



Fishing Frenzy

by team GameOn

What is FishingFrenzy?

FishingFrenzy is a multi-player game, built as a decentralized application on the Ethereum blockchain.

Players can collect (by fishing), fight (battle) and grow (breeding) crypto-fish tokens to dominate the “decentralized FrenzyVerse” (in development).

Each Fish has a unique name, a unique image and unique characteristics as a ERC-721 token (to be developed) stored in the Ethereum network that can be sold or transferred just like any other NFTs.

How It Works?

In the Game, players will initialize a fish rod, which can be used to fish in a pool. Currently, we are supporting only three fish categories: Common, Rare & Epic.

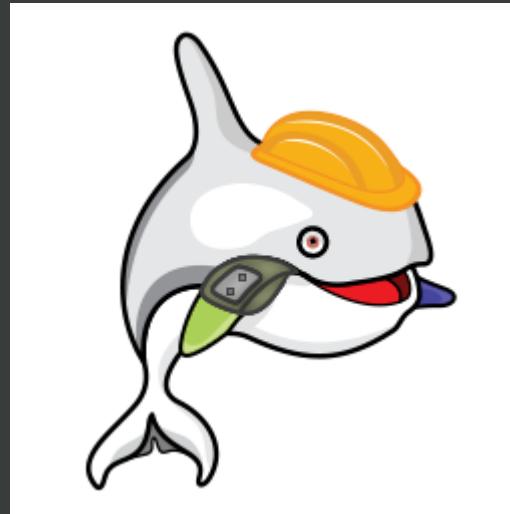
Players need to upgrade the Fish Rod to catch powerful or rare fish, which can be sold in the market place for a higher price.

Players can purchase upgrades or recharges to level up their fish tokens using ERC-20 tokens (to be implemented).

Sample Fish Models



Common

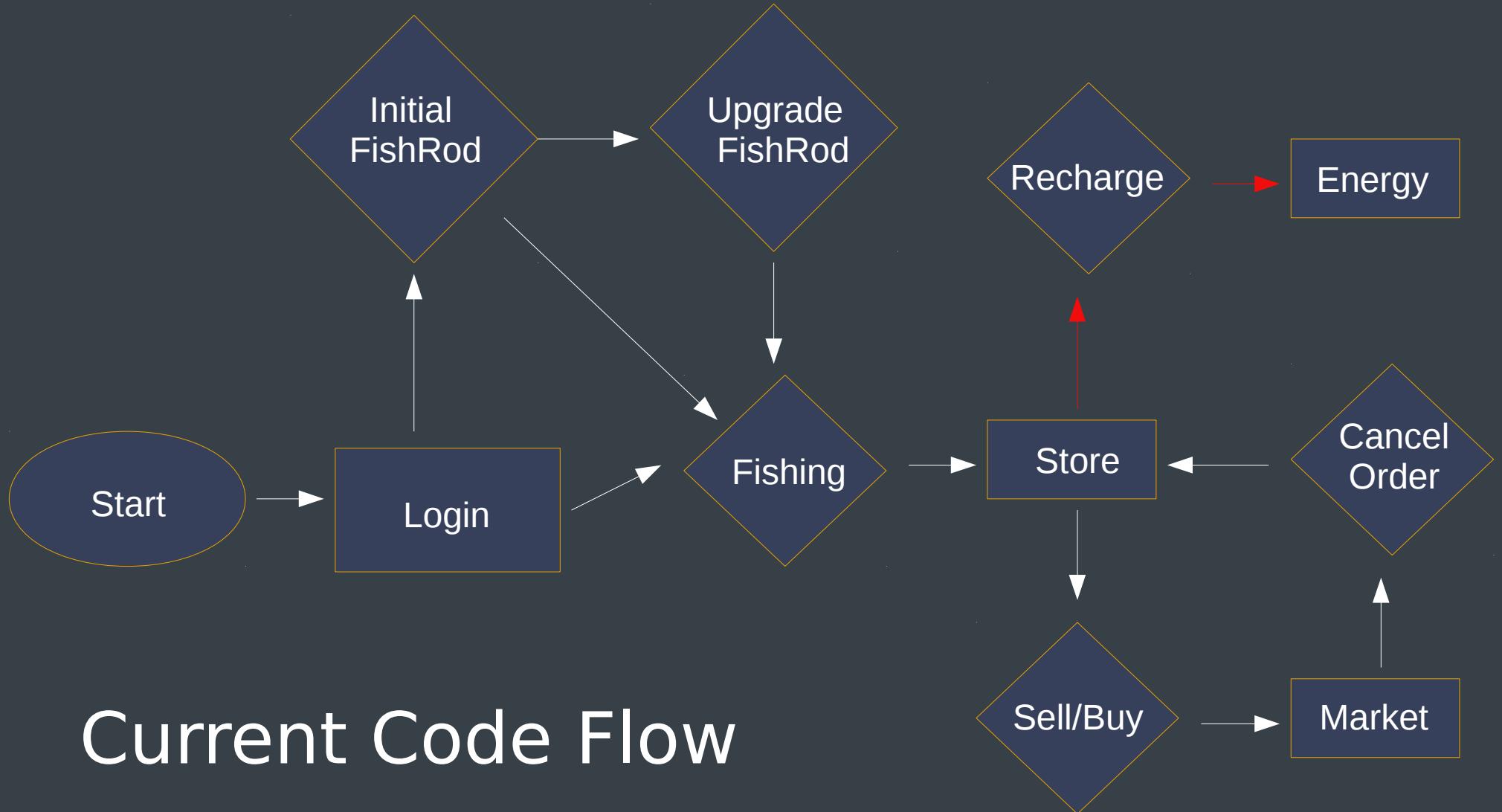


Rare



Epic

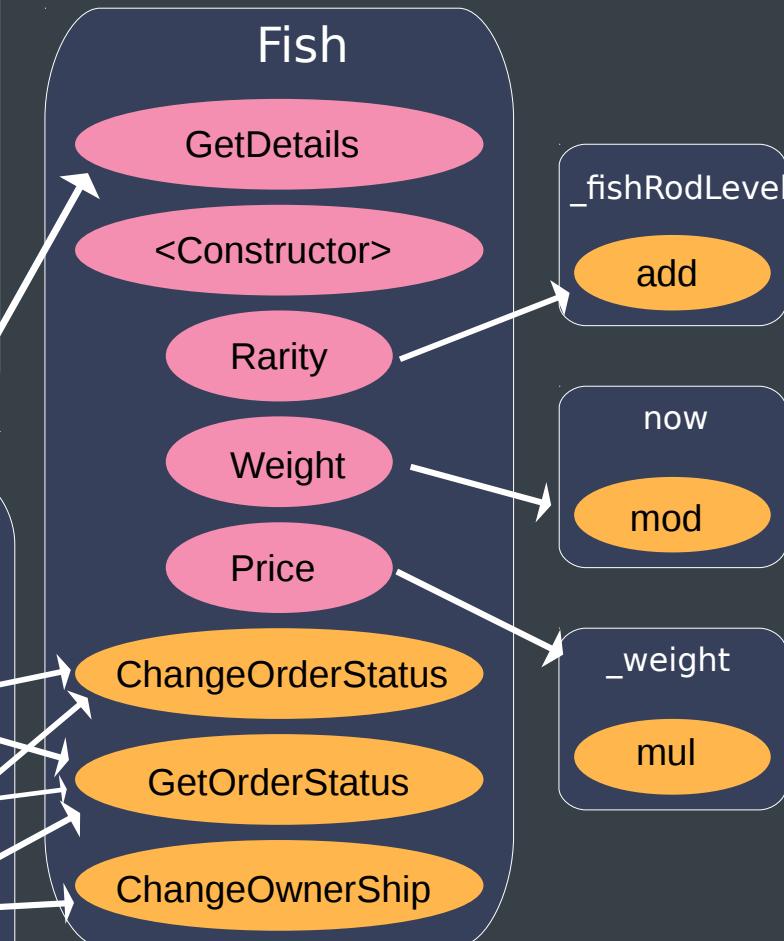
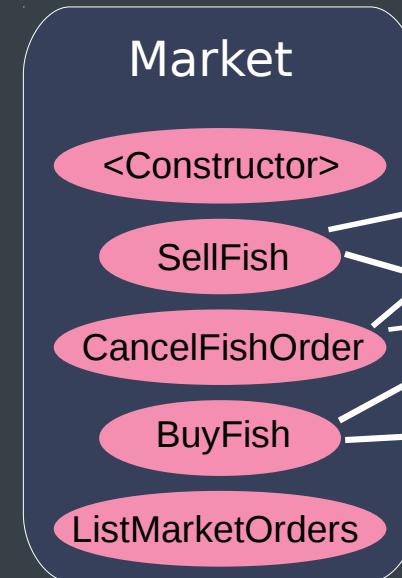
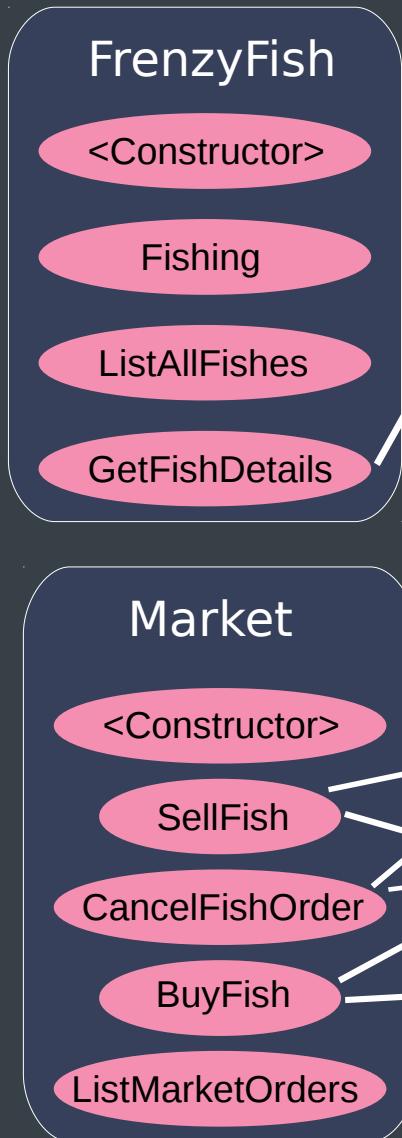
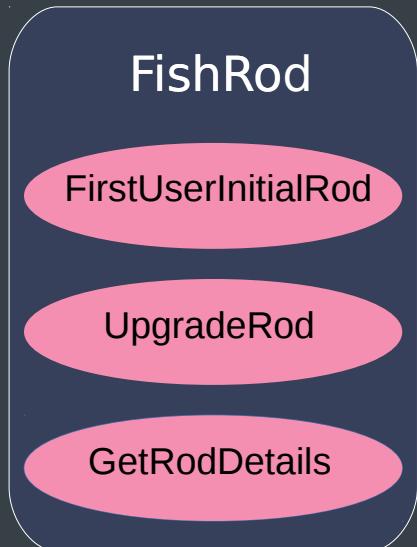
*Using Third Party APIs



Current Code Flow

* red colour indicates in development

Solidity Current Code Graph



Upcoming Features

- Implementing Docker.
- Ether Payment Support.
- ERC-20 Token Support.
- Fish Recharging or Level Up.
- Admin Panel.
- Migrating To ERC-721 Fish Tokens from Fish Contracts.
- Fish Bidding Support.
- Fish Battle Arena.
- implementing New featured Fishrods.
- Aquarium for Fish breeding.
- New Web Ui with Rich Graphic Support.
- Introducing Mobile App.
- Original Fish API.
- Introducing Legendary and Seasonal Fishes which Have Unique DNA.
- VIP Club. (increasing the chance of obtaining Epic Fish)
- And So on ... Stay Tuned.....



Thank You