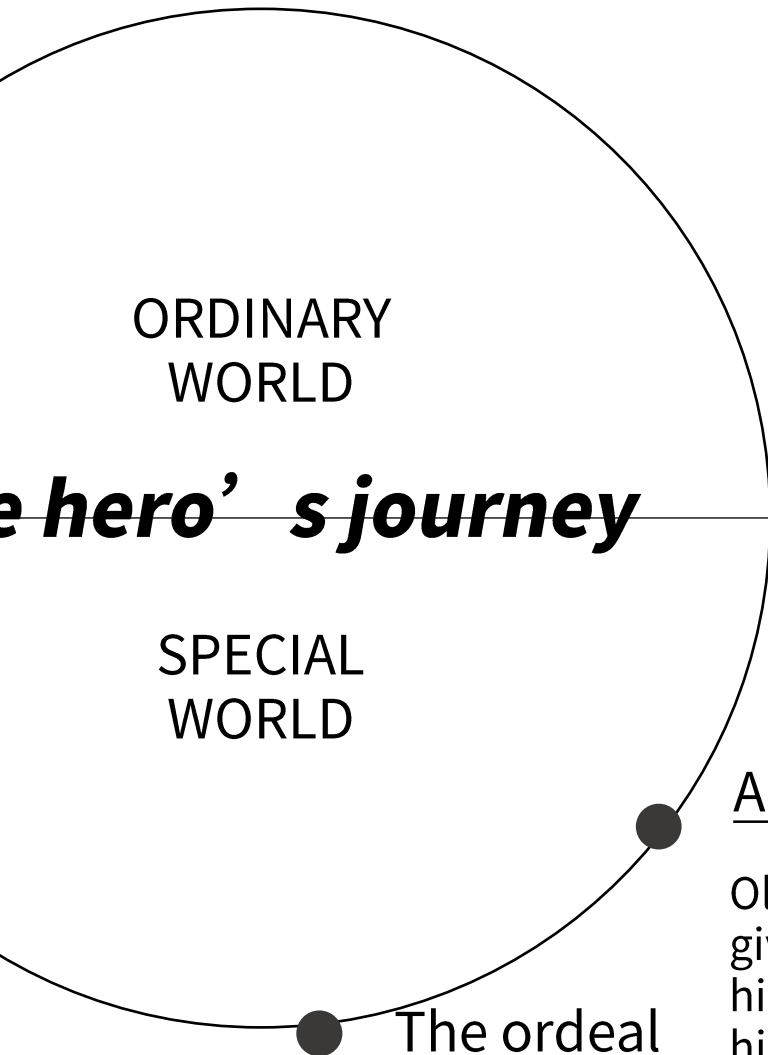
In the New City, **the car is not regarded as a tool, but a Partner who fights side by side and grows together.** It was the first time for P to complete the mission with his/her partner car. The mission was more difficult than expected, but he/she still won!

Cross the threshold

Tests, Allies, enemies

In different Partner Car communities, P met many friends, who not only helped P understand the New City in an all-round way, but could also complete different tasks together.

The Plots



Meet the New City 's Main Brain AI. Witnessing the city running more and more smoothly, P knew that his/her efforts were worthwhile, and his/her moving space became more and more efficient. Everything matched his/her imagination of the ideal city life for everyone. At this moment, P seemed to be less afraid of the coming doomsday, because P believed that the New City was able to withstand it.

Approach to the inmost cave

Old Cityists attempted shake P's faith in New City. They even promised to give him/her a lot of money and resources to fulfill his dream and showed him evidence that the Freedom Alliance was simply trying to use him/her

The Concept



Old City:

the city monopolized by industry giants, where everything is produced and controlled by the assembly line in order to maintain their existing interests.

New City:

named "Noah's Ark", built by those who first decided to change from the old city (i.e. the Freedom Alliance). The New City's main brain is controlled by AI, constructing the "modular city" through data and setting new solutions for human survival, which means a new type of high-effect city based on modularization, where all the spaces, including personal living spaces and vehicles as "moving spaces", can be freely customized.

The Concept



Human beings

Ordinary citizens:

the majority, whose main tasks are to maintain the daily energy supply within the city, such as the transportation of water and food. Some special citizens will trigger random tasks, such as delivering letters, collecting items, etc.

Old Cityists: centralized monopolic industry giants.

New Cityist: the Freedom Alliance, striving for a more innovative and high-effect city.

Freemen: a special group of people who own Partner Cars in the New City.

The Concept



Partner car (Moving Space)

Partner car, also called as the "Moving Space".

Moreover, it is the freeman's closest partner and a vital tool for the construction of the New City. It has powerful attack power, as well as its own mind, so it can express its emotions through its exterior and communicate with its master.

The longer the driver accompanies it, the better collaboration between them and the stronger power it can bring out. It can be freely customized based on modularization in the New City.

The Concept



Free Space

Each New City man will own a space, which can be freely customized. It is also a Cell of the New City. It can be freely customized based on modularization, to realize the dream-work-life balance. **P loves cars so much that he chose to customize it into an "Intelligent Integrated Garage"** [Further customization tasks will follow]



Core Prop- Data

The must-have prop for constructing the New City, which can be obtained by completing various tasks and temporarily stored in the Partner Car.

Data are in 4 tiers: Common-Rare-Epic-Legendary. $64 \times \text{Common} = 16 \times \text{Rare} = 4 \times \text{Epic} = 1 \times \text{Legendary}$

They can be synthesized and be traded.

The Concept



Player's supplemental skills

Skills can be chosen by each player to practice. They are the foundation for players' community and for their Partner Cars to become stronger. **Different skills can improve different attributes of different Partner Cars (attack, speed, etc.) and they can also be customized and be traded.**



Full-server activities

When a new space is collected, or a key event occurs (such as the completion of 10000 data collection), **"Brazilian Hot Dance"** will be organized.

It is a full-server dance event for all players(single, multiplayer, with designated dance steps, etc.), together with cool effects created by Partner Car, and relevant achievement titles will be unlocked.

The Character



Directly
related
to the
game
system

1.Main character

P, the main character, 25-years-old, good-looking, stable and reliable. He/she does not talk much in daily life, but occasionally has cold humor. He/she **used to be a senior engineer** at "Cross-Era" company, with excellent car developing skills, but was unable to realize his/her dream, so by chance he/she set out for the "New City".

Basic functional
character

1.John: ca.50 years old, **car knowledge trainer NPC**, the first person with awakened Partner Car, has a wealth of knowledge

2.Kathy: 30 years old, a cool lady, all-knowing, holding the ownership of **the New City Exchange**.

2.NPC Player's Supplementary Ski lls Trainer

1.Freud:40 years old, an intelligent psychologist in the New City, who is good at helping players **build a positive relationship and partnership with their Partner Cars(training of Personality, Traits, Interests etc.)**

2.Ye Zhi: 18 years old, a famous talented artist in the New City, **Trainer NPC of Player's Supplementary Skills- artistic renovation of vehicles (Interior, Exterior etc.)**

Freedom Alliance

1. Rescuer: help players to recover their life state (life state)

2. Guide: help all newcomers to settle into the new city

3.Sage: the Spiritual Leader in the Freedom Alliance. He has used the New City Ai to transform part of his brain and become insightful.

The Character



Two camps

3. Enemies of P

- 1. Old City Spy
- 2. Bad freemen

4. Characters on the same side with P

- 1. Partner Car
- 2. Ordinary citizens of New City: They have accepted the kindness of P and will provide some extra key materials

Other roles

5. Characters that bring changes to the story

- 1. Savior: Gunman who teaches P skills of using "Moving Space"
- 2. Traitor: He was so desperate due to internal and external problems that he betrayed the Freedom Alliance. In a key adventure, he put the whole team into danger.

6. Other character

idle role: Crazy Disco Dancer