

SPACEZODIACS

Bubbles



Beyond here be dragons!

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Version 1

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Game Overview

1.1 Game Concept

Continuous Movement of Shooting, Evading to Capture with Speed and Collect Identical Elements by Deflection, Players Control the Multiverse, Bubble Holographic Universe AI's SIM, as in an effect of the Art of War, its Nine Grounds and the SHUAI-JAN strategy of Invincibility, the front the back the back the front, strike the middle and head and tail come to the rescue, there will be nine Bubble Universes, and converting Space Junk into Carbon, Warp1, Warp2, Warp3 and Hyperspace seeds and builds Player's Bubble Universe, yet Player must maintain Dragon King status.

1. Dispersive Bubble.
2. Facile Bubble.
3. Contentious Bubble.
4. Open Bubble.
5. Intersecting Highways Bubble.
6. Serious Bubble.
7. Difficult Bubble. 8. Hemmed-in Bubble.
9. Desperate Bubble.

Players build Bubble Universes and contend to control the Multiverse, Holographic Universe's AI SIM and Player Collections within their Bubble Universes, as a Linear continuous forward movement Emerges with system, an AI's SIM is a Player Experience of Relationships that are more than the sum of its parts, so with twelve Arthouses as the x axis, the nine Bubble Universes as the nested y, the intersects of zed are Player nodes of Bubble Universe Collections. Converging four heads y and eight tails x for in-game Collections are where Players can buy, sell or trade.

Chinese Zodiacs are representation of an Atomic Time on a

Holographic Universe SIM, these Connections as an Experience traverse into Astrological Constellations for player Relationships.

Gameplay Connections that convert gameplay into Bubble Universe Relationships, "Playground(s)" on a Cricket Environmental map of a Holographic, Multiverse - Bubble Universe's AI SIM is a family Experience too.

1.2 Target Audience

Hyper-Casual 3D Mobile Game launch up-scale.

1.3 Genre

Multiverse Bubble Universe Battleground Simulation

1.4 Game Purpose

Player takes on the role of a StarShooter against the Space Warriors. Galactic battles are to control the Holographic Multiverse, Bubble Universes. Player achieves AI scores for their Bubble Universe's Holographic completion levels, but within light-speed environments, player navigates Parallel Universes and Wormholes, evades and destroys Space Junk and Debris to achieve Warp Speed into Bubble Universes to control their Holographic level's AI to enter the Heavenly Palace to be as a Dragon.

1.5 Look And Feel

Chinese New Age Ke Ai

Look: Multiverse Holographic Universe Simulations with explosive 3D Graphics of Galactic Battles, Space-junk and Debris evasions, racing against light-speed into Wormholes, Parallel Universe loops and with Warp Speed traversals, Player is one with a Super Intelligent AI in their Bubble Universes.

Feel: Player as a StarShooter against the SpaceWarriors is compelled to a **Qilin** from Galactic Battlers, as an explorative action adventure is their Holographic Universe's Simulation, traversals into Bubble Universes are to create, capture and control the power of a Super Intelligent AI, for a seamless

convergence of Multiverse Bubble Universes are in an interconnected Galactic web of Wormholes and Parallel Universe's **Emergent Phenomena**.

SPACEZODIACS backgrounds will be a collective Artificial Super Intelligence that is created and controlled by the gameplay's evolution.

NPCs: (non-player characters) are rendered in 3D, for the Player is within their confines; **background's** an AI's Simulated Holographic Multiverse traversal of Bubble Universes, Wormhole navigations and Parallel Universe loops of Real-world Physics that are during Galactic Battles.

Gameplay

2.1 Objectives

Player is a StarShooter against the SpaceWarriors. Traversing multiverse constellations that are controlled by the Heavenly Palace's AI, Player unlocks light-speed for Qilin's upgrades, so Player gains control of the Heavenly Palace's AI as a Dragon. With Parallel Universes, Player unlocks upgrades on an astrological chart that is astronomically mapped and controlled by the Heavenly Place's ancient Sim discipline of the Chinese Zodiac's AI. With Galactic Battles, Player navigates Wormholes, takes Parallel Universe loops to capture and control Bubble Universes.

While evading Space Junk and debris, attacks or defends Wormholes, invading or sally of Bubble Universes and with Parallel Universe loops, player trains their Holographic Universe's Sim.

2.2 Game Progression and Play Flow

No End-game Content

Accessible to all, Gameplay is a wide-open roadmap. Engagement in roleplay is by traversals of the Chinese Zodiacs' AI, so convergence with the constellations is the Player path to the Qilin to be a Dragon.

Character Creation

Through tutorial, players battle, navigate Wormholes, Parallel Universe loops, capture, create and sustain Bubble Universes.

Qilin

Galactic Battle traversals are for your character to align with your Chinese Zodiac's avatar. Unlocking the Qilin is an interactive conflict within Bubble Universes, so between Player versus SpaceWarriors, an alignment of their Zodiacs and Battle skills are their Bubble Universe's battle array communities. Navigating Wormholes, Parallel Universe loops, evading and destroying Space Junk and Debris, with Galactic Battles, of Player's Ori Ball and SpaceWarrior Trajectors, weapons of Chi Stems and Shi Riffles, instances of Parallel Universes and or SpaceWarriors aboard their Remote Trikes that are diametric battles with Player on their UserBoard, unlocking the Chinese Zodiac traversals and of Warp Speeds into Bubble Universes, the Magical Chinese Unicorn Qilin presents an entry into the Heavenly Palace.

The Heavenly Palace

Dragons battle at where the Dragon King's love must only exist. Compromised by Galactic Battles, an equilibrium between love and hate must sustain, so Dragons can reside beyond light speed and within the Heavenly Palace and controlled by the Chinese Zodiacs' AI.