

DarkMAGICK Lite Paper



**TURN BASED RPG WITH NFT REWARDS,
TOKEN ECONOMY & MARKETPLACE**

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1. What is DarkMAGICK?

Magick is the subtle artform of transmuting subconscious thoughts and manifesting them into conscious reality.

So we have decided to do our own Magick and manifest the creation of an NFT gaming platform while also providing users with a platform for earning passive income. \$DMGK is the native token for our web and gaming platform and can be used directly in our game to buy items, can be staked to earn passive income, and any user hodling the token will automatically receive a stable BUSD token in their wallet. Bull or bear market our users will continue to earn stable coin and grow their portfolio.

2. **\$DMGK Tokenomics**

- ° **40mil total max supply**
- ° **2% busd autoyield**
- ° **2% marketing**
- ° **2% liquidity**

Gaming & Staking Rewards - 40% (16 mil)

Presale - 20% (8 million)

Team, Advisor - 15% (6 mil) (**25% locked 1mo, 25% 3mo, 25% 6mo, 25% 1yr**)

Liquidity - 10% Lp locked (4 mil)

Marketing - 10% (4 mil)

Game Development - 5% (2 mil)

3. **DarkMAGICK RPG**

We are building an RPG adventure that will take you through a story of a young man who is on a journey to discover an ancient secret that is said to transmute metal into gold. Being a poor man from a poor village he embarks on a journey to discover "The Powder".

- ° **Your character will be minted at the start of the game and you can begin to acquire NFTs and more tokens as you make your way through defeating enemies, finding secrets and completing quests..**
- ° **NFTs can be in the form of: weapons, potions, spell books, power ups and new characters. Each item will have special attributes that can be equipped by the player to enhance his character for battles. Or a player can choose to trade/sell their character with items on marketplace.**
- ° **Players will have the ability to combine items in order to create rarer, stronger items to defeat enemies in the game.**

- **Strong items mean harder battles and even bigger rewards if you win. But because the character is an NFT too, any items equipped when a player dies in battle will be lost forever.**
Risk vs Reward will play a huge factor.
- **You will have ability to battle with up to 5 characters in your party. And ability to purchase new characters from marketplace with \$DMGK.**

Feature Highlights:

- Visual Novel style or Linear (korean/japanese games) Story
- Solo or up to 5-person team (depending on amount of characters you have available)
- Quests System, with rewards (token)
- Item/Character trading (via the NFT market)
- Player vs Player (token betting)
- Turn-Based battles
- Character stats like HP, Speed (attack priority), Stamina, etc.
- Token/Key/Stamina requirement system to access certain elements of the game
- like world boss battle, guild, PvP, etc.
- User Character Creator System (using Suriyun's Modular Voxel Character pack), on the fly minting of created characters as NFT
- Ability to allow or disallow using of same/Previously used character parts
- combination for new character (fungibility or not)
- Character as a NFT
- Items as NFT
- Character upgrade by combining them (with item or objects) to create more powerful/rarer pieces and create new NFT (mint new NFT at runtime)

Blockchain feature Highlights:

- In-game wallet for users, integrated with the in-game currency (\$DMGK)

- In-game NFT market, also integrated with the game and its UI
- In-game NFT creation and minting, whether to reward user or sell it
- Integrated blockchain ecosystem within the game
- No need of any external extensions or opening browser or needing metamask for
- the user
- Seamless transaction system within the game (game to user, user to user and user to game transactions) , to make the crypto based features feel part of traditional game mechanics

Other things:

1. Multiplayer using nodejs backend library (<https://www.colyseus.io/>)
 2. Separate PHP backend service and database for the game's online features
 3. MiddleWare APIs (as and where needed) between the game and blockchain endpoints
 4. Using Venly or Tatum for deploying the crypto features and integrated environment
(<https://venly.io>) (<https://tatum.io>)
 5. Anti Cheat system in-game and code obfuscation (nothing can guarantee a 100% protection, but we can try for 99%)
 6. Additional characters/items, etc. can be added through updates (as NFTs too)
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4. **Battle & Game rewards**

After every battle won, the player will be awarded \$DMGK. How much \$DMGK will depend on the difficulty level of the enemy that was defeated.

5. **PvP**

We will offer an online battle arena to give players a chance to go head 2 head against each other. These battles will be wagered and will be another way for players to earn extra income while having some fun. We plan to hold our own online battle tournaments with big prizes for the top winners.

6. [Roadmap & Team](#)

Our team is partially anon, and we have over 10+ years of development and crypto experience together. We have put together a solid team that can handle the task at hand. Our roadmap details the progress we plan to make over the next 3 months.



ROADMAP

► Q3

- Concept Development ✓
- Team Hire✓ (still hiring)
- Smart Contract Development ✓
- Test Smart Contract on Testnet ✓
- Website Development ✓
- Smart Contract Audit (@wenaudit) (more coming) ✓

- Litepaper ✓
- Staking Pool Development (in progress)
- Whitepaper (in progress)
- Telegram organic growth (in progress)
- Launchpad applications (in progress)
- Partnerships (in progress)
- Marketing campaign
- Launch token platform
- Game Character Creator
- Limited NFT release
- Strong Marketing Campaign
- BUIDL

► Q4

- Launch staking and farming pools
- First monthly newsletter
- PvP online battles
- Big TG group AMAs
- More marketing partnerships
- Gaming Token Partnerships
- Community Contests
- Coingecko & CM
- DarkMAGICK RPG Game Beta

► Q1(2022)

- DarkMAGICK RPG release

- NFT Marketplace
 - More announced soon...
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The Team

Video Game Developer	Blockchain Engineer	FullStack Developer	Solidity Developer
			
