



NUKA

Whitepaper



“I believe in Unicorns”

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## EXECUTIVE SUMMARY

Everyone is chasing a dream. Are you curious about mine? I am eager to develop and publish my first video game. I am dreaming to create a video game since the days when I was playing the best “beat 'em up”: Golden Axe, Final Fight, Double Dragon or X-men Arcade.

These are legends from the past that is almost impossible to reach. I have come up with a video game concept that is inspired to those great legends and that has been conceived as a tribute to them. I am really putting all my energies and passion into this project!

The project is ambitious, I do not neglect it, but it is not impossible to accomplish. A portion of the core programming is already there, a rough 25% that cost me 3 months of work.

I have also started to plan and organize the graphics. Producing a video game is a complex task but I had already experienced the process during my career. In fact, I am already in touch with a specialist that will deliver mock ups about the first two levels of the game, a few enemies and one of the main characters. All the materials should be delivered by the end of April.

Anyway, the game will be developed with Unity and it will be distributed on mobile platforms (Android and iOS) and on PC and consoles.

## GAME DESIGN

The world is once more under threat, not surprisingly, by the evil acting of a bunch of aliens trying to conquer it. Saving the world will be the responsibility of a group of young guys. The young heroes must fight various enemies that will try to stop them from saving the world. Among them, corrupted military corps, fierce beasts from the past and feral alien creatures with unexpected abilities. Even the loved/hatred zombies will be involved in the fight, you will discover how this happened throughout the game narration.

### Levels

The game will be structured in 15 levels, each with a different context and scenario from the previous one. One level could be located in a big city, or the pluvial forest, or a desert, or even a glacier. Do not worry, there will be also submerge locations, the outer space, and other planets. Every level will hide some bonuses areas where the player can find useful powerups.

### Characters

There will be 15 characters to choose from, each with its specialized skills, different combat style, and the unique (super) signature skill.

### World Object

Each level will be enriched with a huge number of items. It will be possible to interact with them, destroy them, and even use them as weapons. Some of them will be also necessary to get access to secret areas hiding bonuses that will help raising the player's character and skills.

### Vehicles

The young heroes will use every means to save the world, including many types of vehicles, such as motorbikes, tanks and battleships.

## Enemies

One weak point of many “beat ‘em up” video games is the lack of variety of enemy design. After a few hours it starts to get annoying slaying the very same types of enemies all behaving in the same (sometimes even stupid) way. I spent a considerable part of the design of the video game into this topic in order to give to the player the chance to face specific enemies in every level. Indeed, each level will be characterized by unique enemies, a mini boss that will bother the player in different steps of the level, and, of course, a final boss.

## DLC

Depending on the number of copies I will be able to sell, there is the possibility that I will also design and deliver additional levels. These will be added after the final level and they will add new elements to the storyline. Of course, those DLC will be sold to a special price to those who participated to this ICO, and they will be purchasable with Nuka Tokens.

## In-App purchase

I do not foresee the need of in-app purchases, for two main reasons: I believe they are mainly a way to squeeze money from players, and they are cheap shortcuts to get advantages that have not been earned by playing the game.

# ROADMAP

According to the work that I have already carried out and planned, here is the roadmap from 2017 to the game release and distribution:

## 2017 Q1-Q2:

- Game design development

- Game art design and demo artworks

## 2017 Q3-Q4:

- Start of game code development

- First graphic tests and demos

## 2018 Q1:

- Initial Coin Offering set-up

## 2018 Q2:

- Initial Coin Offering start

## 2018 Q3:

- Consolidation of game code and graphics

- Audio and effects integration

## 2018 Q4:

- Alpha version development and release

## 2019 Q1:

- Beta version of the game

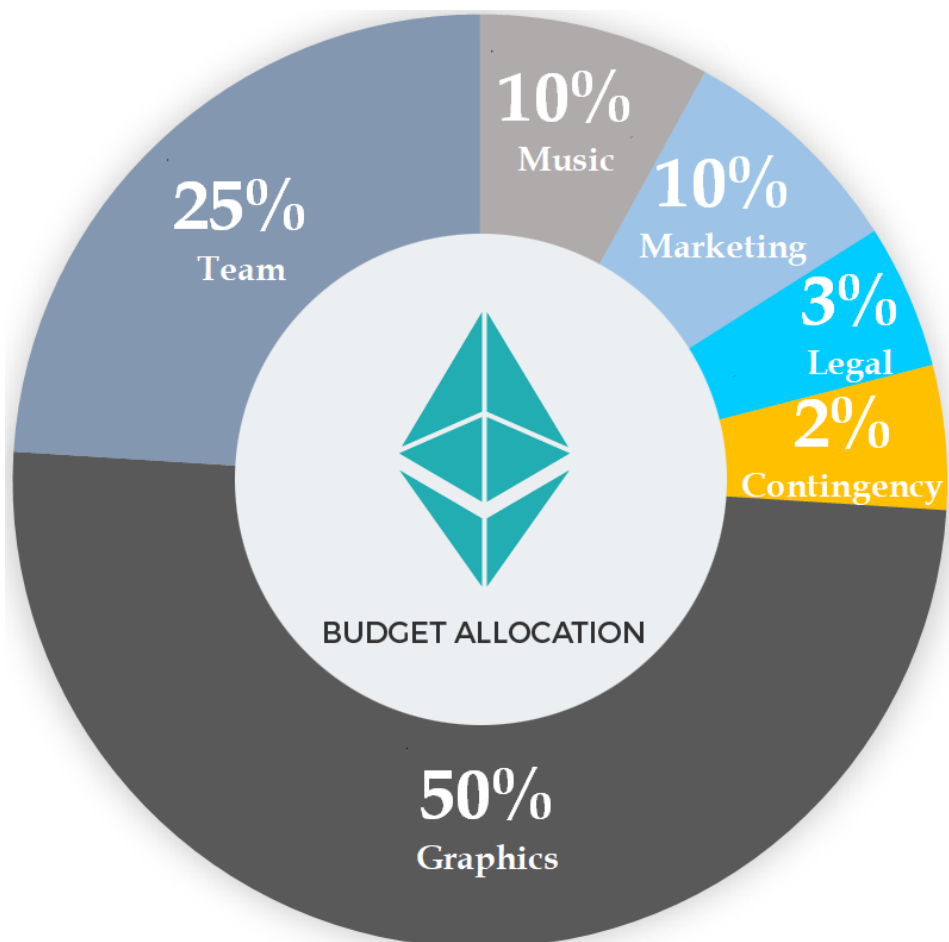
## 2019 Q3:

- Game release and redeem code distribution

## BUDGET ALLOCATION

I'm aware of the fact that producing a video game is a complex process involving different tasks and that it requires a high level of expertise. In order to do a proper job, I have planned all sub-tasks in advance and I have estimated a budget of around 100,000-150,000\$.

The graph below gives a clear view about the budget distribution among the main macro-tasks of the video game production. Note that I have also foreseen the necessity to test all the code and artifacts produced. This costs are implicitly allocated to "Graphics", "Team", and "Music".





## TOKEN DISTRIBUTION

There is no pre-ico phase, so there is no anticipated distribution of tokens. All the Nuka Tokens will be distributed exclusively at donation time. On top of that, all the available tokens will be given to the ICO contributors, meaning that no tokens will be used as a reward for developers or other professionals involved in the project.

There is no minimum amount of ETH required to contribute to the ICO. The number of Nuka Tokens given to each donor will be proportional to the amount of ETH donated plus a bonus number of tokens, if still applicable. The ETH-to-NKT ratio is 70.000. In other words, for every ETH given, 70.000 NKT will be given as assigned.

The bonus system is designed to reward the first donors participating to the ICO, independently by the amount of ETH donated. This is driven by the fact that I want to reward each individual trusting in my project, and these are clearly the first ones investing money in the ICO.

The bonus system will be active for the first 500 donors and it will reward them in a “First come, Best Served” approach. Starting from 100%, the bonus will decrease by 1 percentage point every 5 donations. In practice, the first 5 donors will receive a number of Nuka Tokens which is the double with respect to the normal change ratio between ETH and Nuka Tokens. The last 5 donors (from the 496th to the 500th donors) will only get a 1% bonus number of tokens with respect to their value in ETH donated.

Starting from donor number 501, the bonus system will be disabled and the amount of Nuka Token distributed will be equal to the ETH-to-NKT ratio.

For every donor giving at least 0.005 ETH and having submitted the registration form available at [nukatokens.com](http://nukatokens.com) correctly, being among the first 500 or not, there will be a redeem code that can be exchanged with a free copy of the game.

## TEAM

I am a one-man team by the name of Heihachiro Kianzaki. I was born and I have studied in Tokyo. For a few years now, I have been living in the state of New York, where I work as a Junior Game Programmer.



### Experience

**Junior Game programmer:** January 2018 – present

**Junior Programmer:** October 2016 – December 2017. I participated in different projects, helping in completing different tasks in some game development life cycles.

**Internship:** May 2016 – July 2016. Exciting 3 months internship that gave me occasion to learn some great lessons about the video game industry!

### Education

Bachelor's degree at the University of Tokyo in “Computer Games and Programming Skills” 2011 – 2015

### Contacts

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