

VR/Desktop Ride Simulator Proposal

Jump 2 Lightspeed - Is a VR/Desktop Ride Simulator Attraction built for Decentraland. The Ride Simulator immerses players in an explosive multimedia adventure with sights, sounds and thrilling story. The attraction's story is emphasized by its unique art style, voice acting, motion, special effects and interactive game mechanics. Players will follow along a unique storyline, earn in-parcel currency, mint NFTs and Gear, granting access to future game mechanics.

ABSTRACT

Create an interactive immersive VR/Desktop Ride Simulator Attraction within Decentraland.

DESCRIPTION

Lightspeed Graphics is an Animation studio from California producing 2D Motion Graphics, 3D Animation, AR/VR, Game Design and Visual Effects. Lightspeed Graphics was launched in 2017 to create multimedia digital video experiences, commercial advertising, and graphic design.

The Lightspeed Graphics team believes in the need to bring Virtual Reality and storytelling as a truly rewarding and engaging experience. The VR industry will become more prevalent and interconnected to metaverse web3 applications as we reach mass adoption in the coming years and as new projects make their own unique metaverse-like experience.

The idea was inspired by the classic Ride Simulator Attractions seen at amusement parks, exhibits or tech museums that have been enjoyed for generations. We believe bringing this ride simulator experience into the metaverse will help bring value to Decentraland and help transition real world attractions or experiences into a connected metaverse experience.

The Lightspeed Graphics Team will spearhead development outsourcing to contractors that will work closely together to develop a first of its kind Metaverse VR/Desktop Ride Simulator Attraction with a complete social hub, narrative storyline, interactive gaming experience, multiplayer and blockchain integration.

SPECIFICATION

The VR/Desktop Ride simulator will be built on the unreal game engine, accessible through webXR or similar functionality. A crafting system will guide players to create unique

wearables, in-game items and trade systems. Later, story add-ons called 'Arcs' will be gated by an initial purchase of unique NFTs, tickets, or subscription access.

Once the Player has been granted access and has clicked the Ride Simulator, they are transported to a fixed chair position with the user's perspective locked to the view of their avatar. Other avatars can be seen filling empty chair slots, (multiplayer experience), as the ride makes its final countdown to launch. Sponsored videos (will play during the countdown process to and promote other adventures, events, and activities.

Once the countdown has completed, no other players can join that adventure instance at this point. The lights dim and the animated adventure on screen begins playing.

The user has the option to enter fullscreen and see the entire video experience with a full monitor takeover, while the Oculus Headset user is now able to do a full headset takeover. The game itself will feel like a rollercoaster ride through space, complete with narrative, voice over performances. Future development will bring the ability to fire and aim at targets with the mouse or Oculus controllers, making it a complete interactive game.

PERSONNEL

Lightspeed Graphics Team:

Kirk Gonzales (CEO / Lead Designer)

Twitter Handle: @AnmtrKirk

Linkedin: [linkedin.com/in/kirkgonzales](https://www.linkedin.com/in/kirkgonzales)

About Me: I attended college for a B.A. from 2007 to 2011 in film and video production to learn everything needed behind movies, visual journalism and music videos. Later I worked in television as a fulltime editor, sound engineer and floor operator, before committing full time to my 3D animation. I developed scripts, storyboards, graphics, and character design to develop 2D and 3D animated corporate and commercial videos for fortune 500 clients. I evolved into a client success manager, responsible for creating complete marketing plans and design content for clients with budgets well over \$150,000 - \$250,000. In 2017 I founded Lightspeed Graphics and have continued to grow the company ever since.

Yves Decastro (Operations Manager)

Twitter Handle: @Yveslightspeed1

Sonny Gonzales (Outreach & Program Manager)

Twitter Handle: @Ezro_DCL

Additional Partnerships

Zesty Market (Technologies Consultant & Advertising Partner)

Zesty is a p2p rental protocol for billboards in the metaverse. We help virtual space builders generate revenue from their creations by monetizing the traffic that visits the area using ads. We've developed an open-source, community-managed SDK that is compatible with any 3D world. With this SDK also comes a data analytics component which provides traffic data across the metaverse. All auctions for the billboards are handled by a smart contract deployed on the Polygon network. Our vision for the future of the Internet is a movement away from boring 2D websites, to immersive 3D webspaces. We believe that monetization of these webspaces is a crucial requirement to making it possible for builders in this new ecosystem to sustain their businesses.

Additional partnerships to be considered

ROADMAP

The proposed project is a very aggressive timeline to be completed within 6 months based on the following milestones and timeline:

Q1 2023

1. Buy Land Feb 15th, 2023
2. Update Website Mar 31st, 2023
3. Land Asset Development Mar 31st 2023

Q2 2023

4. Game Asset Development April 30th 2023
5. Code Development

Q3 2023

6. Alpha Release
7. Updates

Q4 2023

8. In-Game Marketplace
9. NFT/Resources Integration
10. AD Revenue

October 2022

11. Beta Release

November 2022

12. Finalize Publish v1.0

REPORTING

Lightspeed Graphics Team believes in 100% transparency by contributing to:

- Bi-weekly Reporting
 - Budget Reviews
 - Analytics
-

BUDGET

2022

June	\$62,500	Land Investment: (35,000 ETH-MANA) \$48,000 - Estimated cost of a 3x3 Estate Update to Website: \$2,500 - Designer / Developer costs Land Development: \$12,000 - Environments - Props - 3D Animation - UI
July	\$22,000	Game Development / SDK Build / Integration: \$22,000 - Game Mechanics - Animated Adventure - SDK Developer - Website/Parcel Integration
August	\$20,500	Alpha Release: \$20,500 - Testing - Live Updates - Patches
September	\$20,500	Additional Features: \$20,500

		- Add In-Game Marketplace - Add NFT/Resources Integration - Add Ad Revenue Integration
October	\$20,500	Beta Release: \$20,500 - Testing - Live Updates - Patches
November	\$14,000	Finalize Publish v1.0: \$14,000 - Patches - Plan for Phase 2 - Multiplayer Experience - Story Arcs

ROI

Lightspeed Graphics also plans to generate revenue through advertising, subscriptions (access to expanded content and removal of ads), Wearables and NFTs.

The Lightspeed Graphics team is stoic and eternally grateful for the opportunity to bring our skill sets and particular narrative into an immersive experience into Decentraland.

We would like to thank the community and foundation, who have entrusted us with the vision we have to help shape the future of Decentraland to be one of the greatest Metaverse experiences.