

Doompocalypse: The Decentralized Gaming Revolution

Empowering Players Through Tactical Gameplay and Blockchain Integration

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1. Executive Summary

Doompocalypse is a decentralized, blockchain-integrated survival game that offers a play-to-earn experience in a post-apocalyptic world. By combining the power of blockchain technology, strategic gameplay, and dynamic community governance, we are reshaping the future of gaming.

Our Vision:

- Deliver a self-sustaining in-game economy through **Faith (F8TH)** and **DoomCoin (DMC)**.
 - Drive community engagement with **Raven AI**, an NPC and online community manager.
 - Establish a decentralized autonomous organization (DAO) for governance, giving players the power to influence in-game and economic decisions.
 - Implement **tokenized political power** and faction treasury management to elevate the player experience.
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2. Tokenomics

Faith (F8TH) & DoomCoin (DMC):

- **F8TH**: The in-game currency used for all in-game transactions, crafting, and trading.
- **DMC**: The real-world token used for exclusive rewards, marketplace transactions, and bridging in-game and real-world economies.

\$TEST: The DAO Token:

- **\$TEST** is the governance token of the **Doompocalypse DAO**.
- Players use **\$TEST** to vote on game updates, fund allocations, and ecosystem changes, empowering the community to shape the future of the game.
- **Voting Power** is proportional to the amount of **\$TEST** held by a player, ensuring that those with more invested have a greater say in decisions.

Transaction Fees:

- 2% Player-to-player transaction fee (50% burned, 50% allocated to the Developer Wallet).
- 10% DMC conversion fee (allocated to the Developer Wallet).

Referral System:

- Players receive **1 F8TH** for using a valid referral code (one-time per wallet).
- **Bot Wallet** covers gas fees for referral rewards.

Burn Mechanism:

- 1% of the total **DMC** supply is burned during special in-game events.
- **Special Events** include player eliminations, quest completions, and rare item discoveries.
- **Impact**: Reduces the circulating supply of **DMC**, driving scarcity and increasing value over time.

3. Game Economy

Item Scarcity & Pricing:

- **Fragmented Masterpiece NFTs** can be acquired through in-game purchases or quests. Each NFT is divided into multiple fragments, and players can only collect one fragment per piece by completing a specific in-game quest. Once all fragments are collected, the player can reassemble the masterpiece.

- **NFT Tier Badges** are required for game access.
 - **Fragment Pricing:** Prices for fragments range from \$100 to \$100,000, making each masterpiece a unique and valuable treasure within the game.
 - **In-Game Shops:** 2.5x the base harvesting cost (encouraging trading amongst players)
 - **Player Market:** Based on market demand.
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4. Blockchain Integration

Platform & Smart Contracts:

- Built on the **Solana** network for scalability and speed.

Wallet & Referral System:

- Players can earn **1 F8TH** by using a valid referral code (one-time use per wallet).
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5. Game Features & Governance

Survivor & Defense Power:

- **Survivor Power:** Unlocks key gameplay abilities such as harvesting and crafting (e.g., **Hunter Gatherer** → **Farmer**).
- **Defense Power:** Gained or lost through combat performance. Friendly fire reduces Defense Power.
- **Military Veterans** provide the **10%** Defense Power bonus per Veteran in battle.

Faction Roles & Governance:

- Political Power drives decision-making, with votes tied to **Political Power** (1 vote per 5 levels).
- **DAO Voting:** Tokenized votes (NFTs) drive the democratic process in faction and game governance.
- **Military Veterans** hold the power to **overthrow** faction leadership.
- **Faction Creation** requires **Level 25 Political Power**

6. Raven AI: The Heart of Community Engagement

Raven AI serves as both an in-game NPC and social media manager. This sarcastic, materialistic, urban-slang using character drives engagement both within the game and across social platforms, building a dynamic community of players.

7. Roadmap: A Clear Path to Global Reach

Development Phases:

- **Phase 1:** Foundation & Community Building (Q1 - Q2 2025).
- **Phase 2:** Game Development & Token Expansion (Q1 - Q2 2025).
- **Phase 3:** Beta Launch & Ecosystem Growth (Q3 - Q4 2025).
- **Phase 4:** Global Expansion (Q1 - Q2 2026).
- **Phase 5:** Long-Term Evolution (2027 and Beyond).

AI Integration:

- **Raven AI 2.0:** Autonomous management of social media and DAO voting.
 - **Ross AI & Ethan AI:** NPC leaders of rival factions, bringing further depth to the in-game narrative.
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8. The Fog: PvP/PvE Combat Zones

The Fog represents high-stakes zones where both PvP and PvE combat occur. Players navigate these zones for rare rewards, facing both hostile NPCs and rival factions.

Features:

- **PvP:** Combat with players for supremacy.
- **PvE:** Hostile NPCs challenge players' survival.
- **Super Centers:** Factions fight to control these vital locations, gaining NPC allies and strategic advantage.

Risks & Rewards:

- **Wealth Gains:** Victors claim the in-game cryptocurrency of the defeated.
 - **Faction Bonuses:** Controlling a Super Center enhances resource production and strengthens defenses.
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