




Introduction of our Project

By Ermias Scott

University of Hull, Cottingham Road, Hull, HU6 7RX, UK

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We are raising funds for the development of a game on the chain, so we have designed a unique token distribution model that has never appeared before. Next, we will explain what the game we are going to do, what are the unique places, and will What new technologies are used to improve the player's experience and create a larger market.

Goals

1. Raise enough funds to support team members and expenses outside the team for more than 8 months.
2. Give back to the community, let community members support our money, return to their hands in other forms, and strive to return them more.


What is the Origin of Civilization ?

Origins of Civilization is an epic game that combines management simulation, real-time strategy, and action-adventure. In the game, you will play the role of a civilization founder, starting from the most basic tribe, and gradually building a powerful civilization empire. You need to manage resources, develop technology, build cities, and fight or cooperate with other civilization players. The adventure elements in the game are also very exciting, you can explore mysterious maps, discover treasures, and challenge tasks of various difficulties. The Origin of Civilization will take you into a world full of challenges and fun, come join us and start your civilization journey!

What makes the Origin of Civilization unique?

Comparison between on-chain games and traditional games:

1. Technology: Traditional games are usually based on a central server, and game data and user account information are stored in the server. Games on the chain are based on



blockchain technology, and game data and user account information are stored on the blockchain, so it is more decentralized and secure.

2. Gameplay: The gameplay of games on the chain is usually based on smart contracts. A smart contract is a self-executing contract that programmatically defines the rules of the game and the interactions between players. Traditional games require a central server and corresponding software to manage the game.

3. Economic model: Games on the chain usually use cryptocurrencies as the economic system inside the game, such as ERC-20 tokens on Ethereum. Traditional games, on the other hand, use real-world currency for purchases and transactions.

What are the advantages compared with other chain games?

It mainly uses the difference in gameplay and game architecture design to provide different game experiences

1. We plan to integrate artificial intelligence real-time translation into the game, so that players in different languages around the world can communicate smoothly

2. Design different game modes, such as casual mode and competitive mode, different players can choose to spend time and energy in the game.

3. In short, we make games from the perspective of players, and the primary goal is to provide a better game experience.

What is the Origin of Civilization roadmap?

1. Cooperation to acquire copyright

Cooperating with famous Chinese novel writers to obtain copyright can combine the characters and plots in the game with the novel, increasing the sense of reality and recognition of the game.

2. Leisure game development

Using smart contract technology, various leisure games can be developed. These games can attract more players to participate in the game and increase the interactivity and fun of the game.

3. Competitive mode development

Using the trusted computing technology under the chain, it is possible to develop a variety of competitive modes, such as martial arts conferences, martial arts competitions, and grievances in the rivers and lakes. These competitive modes can attract players to participate in the game, increasing the fun and challenge of the game.

4. Development of Japan, South Korea, and historical figures

In addition to Chinese martial arts elements, characters and plots from other countries and historical periods can also be developed, such as Japanese ninjas, Korean samurai, ancient Rome, etc., to increase the diversity and global influence of the game, and to strive for a larger market.

5. Chain game IP (Intellectual Property) development

Make the characters and plots in the game into an independent IP, which can be promoted and marketed outside the game, develop related peripheral products and services, and increase the commercial value and influence of the game.

6. The battle of history and culture

Adding historical and cultural elements to the game, such as ancient buildings, cultural relics, customs, etc., can allow players to better understand the history and culture, and increase the cultural value and educational significance of the game.

What is the Origin of Civilization revenue streams?

We will build a perfect in-game economic cycle through ingenious in-game economic model design. At the same time, we will pay attention to the quality of the game and make Origin of Civilization a second world for people. Some people invest and others earn.

What is the Origin of Civilization marketing strategy?

We are very focused on the Chinese market because:

1. Population:


China is one of the most populous countries in the world, with a population of over 1.4 billion. Most of them are young people, especially those born in the 90s and 00s, whose demand for games is very high. In addition, with the rise of China's middle class, more and more people have more entertainment spending power, and the game market has also grown accordingly.

2. Culture:

Chinese culture has a great influence on the game market. Chinese culture has a long and colorful history, and game developers often use traditional Chinese cultural elements to attract users. For example, many games use Chinese mythology and historical events as the game background, and these elements attract many users who are interested in Chinese culture.

3. Spending power:

China's economy is growing rapidly, and its consumption capacity is constantly improving. This allows more and more people to pay more money to buy games or spend in games. In addition, with the rapid development of mobile payment and e-commerce in China, it is becoming easier for people to spend on games.



At the same time, we also pay great attention to the construction of Korean and Japanese game teams, because South Korea and Japan are the two most representative countries in the Asian game market.

1. Game production level

Both South Korea and Japan are very high-level in game production, and they have rich experience and technical strength in game design and development. Game developers in both countries are committed to innovation and continue to launch high-quality game products. Among them, Japan is famous for its classic role-playing games and action games, while South Korea is famous for its innovation in online games and e-sports.

2. Game industry development

Japan's game market has a long history of development, and the game industry is very mature. Many world-renowned game brands, such as Nintendo, CAPCOM, KONAMI, etc. are from Japan. Japan has a complete game industry chain, with game production as the core, supplemented by game supporting equipment, game peripheral products, game animation and other industries, forming a huge game industry ecosystem.

South Korea's game market is slightly younger than Japan's, but has become one of the most active in the world. South Korea's gaming industry is dominated by its online gaming and esports industries, which have become a huge cultural industry in South Korea.

Team & Partners

Origin of Civilization Team

We have established a minimal team that can create high-quality games on the chain. In the team, there are developers with 10+ years of experience in traditional games and developers with more than 7 years of experience in web3 and blockchain architecture. As the business grows Development will absorb more developers and community operators.

Origin of Civilization Partners

Unreal Engine

Steam

Epic Games Store

PlayStation Store

Xbox Live

App Store

Google Play

Our goal is to develop cross-platform games and land in as many game stores as possible. At the same time, in order to create a better game experience, we have extremely high requirements for the quality of the game, so we choose to use Unreal Engine for development

Why issued Gnosis Fly token and Bsc Fly token?

In order to raise funds to achieve our game development goals, we created the above two tokens. Among them, Gnosisfly is built on the Gnosis Chain mainnet, which is the version that we test and verify the code. Bscfly is built on the bnb chain mainnet. It is fully tested and verified in a later version.

Token distribution

The total amount of Gnosis Fly is 42,000,000, of which 21,000,000 are sent to the staking & reward contract, and will be released in three years to users who add liquidity on Honeyswap and pledge LP tokens in the staking & reward contract. The other 21,000,000 are free MINT by community users, each user 1000 quota. User cost is 1xDai(1USD) / 1000 Gnosis Fly.

The total amount of Bsc Fly is 42,000,000, of which 21,000,000 are sent to the staking & reward contract, and will be released in three years to users who add liquidity on Pancake swap and pledge LP tokens in the staking & reward contract. The other 21,000,000 are free MINT by community users, each user 1000 quota. User cost is 0.05 BNB / 1000 Bsc Fly.

Sales round details

There is no private placement and public placement, and it is completely supported by the community, so the only way for users to obtain Bsc Fly is:

1. Participate in Open fair Mint and get 1000 Bsc Fly
2. Participate in Stake & Reward. Share 21 million prize pool
3. Buy from Pancakeswap.

Token release schedule

The Bsc Fly bonus pool is released in 6 years. If you participate in Stake & Reward, the Bsc Fly obtained by the user per unit time is: token release speed * user's share in the pledge pool * user pledge time.

Contacts & Links

Website: <https://ermiasscott.fun/>

Gnosisfly Dapp: <https://gnosisfly.ermiasscott.fun/>

Bscfly Dapp: <https://bscfly.ermiasscott.fun/>

Twitter: <https://twitter.com/ErmiasScott>

Youtube: <https://www.youtube.com/@ErmiasScott>

Telegram for english user: <https://t.me/ErmiasScottGroupChating>

Telegram for chinese user: <https://t.me/ErmiasScottSpaceChina>

Github: <https://github.com/ErmiasScott>

Email: ErmiasScott@proton.me

