Project description

Overview

We propose to make a play-to-earn game with studio of Unity named KnightforcexD. Players can customize their hero in accordance with some features: abilities, outfits, name, and so on. The purpose of each hero is to prevent the planet from being invaded by ancient monsters. In this game, players have many chances to solve puzzles and combat with monsters and bosses. First, players are going through a rudimental tutorial to understand the gameplay. Moreover, there are multiple levels from easy to extremely difficult for players to challenge themselves and make the game more attractive. Especially, the rewards are compatible with the difficulty of the level when players defeat monsters and complete the main story. After finishing each chapter of the main story, players can go back to the chapter they want and collect missing items, of course, rare items have their special abilities that can help players in further quests.

Because all members of the team like to play games then we plan to make ours. First, the game is to fulfill our habit, as a player and learners of Information Technology. Furthermore, we want to make a community for players who like to play adventure games and who want to earn money from it. After making an active community, we aim to bring our items to many blockchain platforms or marketplaces enabling our players to trade and sell their rare items. As a result, each rare item will be set as an NFT, if players successfully found an item, they would earn a lot of money from it. According to the rising number of streamers on many social media platforms such as: YouTube, Facebook, Twitch, and the like in Vietnam, we aim to optimize our marketing campaign by sending invitations for these streamers because they have already had their communities, groups. Therefore, we can broaden our community faster and more efficiently. The main profit we earn is from these NFTs and cryptocurrency we make and the secondary one comes from selling the game through online markets like: Appstore, Google Play, Steam, and the like.

As I mentioned above, we made this game because we like playing games and we know how people feel as gamers. In Vietnam, people have bias on gamers, they think that playing games is a waste of time, so this game will change their mind. First, this is a puzzling game that players not only be absorbed in combating, but they must also go through a lot of easy to hard puzzles requiring many skills from soft skills to logical and critical thinking. Second, this game is a play-to-earn game and something that makes outcomes, money is not a waste of time as many prejudices assigned to games. In accordance with the rise of NFTs and Cryptocurrency, people can exchange digital art works and items through blockchain platforms. In addition, a lot of billionaires in diversity of fields have invested in Cryptocurrency such as Elon Musk, as a result, digital currency is now a hot-button topic that many investors from “small fish” to “shark” are appealing to. Moreover, in many developing countries, take Philippine for example, a huge majority of people are now playing such games to make for their livelihood and the most popular play-to-earn game in this country is Axe Infinity which is created by a group of Vietnamese in Singapore, and following this trend are many games company creating such games like that and they are enthusiastically received by the people. However, this trend is going to be saturated due to a lot of “Coin” published and many incidents that many publishers release these NFTs and Cryptocurrency to drive innocent investors by exaggerating the exact value of the “Coin.” Therefore, our game is made to ensure that we bring real value to our clients by making an excellent product with enthusiasm and technology.

As mentioned above, the creation of Axie infinity only marks the start of the creation of games that are similar to what we have planned, the market for such things will only grow bigger as time goes, creating more and more competition between play-to-earn games, Not just that, the system of being able to earn money through gaming, not just in the pro scenes already exists, for example csgo, where players can trade in game gun skins for real life money ranging from a few cents up to a few thousand dollars, replacing a famous system such as that is not at all an easy task to do. Moreover, a lot of people these days are getting more and more skeptical about crypto and nfts because as mentioned above, they can be scammed through the process of inflating coin prices and rigged gambling, so expanding the popularity of our game is no simple task to do. But of course, that is a problem that we will be facing and will have to find a way to effectively solve, to as mentioned above, ensuring that coin values are legitimate and protect our users from scams.