# XDRAGONITES PROOF OF CONCEPT

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# XDRAGONITES

XDRAGONITES is an exclusive Play-To-Earn NFT game on the XRPL. Our vision is to establish ourselves as the most unique Gaming NFTs on the XRPL blockchain and the goal is to create an ecosystem within the XRPL that allows a play to earn game exist in the continued growth of the XRP community. The XRPL is the foundation of DBX token. The XRP Ledger is a global developer community-led decentralized public blockchain. With ease of development it provides developers with a strong open-source foundation for executing on the most demanding projects.

As a member of XDRAGONITES, you’ll be able to experience martial arts. XDRAGONITES game is built on a Tibia engine with C++ programming language. The game has various worlds each of which have a map, showcasing the location of the player(fighter). Every fighter has an inventory where they’ll be able to put on special NFT items which will help them fight, survive and thrive in the Dragonites world. There will be many NPCs(Non-Player Character) whom players will come upon and answer a question. Once the questioned is answered, they’ll be appointed with a task and teleported to another world to accomplish their special quests. After the completion of quests, fighters will always get either ZEN coins( in game currency) or unique items which are classified to non-NFT and NFT classes.

There also be certain missions to complete in exchange for DBX tokens. The basic unit is Zen coins. 100 Zen coins are equal to 1 dollar and $100 is equal to 1 gold bar. There is a training ground in our game where players can train and become stronger, also having the possibility to earn Zen coins in exchange for DBX tokens.

By fighting dangerous monsters on the map players will find a case where they will get special items that can sold on the open market. After defeating the monsters, fighters will acquire valuable loot for upcoming missions. There will be a special NFT outfit shop where you'll be able to buy a distinct outfit. You'll change your outfit whenever you want and get strengths that will add up to your skill.

By reaching a specified level, players will be granted the possibility to transform and become even stronger. Extra stats give you special bonuses to character. You earn three points every train point skill above 10.

There will be a lot of cases in the whole map and it will be possible to get a non NFT items from them which participants can then give to a certain NPC who will give you a scroll of experience that players can use and increase their character's level.

The XDRAGONITES game will have a big hotel consisting of 24 rooms that can be bought and rented to other players for a fee, the hotel rooms will have space to store your belongings and each room will have a training room with the best exercise machines. The price of the hotel will be determined in the near future! The owner of the hotel will have an amazing passive income opportunity.

Players will be able to stake their Zen coins in the game and earn % over time. By reaching certain levels participants will be able to unlock different techniques, thus increasing your chances of completing the necessary missions.

# PROOF OF CLICK

New developers have joined into our team who want to make the game more decentralized and add distinctive features that would make the Dragonites X P2E game more unique, standing apart from other quest combat games.

They‘ve have called this mechanism Proof Of Click. It‘s a way for players earn passive income by mining DBX coins with their own special pickaxes.

There will be base non nft pick axes for all and 30 NFT pickaxes all ranked by level. The higher the level, the bigger the chance(%, a probability) to mine DBX toke nafter clicking. Succesful mine reward will range from 1-10 DBX.

Base(0 level) pick axes mining percentage will be 0.01%(base level pick axes are free)

1 level – 0.15%

Maximum 2% mining rate at level 30.

1-30 level pick axes. For +1 level pick axe will cost 10 XRP(15k DBX coins), with every level the price will go up by +5k DBX tokens

Mining places will be non PVP places, so there‘s no worrying about being killed and items taken away from you.

There will be a special map for mining, there will be a lot of places to mine. Map theme: rocky mars desert.

In order to to enter the Mining map, players will need to buy a special ticket, which will be given to a certain NPC(close to the temple), he‘ll teleport them to that mining map how many times they please. Ticket price will be symbolic- 1 ZEN Coin- 500 DBX TOKENS. All of the proceeds will go to the reward wallet(reward pool). To avoid bots, a function will be implemented that we‘ll find 1 IP adress with many accounts and they will be kicked without warning. If they‘ll use some other pograms for doing the job for them, they‘ll be placed into jail and won‘t be able to play the game for a certain amount of time.(5 days or pay a fee of 1k DBX tokens)

Pickaxes will be able to be bought with DBX tokens. Those that bought the ticket will automatically receive base non NFT pickaxes which will be placed in a case for players to open.

Every DBX token that is generated from buying land, houses, NFTs will go straight to the reward pool.

Those that will not want to click by themselves, they‘ll be able to buy a mine where there will be 4 NPC workers who‘ll do the job for him, but he‘ll have to provide them with base pickaxes or other special pickaxes. In order to have the mine built you‘ll have to own a house(living place), gym hall, plot of land and then the mine will generate for the player to mine his DBX tokens. The mine will cost 1.5M(750XRP). It‘s an NFT type item and can be sold to other players.

The developers won‘t get any financial benefits from this mechanism, it‘s a unique strategy to make this game more interesting, more integrated for the players to have various tasks for generating passive income.

# PROOF OF CONCEPT: DEVELOPING XDRAGONITES

The following is intended to illustrate a possible high-level development plan for XDRAGONITES, building on the Proof of Concept. The plan is necessarily inexact, and only the PoC phase is given a proposed duration; durations and implementation targets for the following phases will vary considerably based on available funding and community feedback, ongoing requirements analysis and knowledge gained through the development process.

## Phase 1 - Proof of Concept

The goal of the PoC phase is to test that the proposed technical architecture and conceptual model are sound. The PoC software should implement an open-world structure - based model, NPC practicality , very basic character editing, mission functionality and viability. Some functionality and user interface elements may be expressed through wireframes or mock-ups rather than functional software. The approximate duration of this phase is one to two months, and it is reasonable to expect to achieve about 5% of the intended functionality of XDRAGONITES.

## Phase 2 - Prototype development

The goal of the Prototype is to integrate the lessons learned from the PoC phase and develop a minimum viable product implementation of XDRAGONITES. All code developed in the Prototype phase should be used in the final product - in other words, there should be no “throw-away” code. Functional software is the primary goal, and the software should allow a basic but complete workflow for archival description, management and publication. This phase implements approximately 30% of the intended functionality of XDRAGONITES game.

## Phase 3 - Beta development

The goals of the Beta development phase are to develop all of the major functionality expected in the final Release and to enable the community and investors to install and test the software. Functionality should include all features required for achieving missions and receiving new character outfits to finally being able to buy a house with a training hall inside. Bugs are expected, and some features will require polishing to improve usability and functionality. By the end this phase, 70% of the intended functionality of XDRAGONTES should be in place.

## Phase 4 – Final development and production release

The Production phase is all about making the XDRAGONITES software ready for production use. Extensive bug and usability testing of the software is required to find and address critical bugs and polish the functionality. By the end of the Production phase, the software will include all of the features targeted for the XDRAGONITES release and all critical bugs must be resolved. After this phase, the software will have 100% of its intended functionality and will be fully usable for large-scale and multi-repository implementations.

## Phase 5 – Maintenance

After final version’s release of the game, ongoing community funding and engagement will continue to improve and expand the project’s functionality and feature set. This ongoing phase includes software maintenance, bug fixes and implementation updates; continued community-funded development; and expansion of vendor support options and services. This is the current state of XDRAGONITES, a very successful project which in many ways will benefit the XRPL NFT gaming ecosystem.

# PROOF OF CONCEPT COST ESTIMATE

Estimated cost for accomplishing the tasks described in the development section, above, is $52,000 to $105,000. This price is based on an estimate of 520 to 750 hours at a development fee of $100-140 per hour. The higher end of the range would allow for more detail and functionality(for example, more integrated parts into the game and more working code), whereas the lower end is the minimum effort estimated to produce a basic working PoC. The main improvements we want to make with the requested funds is to build an integrated XUMM wallet address reader; Built in DBX-ZEN tokens swap system; Further crafting the new designs of the characters; Map development and expansion; Ambitious marketing campaign: reaching out to gaming enthusiasts who are creating distinct content.

# LICENSING THE GAME

Video game licensing is an important component to the successful manufacturing, distribution and sales of video games. [Copyrights](https://www.gandb.com/intellectual-property/copyright-attorney/) are an important first step of the [licensing](https://www.gandb.com/intellectual-property/licensing-attorney/) process. A copyright gives you ownership of your video game. As the legally recognized owner of the game, you can initiate licensing contracts to distribute and sell your work. Licenses must be executed in compliance with various laws and drafted to ensure that the developer’s rights and interests are protected. Both video game companies and independent developers will need to safeguard their intellectual property through copyrights and licensing to prevent misuse of their product.

XDRAGONITES team will contact our country’s License Office to establish the needed licensing agreements for securing the copyrights of XDRAGONITES.

**A licensing agreement will contain provisions such as:**

* The duration of the licensing agreement
* How the product can be used
* Prohibitions or restrictions regarding the use of the product
* Warranties and liability clauses
* Sublicensing rights

# BENEFITS TO THE XRPL COMMUNITY

The DBX token was intentionally made to allow its owners to exchange a different number of tokens for one NFT when the XRP ledger is able to support NFT’s. We are going to implement the burn mechanism: firstly, decrease circulating supply of tokens when holders exchange them, therefore increasing the demand. Secondly, obtaining NFTs for a specified amount of DBX will maintain high incentive and demand to keep trading as token numbers decrease. This means that as holders you will be able to not only trade and hold NFT’s but also keep the market liquid. XDRAGONITES is collaborating with major NFT XRPL projects, building a strong foundation of trust and bonding other projects together. In that way, we want to show the strength and loyalty that the XRP community has to offer to a newcomer coming into this space.

# Further development and milestones

XDRAGONITES has accomplished nearly all deliverables that were set out to be completed in Q1-Q2 of 2022. Beta version milestone is due to be released within April (2022-03-27 writing). After the final XDRAGONITES release, ongoing community funding and engagement will continue to improve and expand the project’s success. Further developments and planned goals are shown in our Roadmap which we’ll be updated after release of the final version of the game.

# USEFUL LINKS

[**https://www.dragonitesx.com/roadmap**](https://www.dragonitesx.com/roadmap)

[**https://www.dragonitesx.com/whitepaper**](https://www.dragonitesx.com/whitepaper)

[**https://twitter.com/XDragonites**](https://twitter.com/XDragonites)

[**https://discord.gg/XYQFdSB3UM**](https://discord.gg/XYQFdSB3UM)