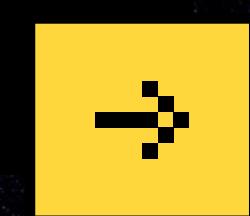


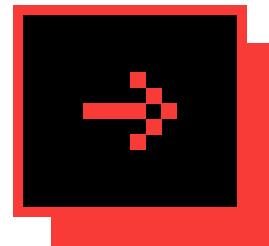
Get your head in the game



# MASSA' VENTURE

Learn the basics of video game streaming





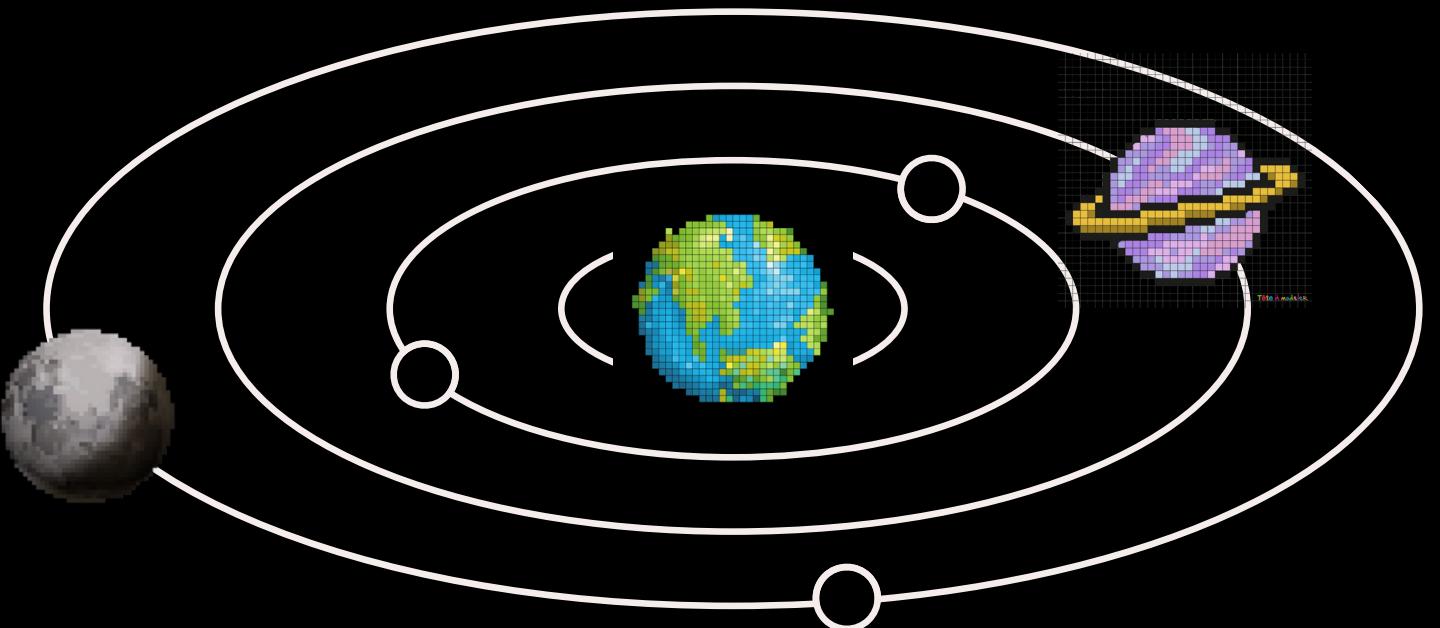
# Story Telling:

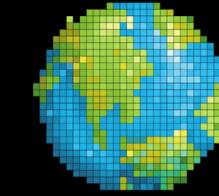


FIRST COMMUNITY DRIVEN  
DUNGEON CRAWLER GAME  
FULLY DECENTRALIZED AND  
ON CHAIN



MAS9A ORBITE:





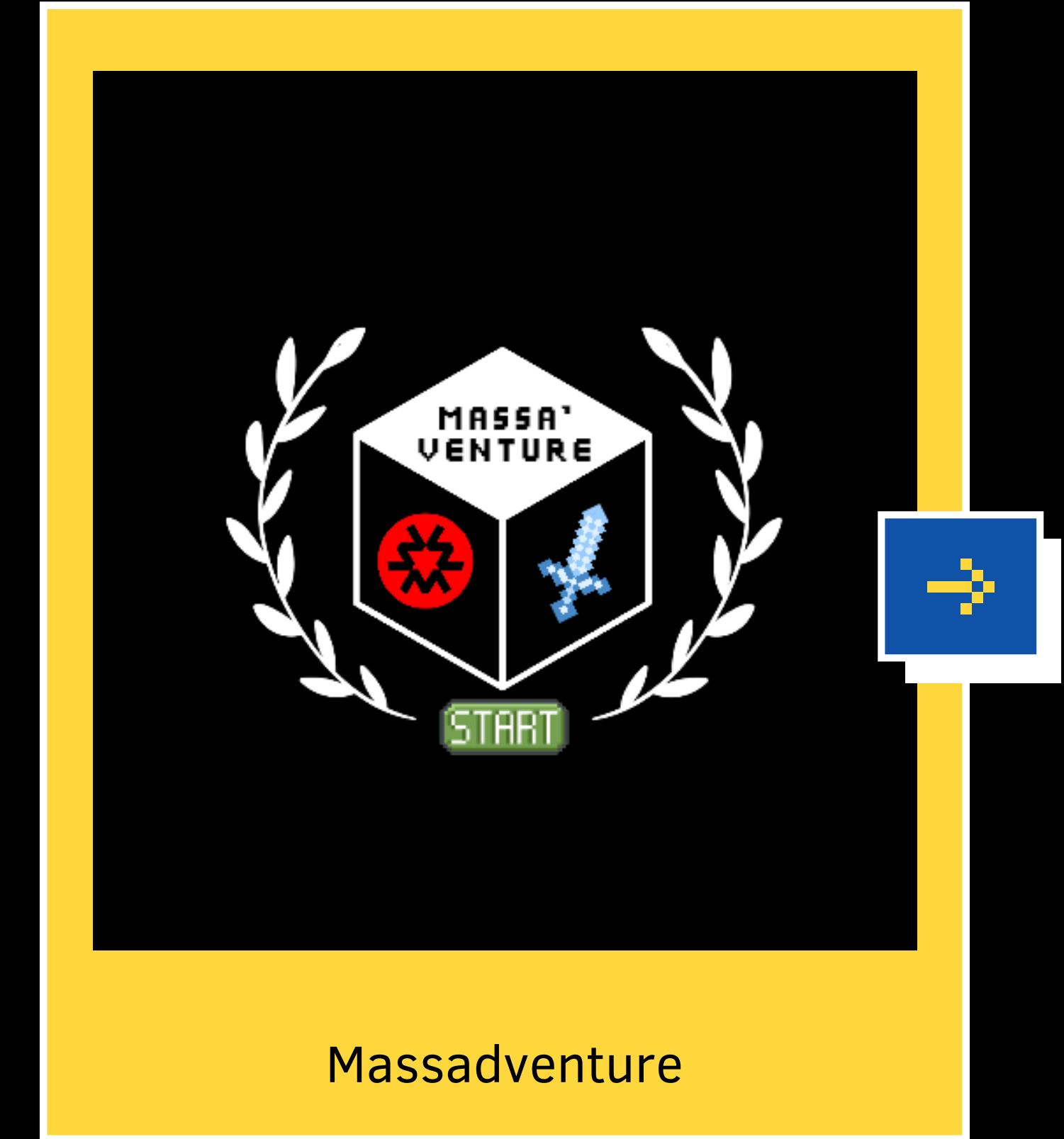
# MASSA' VENTURE

01

Decentralized Game by  
Community for the  
Community

02

Play to Earn Aventure

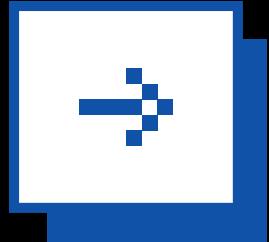


Massadventure

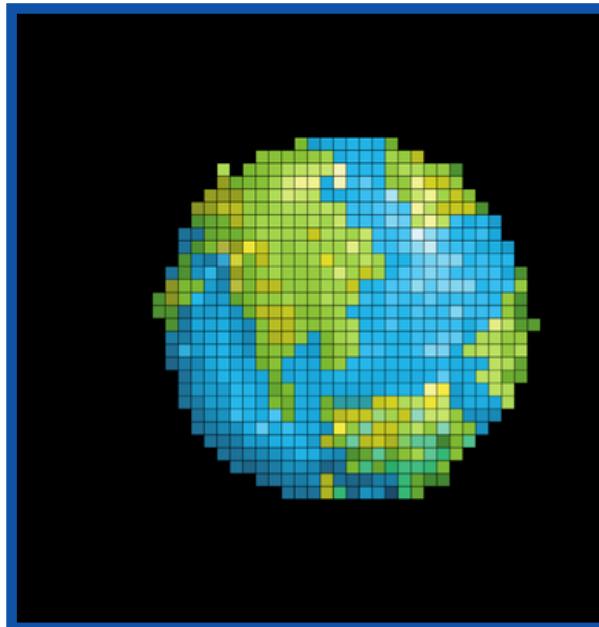
# THE GAME IN DETAILS



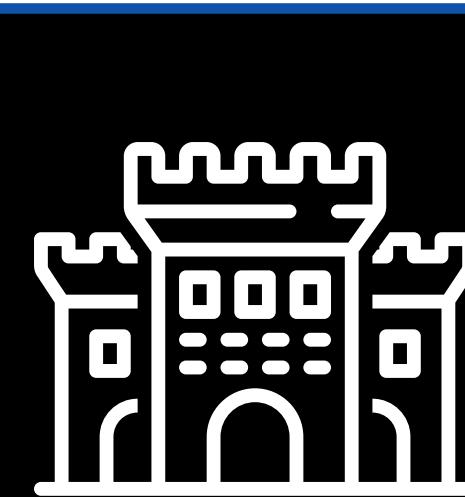
# STEP 1: THE BASICS



1 Planet



3 Donjon



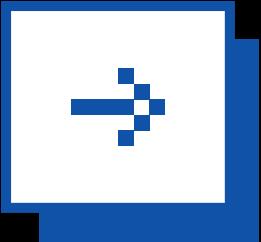
3 Level



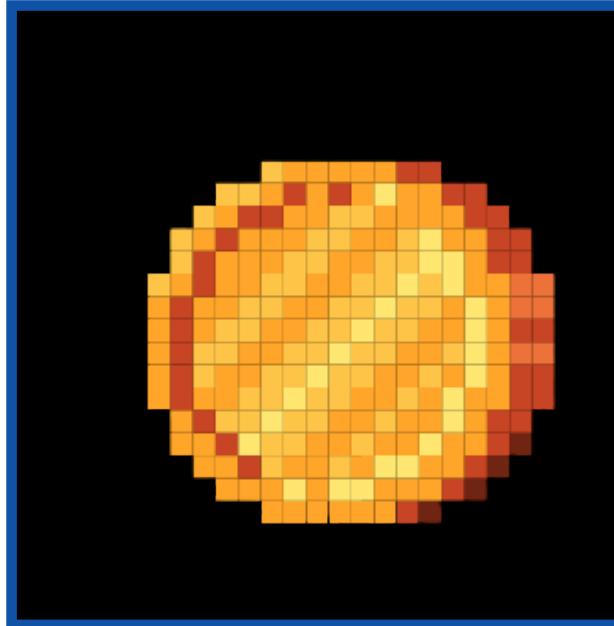
5/17

...

## STEP 2: THE BASICS



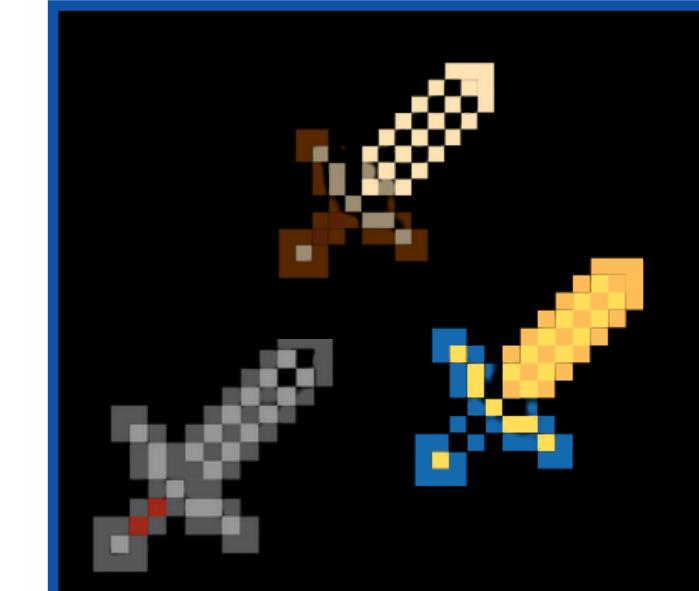
Galion



XP



Items

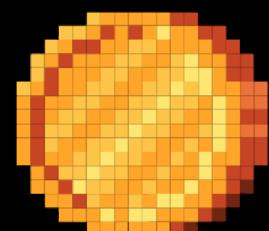


5/17

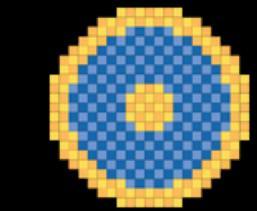
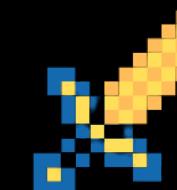
...

## OBJECTIFS MASSA' VENTURE

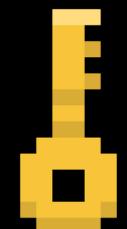
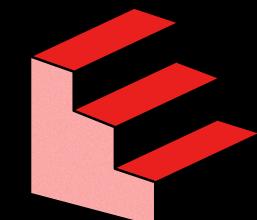
01 Farmer des ressources



02 Mint rare Items



03 Progresser et s'échapper de tt les donjons!



# MINT du GALION



DES GALIONS APPARAISSENT SUR LA MAP DU JEU et  
dans des coffres

MINT DES ITEMS

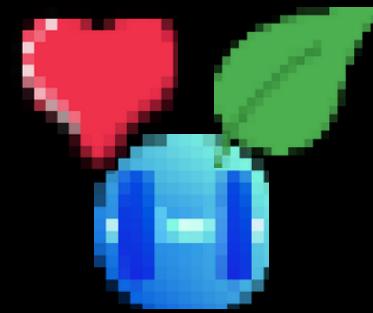


LES RESSOURCES SE LOOT SUR DES MONSTRES

# ITEMS NON ECHANGEABLES

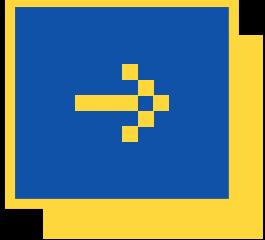


XP

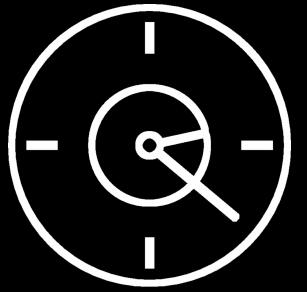


Compétences - Mintables avec des XP, mécanique de  
Rogue-Lite

# GESTION DU PASSAGE DU TEMPS SUR MASSA



Fonctionnement Technique Massa'Venture



1 ACTION = 1 TIMEFRAME = 15 SECONDES

40 JOUEUR = 1 INSTANCE

4/17

...

# COMMANDES CONTROLE

Move

#MoveUntilStop



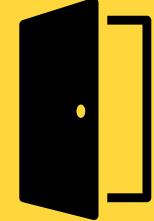
Pick Props

#PickUp



Open

#Opendoor



Advence

#Advence

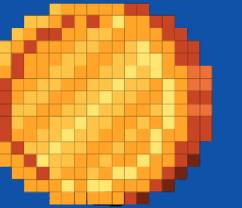
Attack

#ToggleAutoAttack

# MARKETPLACE & MODÈLE ÉCONOMIQUE



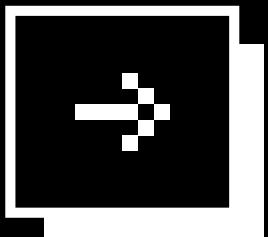
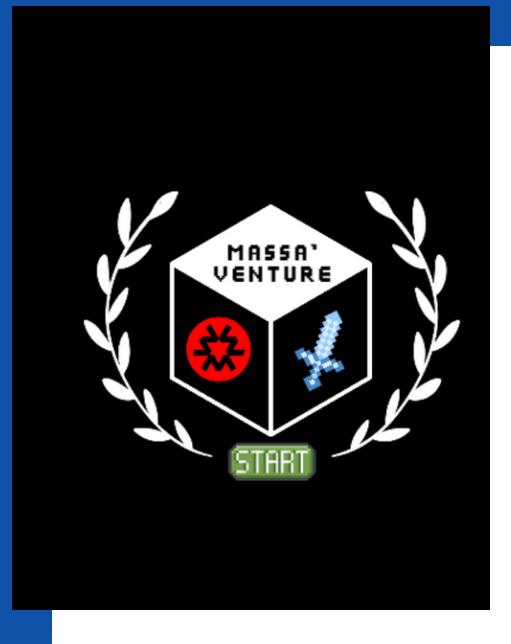
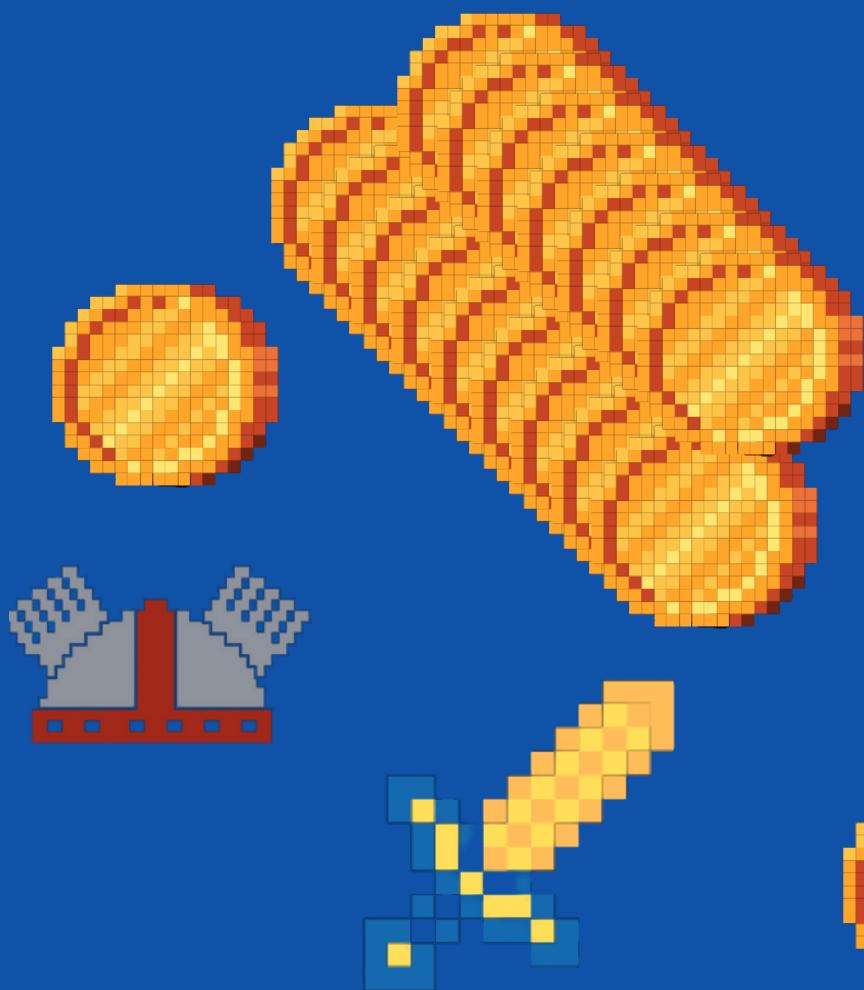
# MODELE ECONOMIQUE



01 ICO Galion

02 DROP de NFT

03 MarketPlace Fees



# MARKETPLACE & MODÈLE ÉCONOMIQUE

Why Play to Earn?

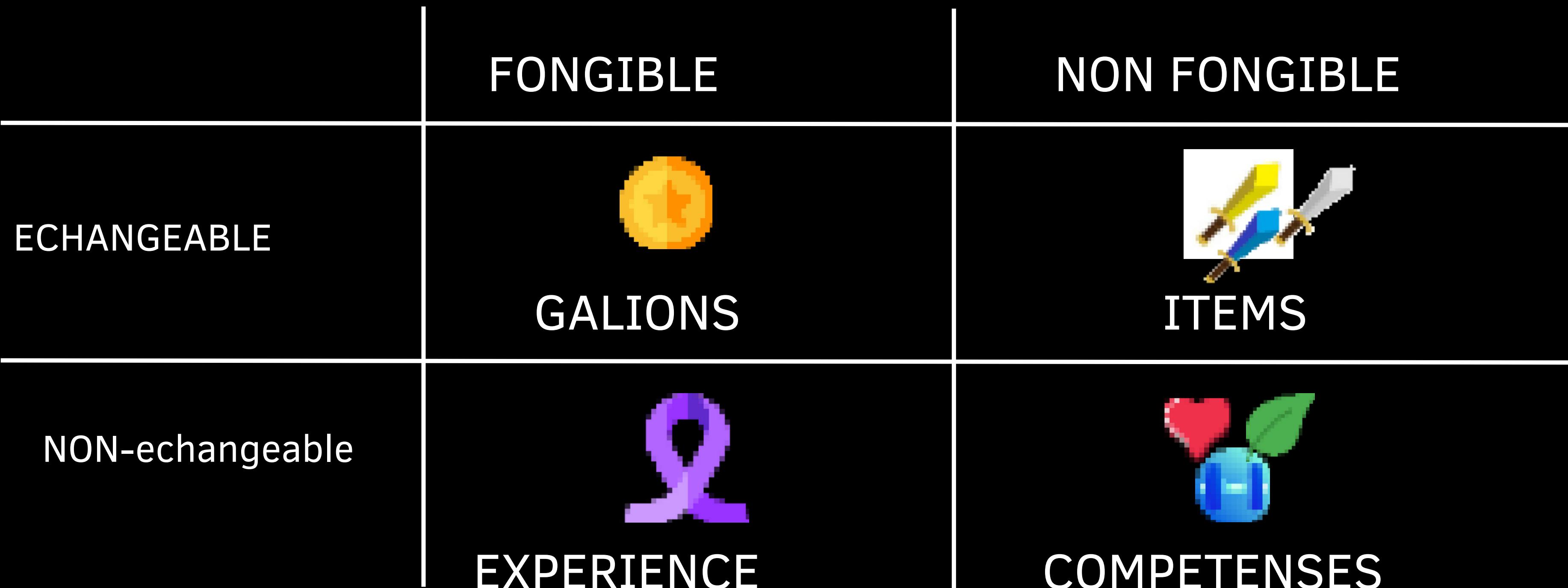
EARN GOLD

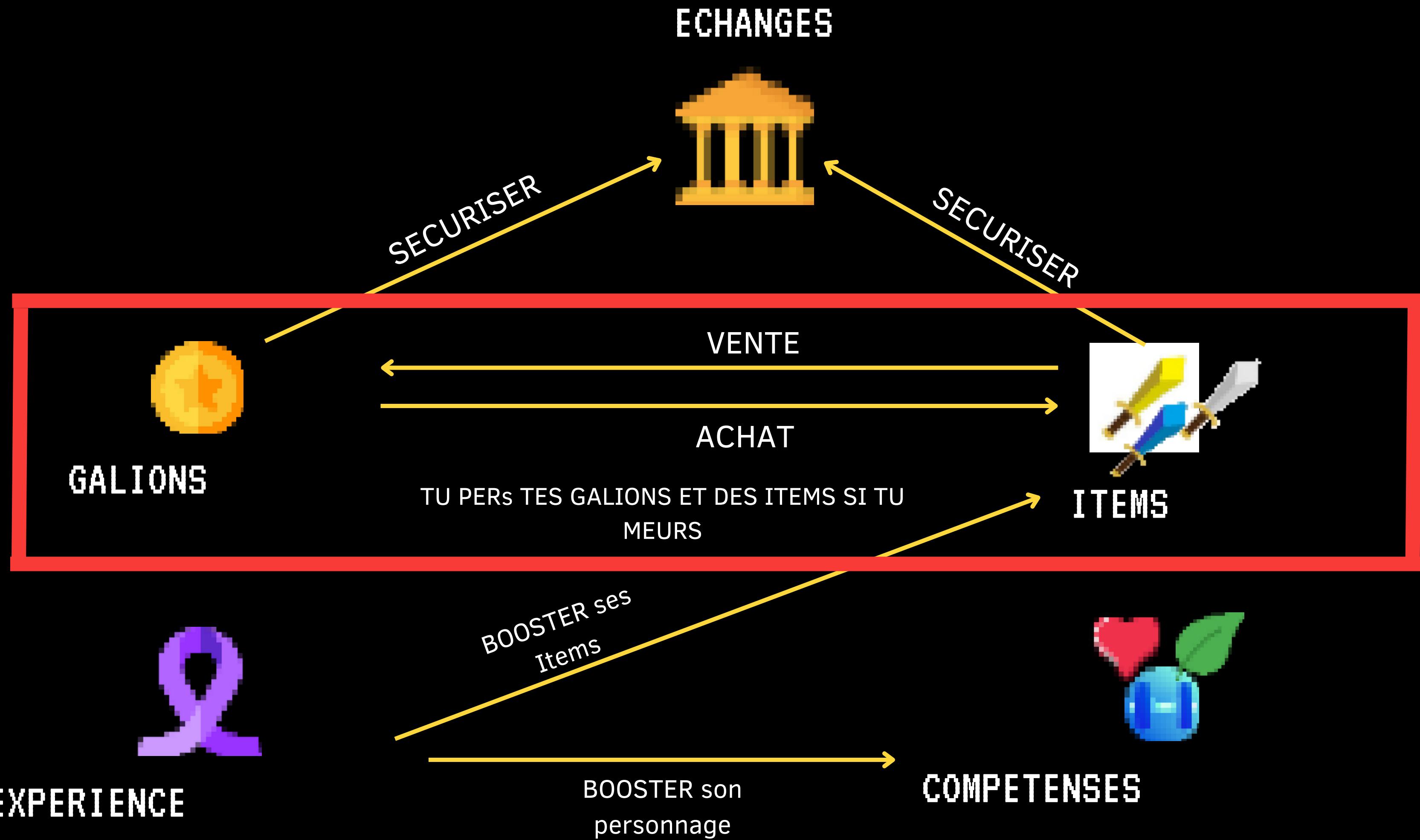
EARN XP

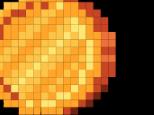
BECOME STRONGER



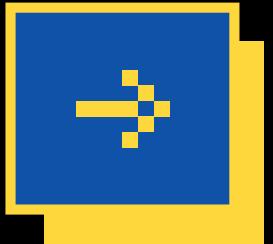
# RESSOURCES CLES





MARKET PLACE OFFERS FIXED  
NUMBER OF RANDOM BUYABLE  
ITEMS 

...



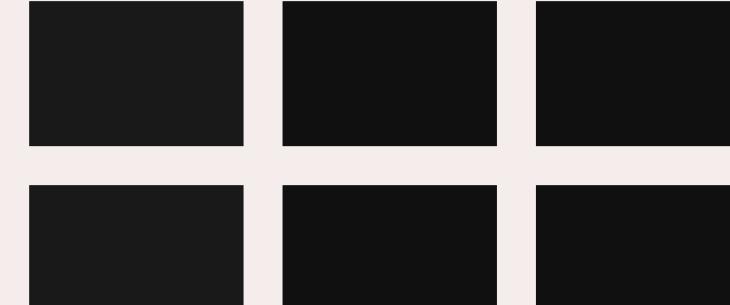
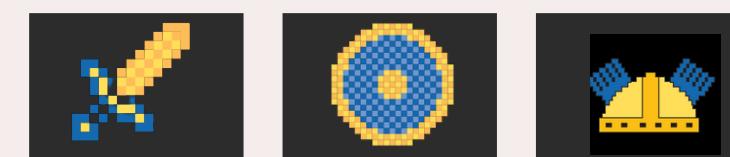
Market Level 1



Market Level 2



Market Level 3

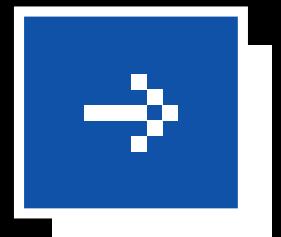


## STEP 5 : USE CASE MARKETPLACE

Mettre en relation acheteur et vendeur.



# USE CASE MARKETPLACE



## Acheteur

Achète  pour 1500



## Vendeur

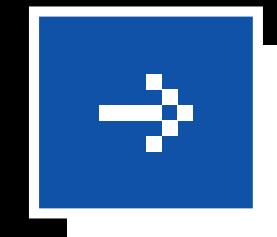
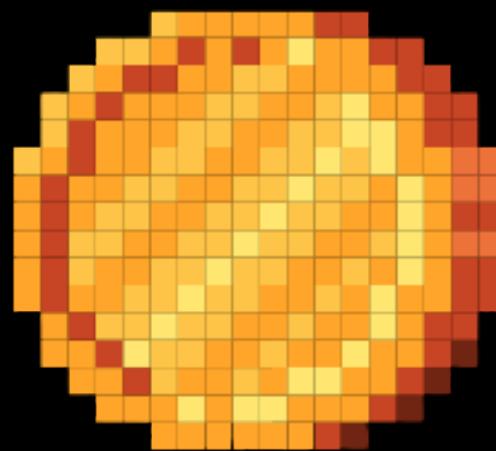
Vend  pour 1500 , et paye 3% de frais (45 galions)

3% Fees, 2% Bank pool, 1% Burn Galion

Presentations are tools that can be used as lectures.

# GALION TOKENOMIQUE

Galions mint en explorant le donjon



## Incentive: risquer ces galions

+ de Galions sur soi = + de chance = + de Galions



## Burn des tockens à la mort

Les galions sur soi à la mort sont perdus (burn)



## 3% Fees, 2% Bank pool, 1% Protocol fees

On garde 1% pour financer le projet sur la durée



# DEATH MECANISME

TU CONSERVE:

✓ Bank ITEMS

- T'ES ITEMS DANS EN  
BANQUE

✓ Bank GALION

- TES GALIONS DANS LA  
BANK POOL

✓ XP & Compétances

-Points XP & Points de  
compétance

TU PERS:

✓ ITEMS

Les ITEMS sur ton  
personnage

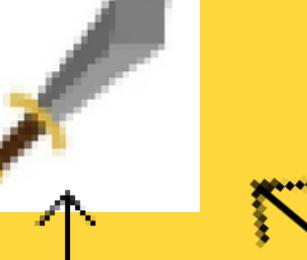
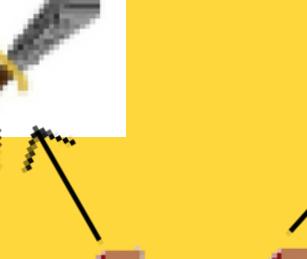
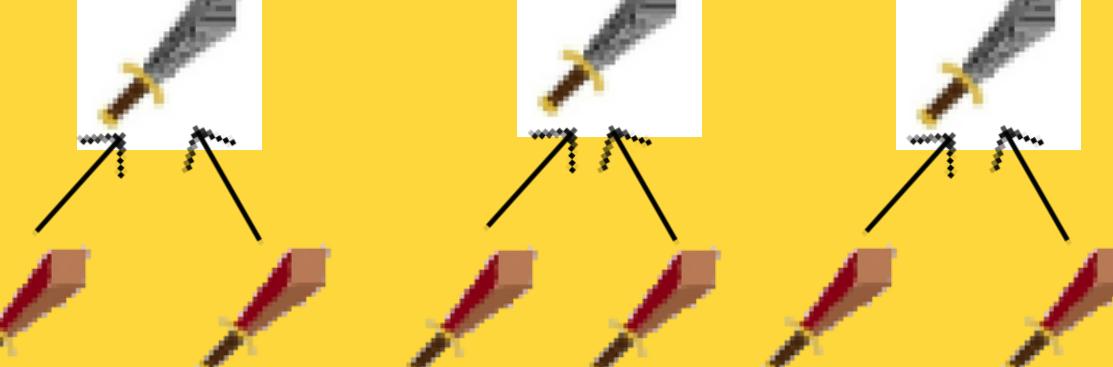
✓ Galion Token

- LES GALIONS Sur ton  
personnage

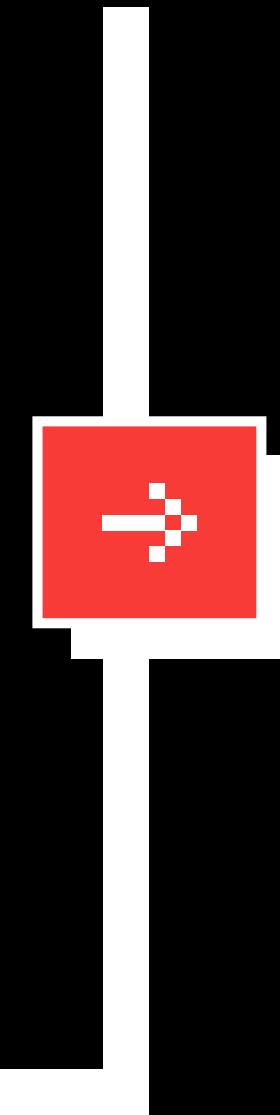
# LOOT D'ITEMS

	MONDE 1	MONDE 2	MONDE 3
Commun	20%	10%	10%
UNCOMMUN	2%	10%	10%
RARE	0.1%	2%	10%
EPIC	0%	0.1%	2%

# Burn des Items

	PROBA	Nb Item de base	Burn	
DIAMANT	90%	4750	5 XP	
OR	80%	712	4 XP	 X6
ARGENT	70%	115	3 XP	 X5
FER	60%	20	2 XP	 X4
PIERRE	50%	4	1 XP	
BOIS				

THANK YOU !

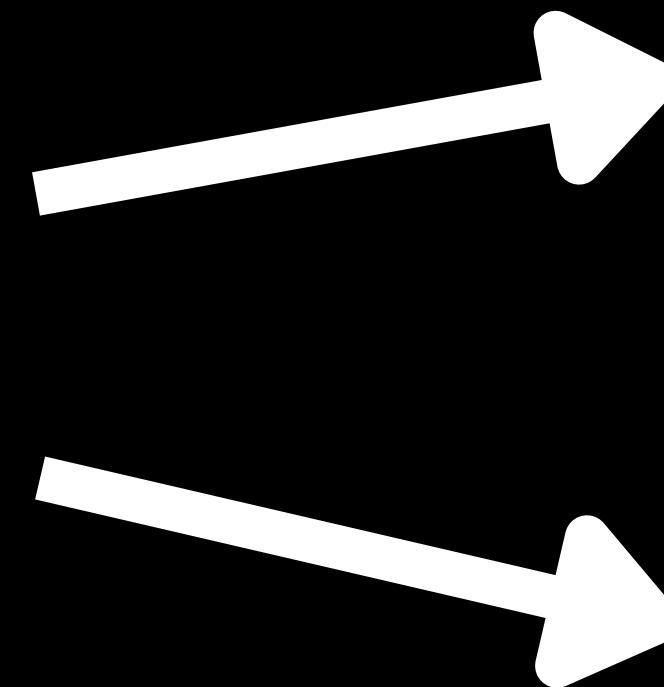


# LIENS

On MASSA: <massa://massadventure>



GitHub





**FIN**