

SHIYAN MEISHU



Beyond here be dragons!

Team: CEO Founder ECMcCready - Remote workers, Outsourcing.

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Version 1

Game Concept Statement

Galactic battles between StarShooters and SpaceWarrriors become hyper-opportunities for the production of Shiyàn Meishu in warp speed that converge with the Eight Immortals that nest twelve Chinese Zodiac Art-Houses within Nine Bubble Universes in the [Heavenly Palace](#).

Concept

Taikonauts pilot Space, Length, Width, and Height into eight play-spaces, and progressing by way of the Eight Immortals with their Hyperreal Story Machine to converge cache metacognitive hierarchies between the StarShooters and SpaceWarrrios, their Holographic, Multiverse Bubble Universes are controlled by an Autocratic Super Intelligence: StarShooters mine asteroids. Converting carbon into water and endowed of the Dragon King, they seed Bubble Universes into their green Habitable Zones and Space Colony eco-system economies that are devised of the magical Qilin's currency Shiyàn with Time.

1. Mine Asteroids.
2. Seed Bubble Universes.
3. Build Space Colonies in Habitable Zones.
4. Raise Starshooter army against SpaceWarriors.

Theme

Convergent Shiyàn Meishu is the [Heavenly Palace](#).

Product Management

1. [Slack](#):
 - [White Paper](#).
 - [Pitch Deck](#).
 - [Game Pitch](#).

Tag


Beyond here be dragons!

Target Audience

1. [The Chinese Dream](#).

Design, Dynamics, Experience:

Habit Loop = [Heavenly Palace](#).

- **Simulacra** => Jing.
- **Simulation** => Qi.  [AGI](#)
- **Simulacrum** => Shen.

2. Goal-Oriented Action Planning ([GOAP](#)) with placespaces as an [Actor Network Theory](#), the [Eight Immortals](#) are the protocol of Systemic playspace loops:

- New Age Astronomy.
- Avant-garde.

1. Hybridcasual Mobile Game scales into Blockchain Mobile that converges with [GamifiedApp](#): an end to end with its Mobile/Video game parity of a game franchise of **SPACEZODIACS Shiyen Meishu**.

Genre

Open World RPG Action-Adventure-Fantasy

Systemic Loop

Twelve Chinese Zodiac Art-houses within Eight Playspaces.

System

Nine Bubble Universes.

eSports [soccer](#) scope

1. OriBall races to asteroid against the Trajector versus GOAP with SpaceJunk obstacles: navigational, speed, deflect, collect and [merge](#).
2. [Balance](#) progression to [green](#).

Game Purpose

StarShooters and SpaceWarriors are a diametric Emergence that

creates a Super Intelligent AI for control of their Holographic, Multiverse, Bubble Universes. A Taikonaut trains their copy of a copy with a Hyperreal Story Machine within a Machine (Holographic, Multiverse Bubble Universe(s)).

An Ancient Animal Fable drives StarShooters' Galactic Battles against the SpaceWarriors by nesting Chinese Zodiac Arthouses within Nine Bubble Universes. With a Hyperreal Story Machine, StarShooters converge with Shiyan Meishu by traversing [eight playspaces](#) that converge with the [Eight Immortals](#) in the [Heavenly Palace](#) to be endowed as a [Dragon King](#).

ART DIRECTION

Balance

Dragon Sword = > Base Weapon, Damage 1.0

- [Wu Xing's CORE LOOP](#) => Collect/Build/Expand [converges](#):
- [Transcience](#).
- [Row A2/A6 & Column D2/D6](#).

HYBRIDCASUAL STATEMENT

StarShooters Explore Multiverse Bubble Universes battling SpaceWarriors for their convergent Art and Science Expression.

- [Navigate/Shoot, Speed, Deflect/Collect](#) => [Merge](#).
- Core Resource => [Carbon Coins](#).
- Currency => [Shiyan](#).
- Token => [Meishu](#).
- [Marketplace](#).

Holographic, Multiverse Bubble Universe Packing Problem:

(Array eight numerals {1,2,3,4,5,6,7,8} are placed into eight squares: no adjacent/consecutive numbers next to each other)

Player's Portal their Hyperreal Story Machine of Space, Length, Width, Height. Escaping Blackholes of Eight Playspaces with Whiteholes and progressing by way of the [Eight Immortals](#) with Time of Twelve Chinese Zodiac Art Houses nested within Nine Bubble Universes, Player controls God Particle's Mass by being endowed of the Dragon King's water for their Habitable Zones.

MOBILE AAA VIDEO GAME PARITY SCENES

- [32 Levels](#).
- [Focal Points](#).
- [Kishotenketsu structure](#).

Intro

1. [Dashanzi 728 Arts District](#) => Rat: *Immoral Male*.
2. [Mine Asteroids](#) => Ox: *Immortal Female*.
3. [Celestial Cruiser](#) => Tiger: *Immortal Old*.
4. [Dystopian China Aerospace](#) => Rabbit, Dragon: *Immortal Young*.
5. [Hyperreality](#) => Snake, Horse: *Immortal Rich*.
6. [Space Colony](#) => Goat, Monkey: *Immortal Noble*.
7. [Heavenly Palace](#) => Rooster, Dog: *Immortal Poor*
8. [Hologram Tunnel](#) => **JIU, Pig**: *Immortal Humble Chinese*.

- **Heavenly Palace => Dragon King.**

TOP-DOWN LAYOUTS => [Up and Down](#):

- Focal points.
- Objectives.
- Obstacles.
- Set pieces.
- Architecture style.
- Lighting (atmosphere, color palette, time of day).

1. Dashanzi 728 Arts District.
2. Mine Asteroids
3. Celestial Cruiser.
4. Dystopian China Aerospace.
5. Hyperreality.
6. Space Colony.

7. Heavenly Palace.
8. Hologram Tunnel.

Game Modes And Levels

- [Mental Model](#) => [Eight Immortals](#) = [Playspaces](#).
- [Systemic Emergence, Depth, Eloquence](#)
- [Gameplay Map](#).
- [Depth](#).

[Kishotenketsu structure](#) of Warp1, Warp2, Warp3, Hyperspace [converging](#) with [Miller's Pyramid Assessment](#) has Eight Tails of a [Gamified Monomyth](#). [Eight Immortal](#) progression is seamless with Nine Bubble Universes that nest Chinese Zodiac Art-houses within Warp Speed. Bubble Universes that nest the twelve Chinese Art-Houses are sources that produce resources for internal investment.

1. [Hybrid-casual](#) => [Four Heads/Eight Tails](#).
2. Blockchain, Mobile Scale => GamifiedApp.

Missions (special).

- Asteroid

Modes

- A. Multiverse.
- B. God Particle.
- C. Shiyen Meishu.
- D. Laboratory.

Monetization

- [Meishu](#).
- [Space Colony Eco-system](#).