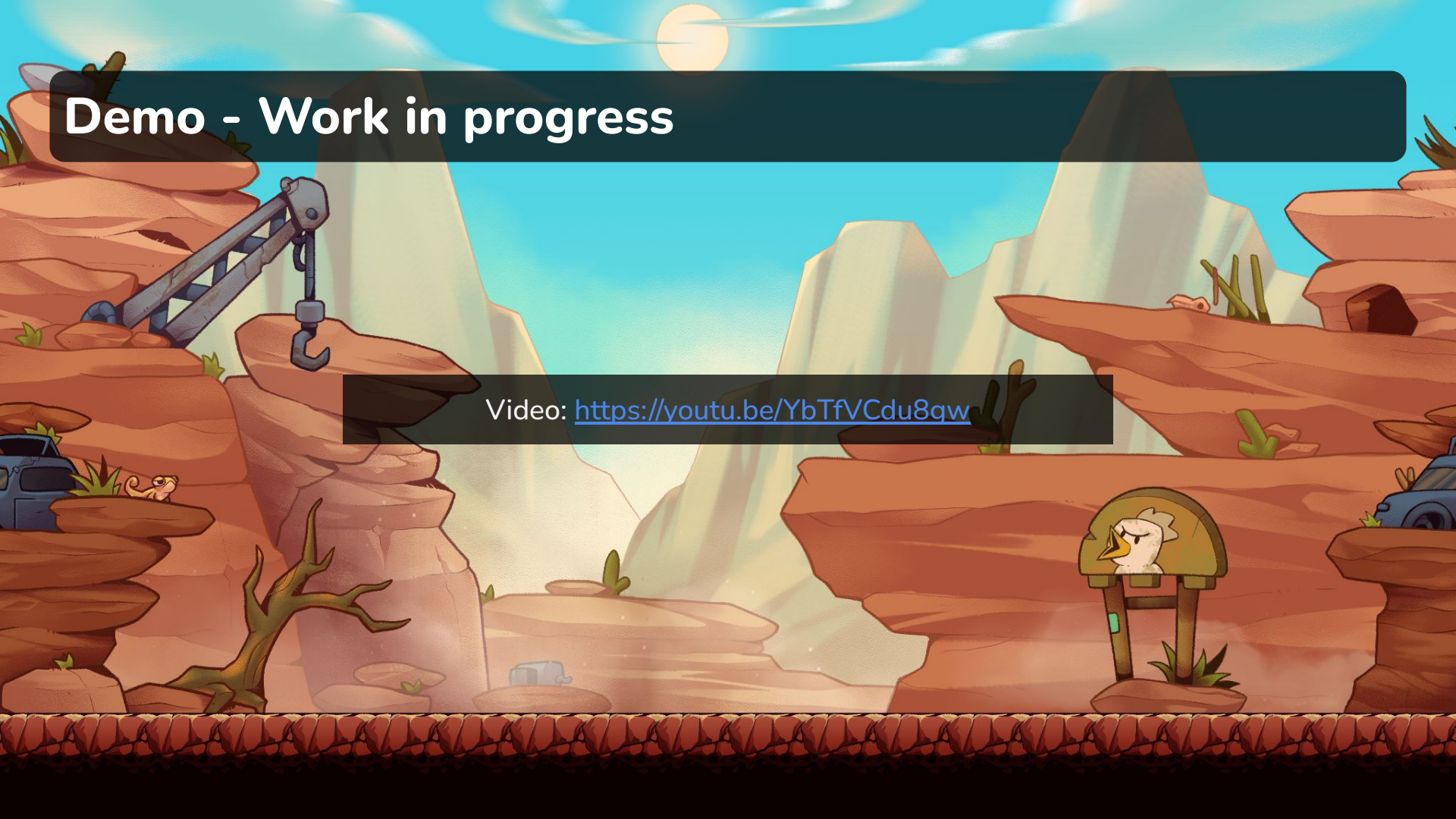CRAPPYBIRDS

TABLE OF CONTENT

What is Crappy Birds

- 2D Side-scrolling MMORPG

- Free-to-Play-and-Earn

- Built in Unity

- In-house Game Networking

- Target platform PC, controller-friendly

- Inspired by Maplestory, Hollow Knight, Flappy Birds

- Estimated release in 2024

Demo - Work in progress

Video: https://youtu.be/YbTfVCdu8gw

Gameplay

In a Vibrant World

Explore a vast and interconnected world inhabited by vicious enemies and monsters while simultaneously socializing, trading and earning as part of an open-world economy.

Customization

Customize your character's color, haircut and wear cool accessories or skins.

Upgrades & Equipments

Get stronger by acquiring Gadgets, Technomancy Devices and special movement Abilities.
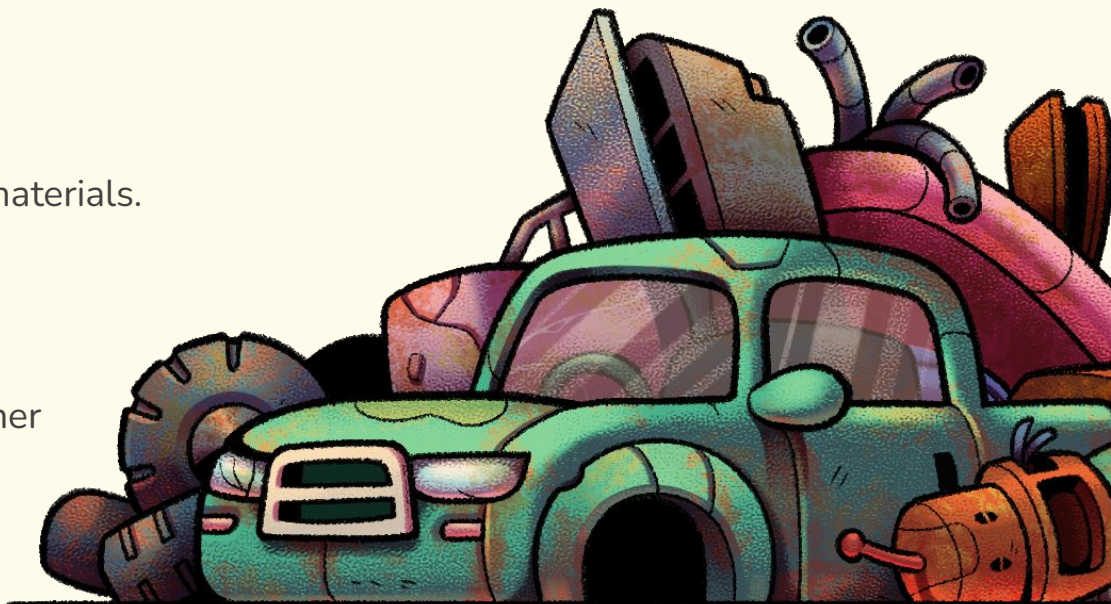
Gameplay

Scavenging

Collect waste by scavenging on maps or killing monsters.

Recycling

Recycles harvested waste and obtain raw materials.

Engineering

Craft equipment, weapons, gadgets and other wacky devices to enhance your character.

Gameplay

Trading

Everything can be bought, sold, exchanged. Run your own business in this player-driven economy.

Owning

Own a part of the world and build on it! Whether it's a storefront to sell items or a house to chill with friends.

Renting

If you don't want to manage the place yourself, you can rent it out to another player and earn some passive income.

Revenue Model

Primary Sales

Crappy Birds sells seasonal content as NFTs. These are limited editions and will be usable in the game. Examples include cosmetics items, land plots.

Secondary Sales (trading fees):

Crappy Birds takes a % fee from all secondary transactions of NFTs.

Roadmap

2022

- Release of a playable game prototype
- Genesis Collection drop
- Bringing new talent on board
- Game development continues
- Manufacturing and delivery of the Crappy Birds figurines
- Tokenomics development
- Pre-Alpha release
- Polish & Bugfixing for Alpha

2023

- Alpha Demo Release
- Tokenomics Release
- Kickstarting our token IDO
- Marketplace Development
- NFTs & Token in-game integration
- Game Internationalization
- Game development continues
- Playtests & Bugfixing

2024

- Beta Release
- Land Sale
- Game Polishing
- Full Release

& Beyond

- Game Maintenance
- Planning, developing and introducing new content & features
- In-Game events

Detailled Roadmap: https://docs.crappybirds.io/genesis-collection/roadmap

Who are making Crappy Birds ?

We are a team of developers and designers with a passion for technological innovation. Our experience ranges from software development, game design, machine learning and blockchain development.

Each one of us grew up playing online games, and over time as we got less time to play, we were looking for solutions to avoid the grind and maximize the fun, so we put our growing passion for computer science at use.

That's how we met around 2012, within a developer community focused on making bot and server emulator of the most popular MMORPG in France.

Having completed several projects in this field has taught us many advanced skills, especially in network programming.

Together, we aim to leverage our strengths to build something fresh and groundbreaking.

Hugo Malatrait
Founder - Jack of All Trades
Linkedin - Twitter

Saad El Madafri
Game Server Developer
Linkedin - Twitter

Abdel Bourahla
Game Client Developer
Linkedin - Twitter

Yann Guineau
Blockchain Developer
Linkedin - Twitter

Why are we making Crappy Birds?

We noticed several issues with current play-to-earn games:

- Not fun, nor appealing to gamers
- Lack of quality
- High barrier to entry
- Not sustainable in the long run

We aim to change that, by bringing

- Fun and social gameplay
- Low barrier to entry (Free-to-play, optional wallet)
- Simple and sustainable Play-and-Earn mechanics
- An attractive ecosystem for Players, Builders, Developers, Investors and NFT collectors

Thank you!

Join us on socials

Twitter - @crappybirds

https://twitter.com/crappybirds

Instagram - @crappybirds.io

https://www.instagram.com/crappybirds.io/

Discord

https://discord.gg/jvJP4YYHFV

Official Website

https://www.crappybirds.io/