

# MarsOvErse

MARS ON EARTH

ZEPTAHACKER INNOVATIONS.

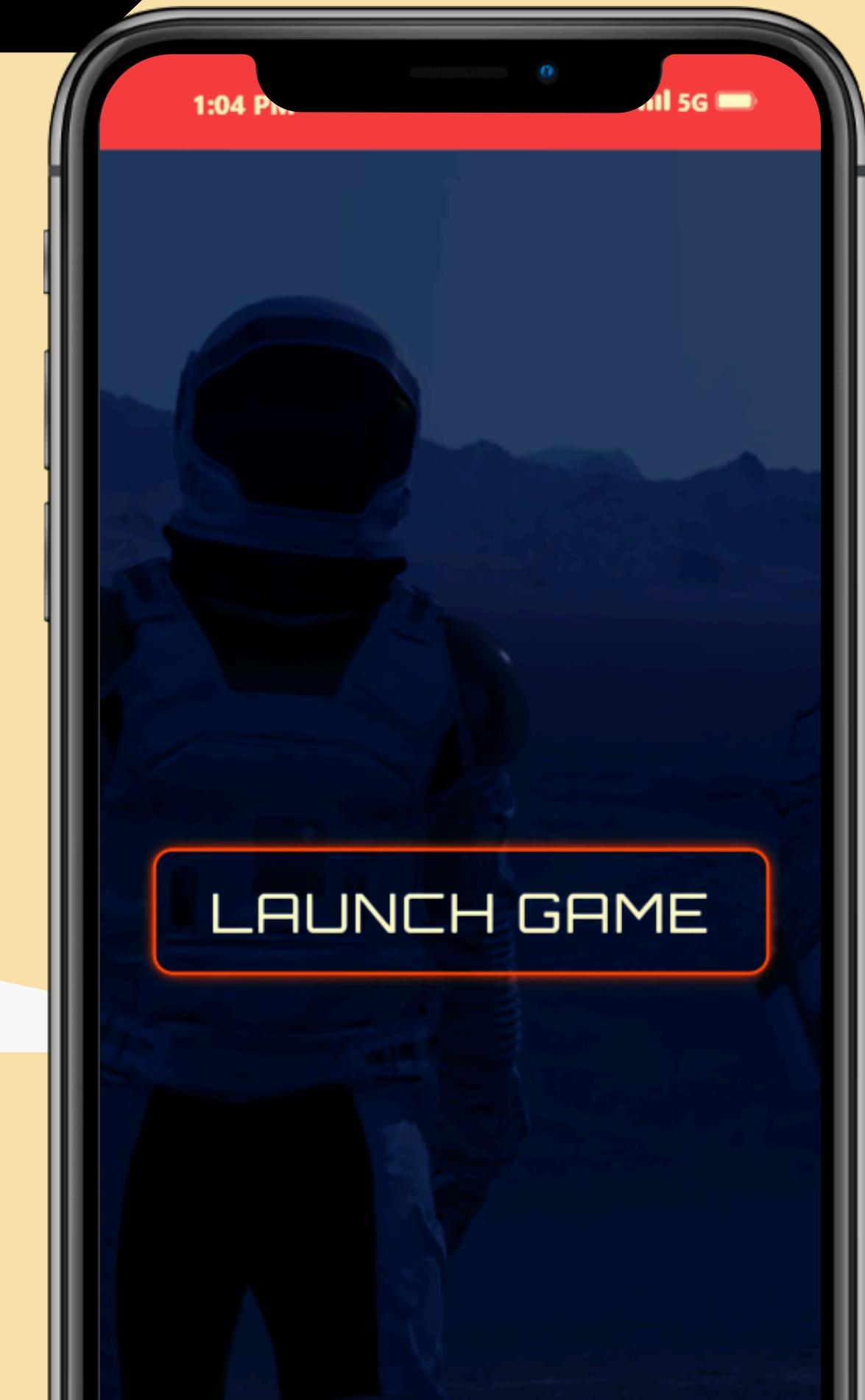


Ever wished for a  
way to escape to  
another planet..

WELCOME TO

## MARSOVERSE

YOUR PORTAL TO A WORLD OF  
IMMERSIVE, GAMIFIED  
EXPLORATION ON MARS.



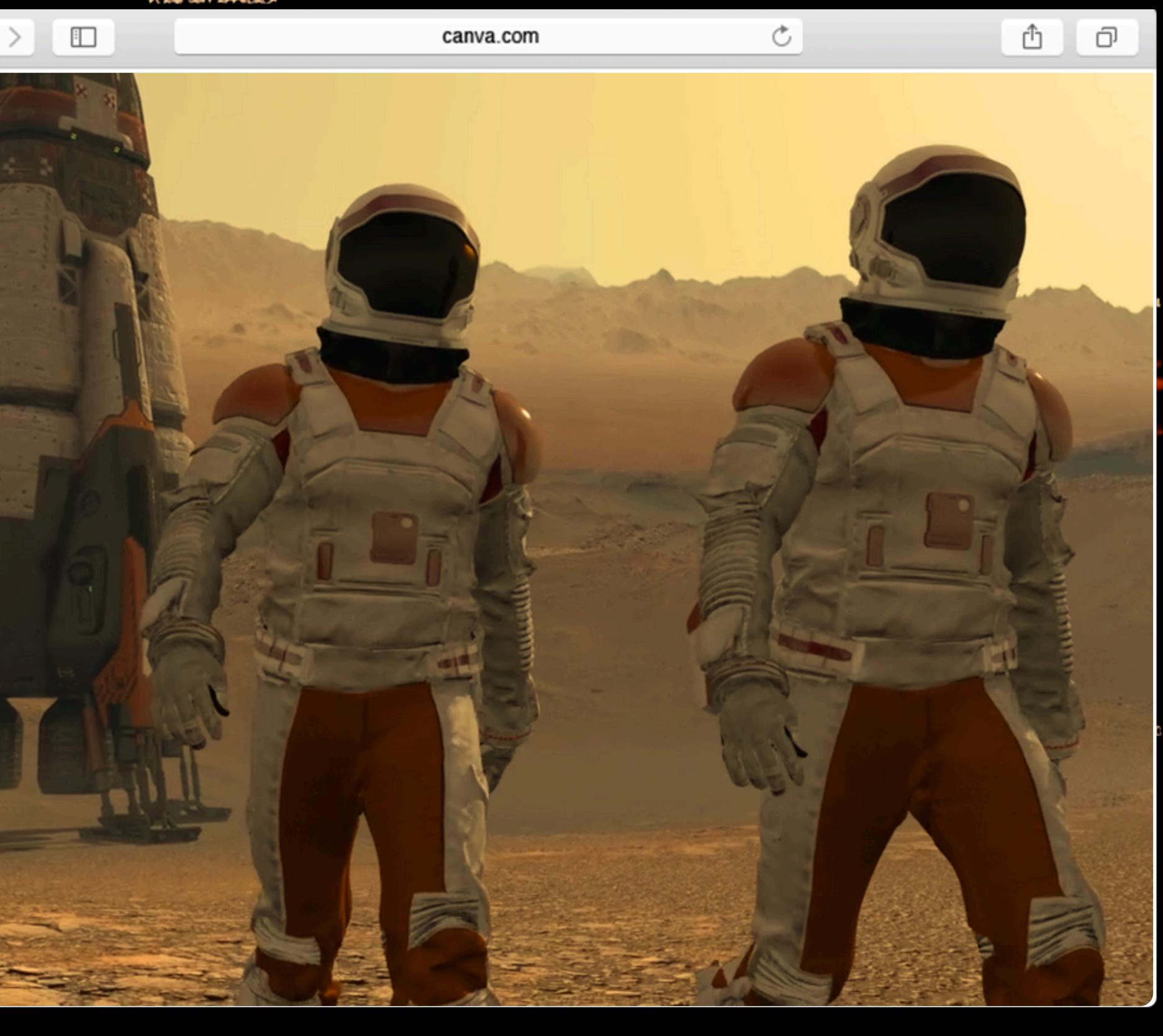
# What is

## Marsoverse?

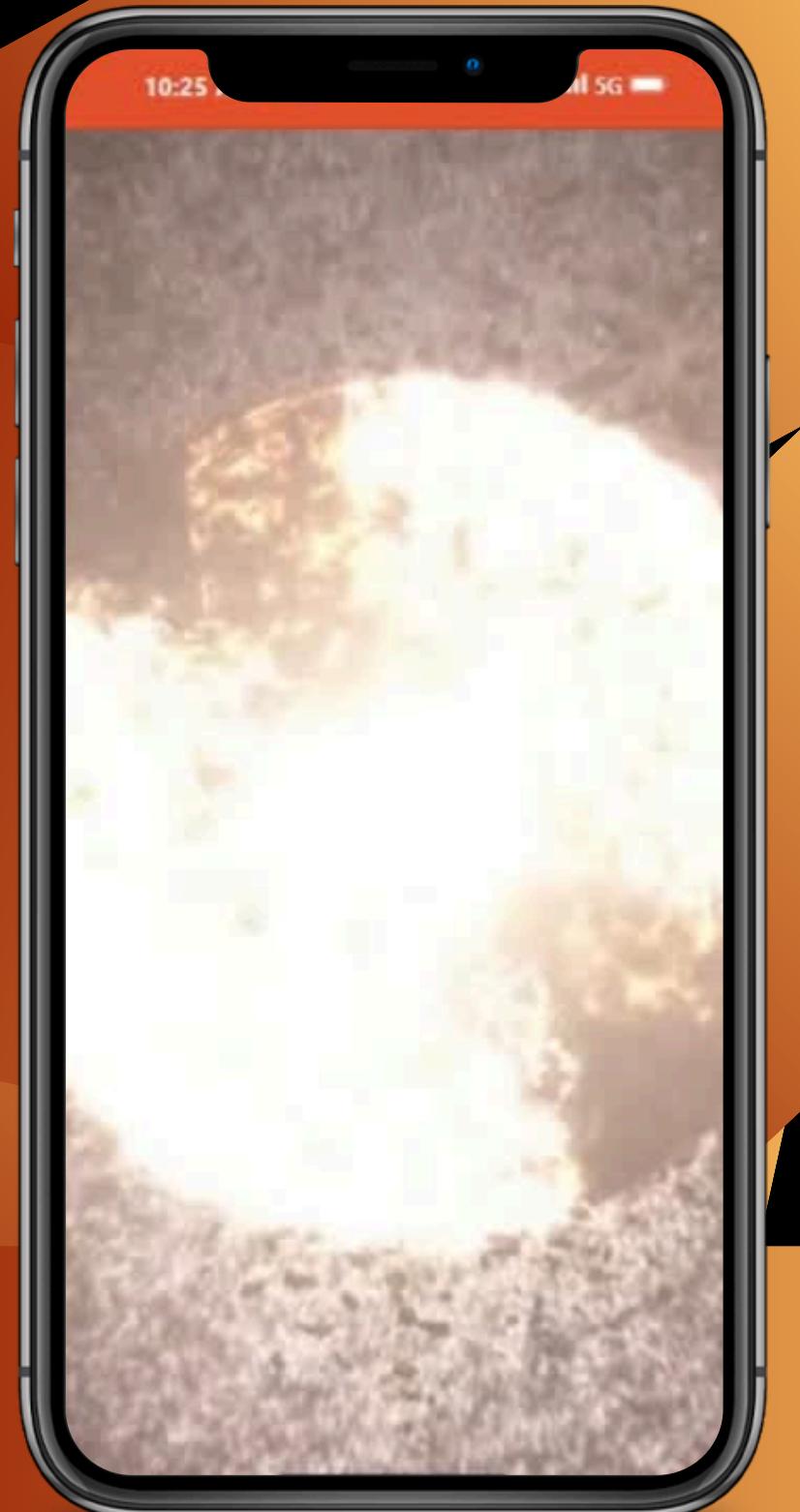
Marsoverse is a browser-based 3D immersive game universe powered by Vanilla, Solana, Honeycomb protocol and Three.js, combining storytelling through code, missions, exploration, and futuristic interfaces – all within a rich Martian terrain.

It includes:

- A HUD game experience
- A terminal-based control layer (Zepta Terminal)
- Code to play
- Mini games for XP and SOL
- An immersive Mars Viewer



# Problem Statement



In an era where people seek deeper digital experiences, games often feel repetitive and linear. There's a gap for

- Story-driven, immersive experiences
- Games that blend learning, simulation, and narrative
- Browser-native, low-resource virtual worlds

To create a GAMEIFIED  
METAVERSE that offers:

- Exploration & strategy on Mars
- Real-time system control via terminal interface
- Learning through simulation
- Opportunities to integrate Web3 & protocols like HONEYCOMB
- 

# The Vision

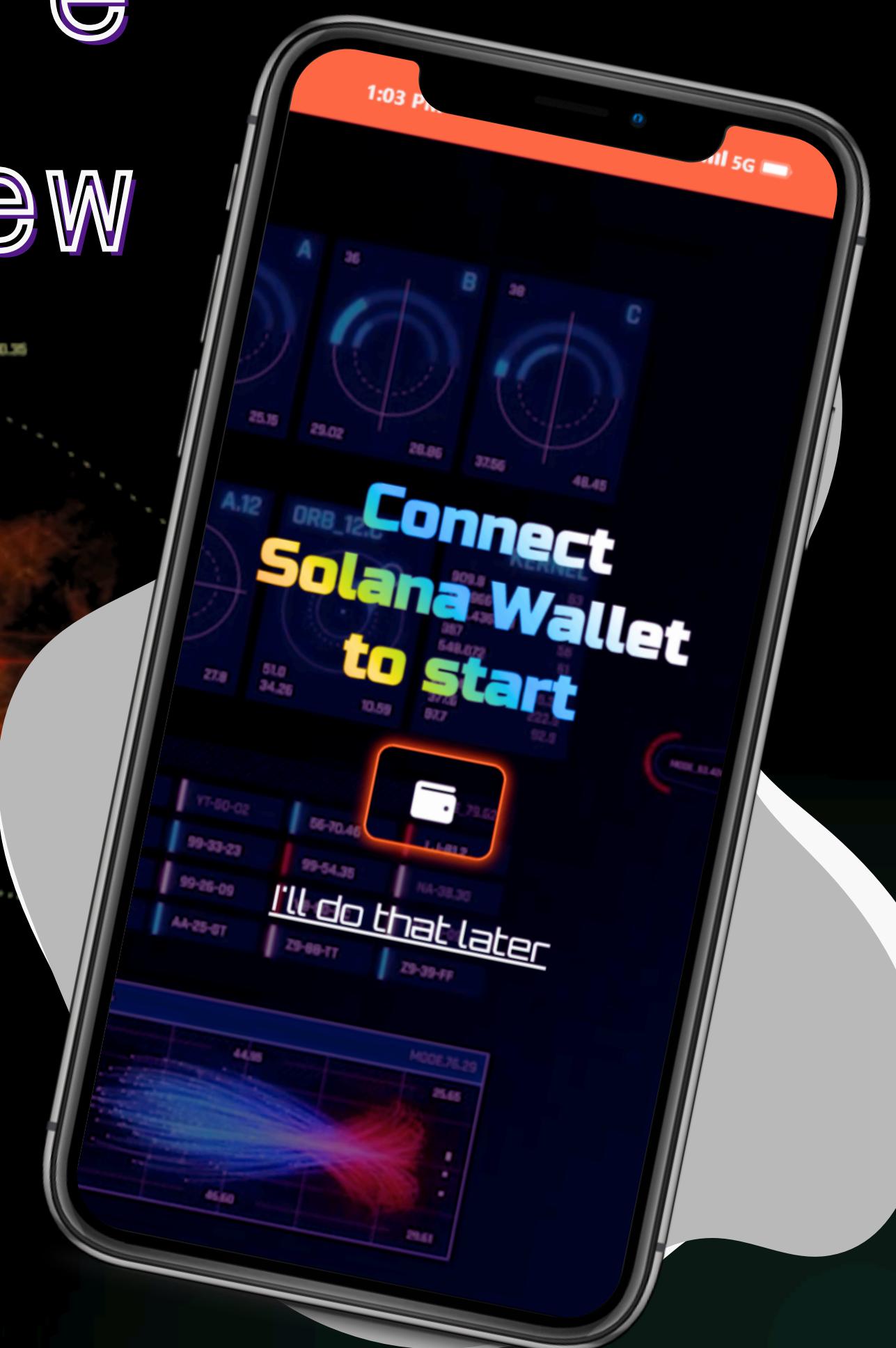


# Architecture

## Overview

### Core Pages {i} :

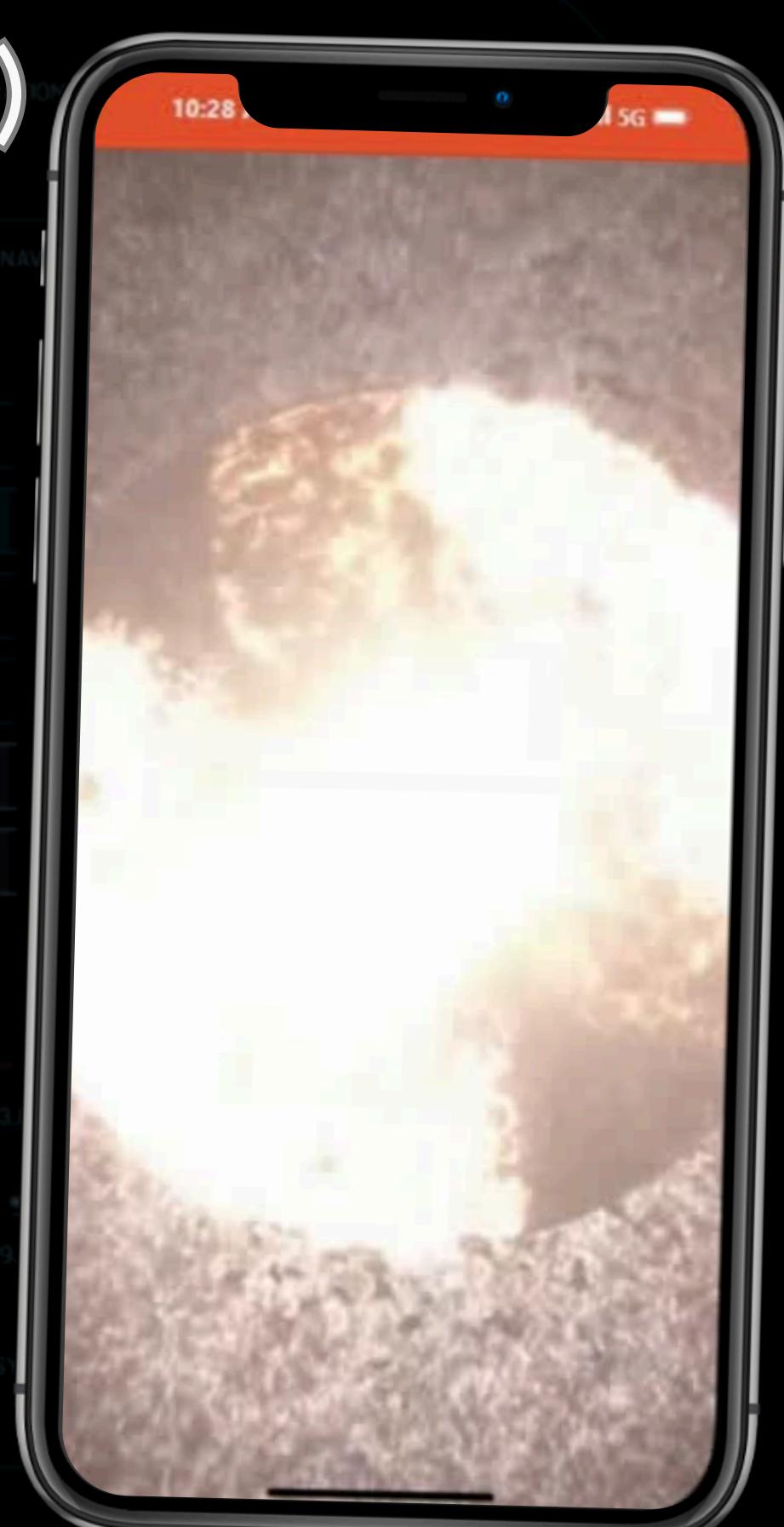
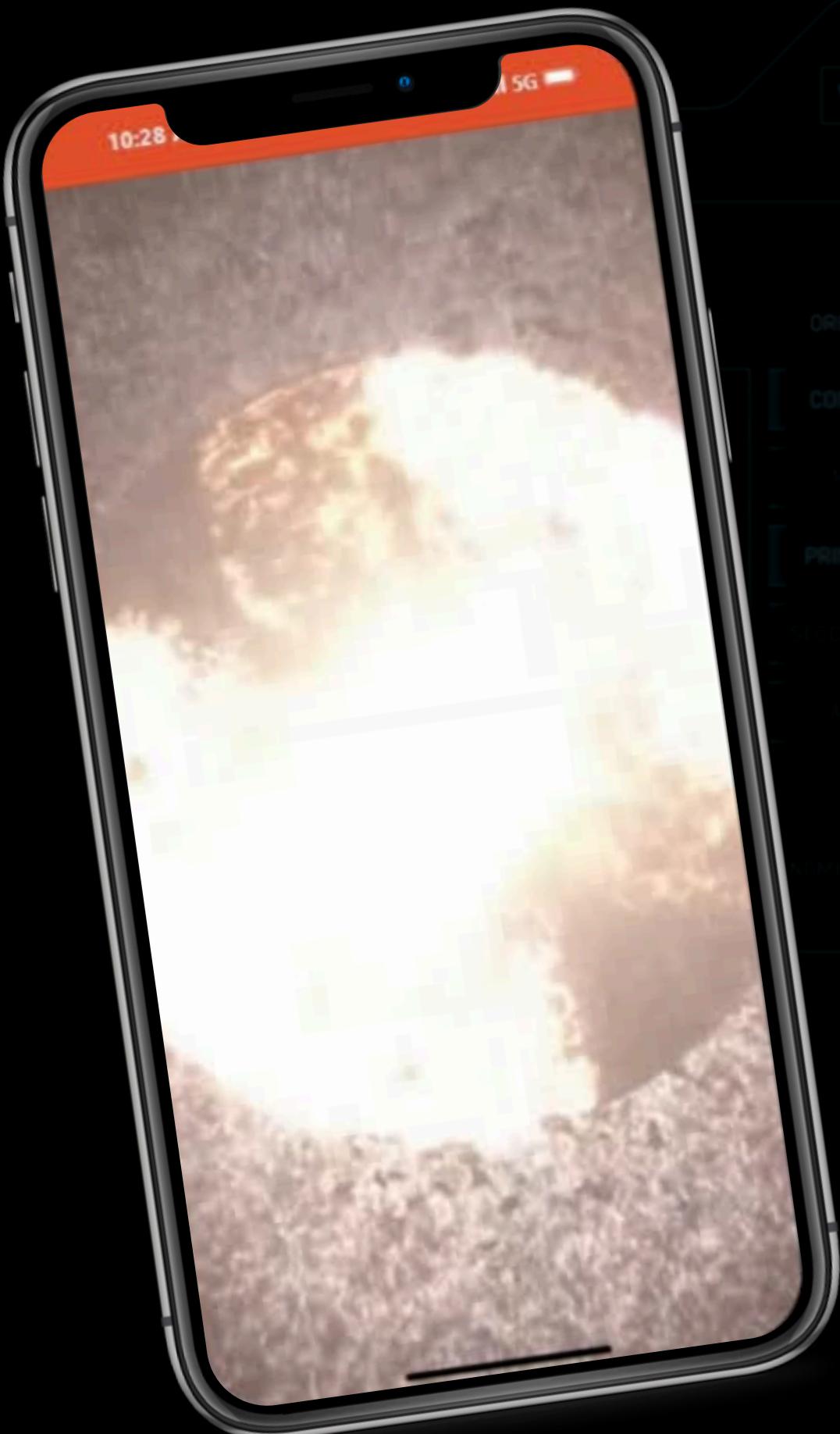
- index.html - Landing & onboarding
- marszo.html - Main HUD navigation experience
- mars-viewer/dist/index.html - Immersive 3D Mars View
- zeep.html - Zepta Terminal (control layer backbone)



# Landing & Onboarding Page (index.html)

## Features

- Cosmic visuals
- Smooth onboarding into Mars lore
- Avatar & user ID generation
- WebGL-powered intro animation



# HUD World

## (magzo.html)

### Features

- Bottom navigation  
(Game, Leaderboard  
Missions, Settings)
- Name, XP, & Wallet  
Balance, Mini games.
- Game state syncing
- Animated space-world  
UI

# Mars Viewer

## Built with Three.js

### Features

- Planetary terrain
- Camera orbit controls
- Asset loading (ships, bases)
- Dynamic lighting, shaders, and reflections

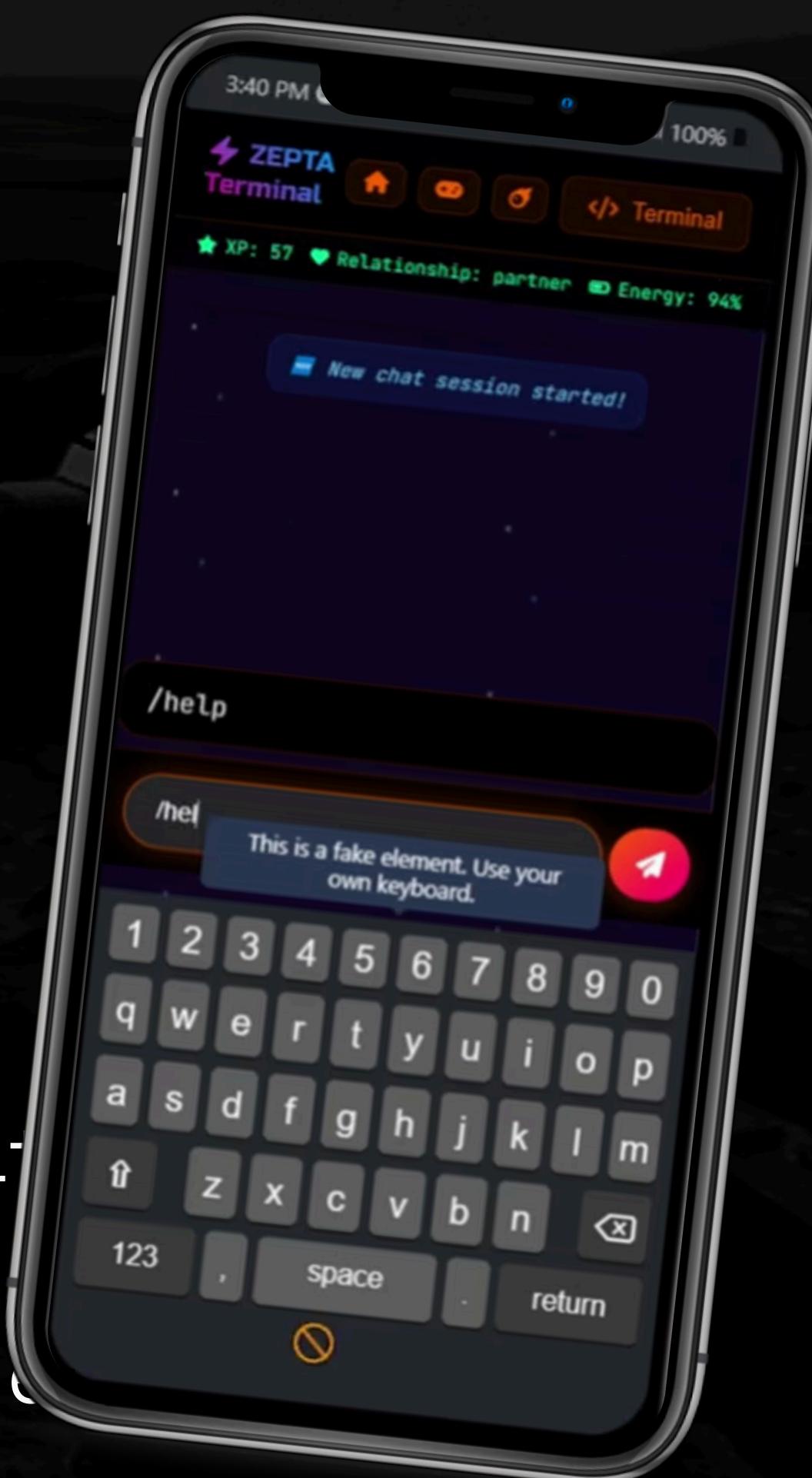


# Zepta Terminal

A control layer mimicking  
UNIX-like terminals:

## Features

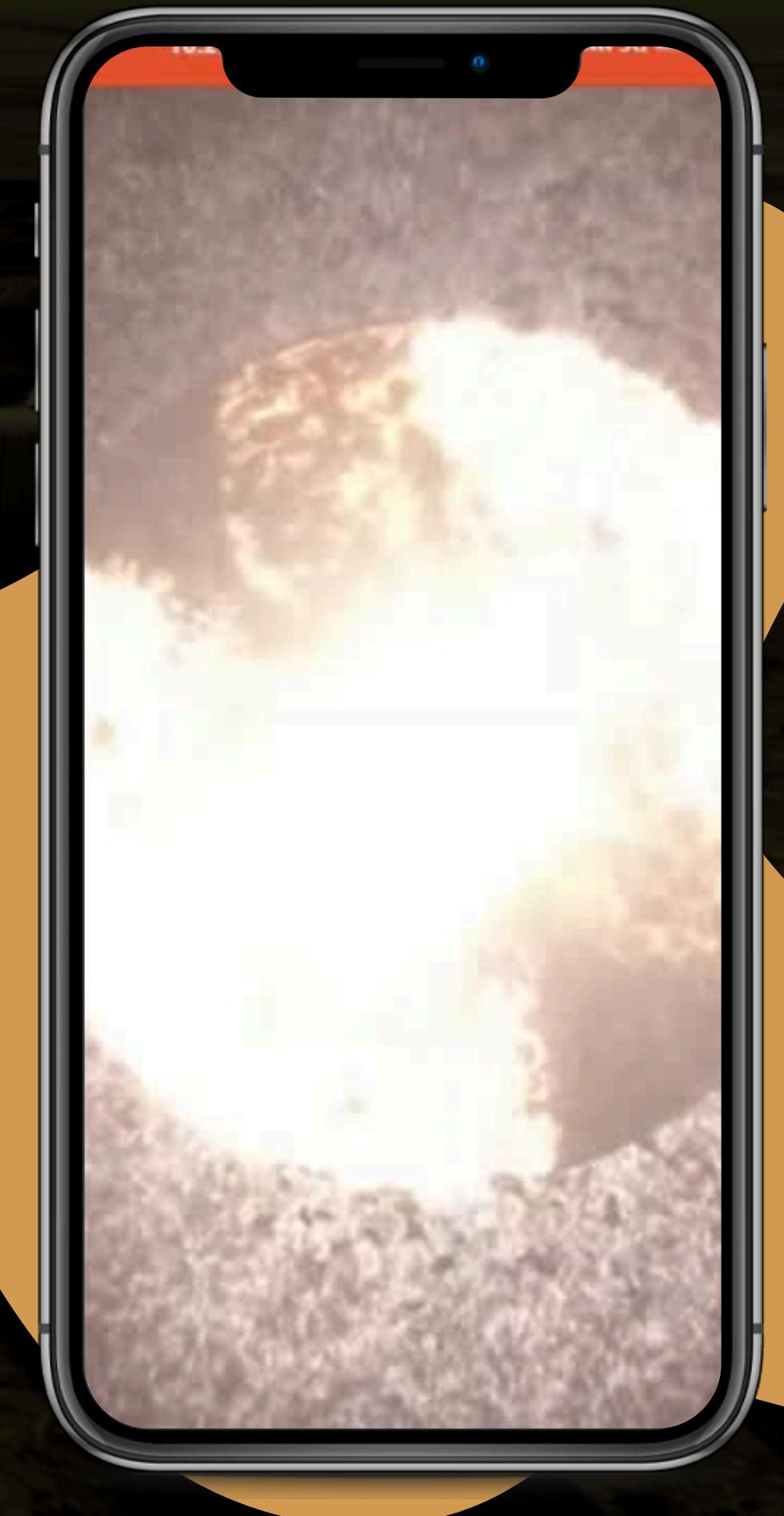
- Type commands like`/help`, `/date`, `/status` and more.
- Resource & mission control
- Chat-like interface with system feedback
- Simple JSON-based state management

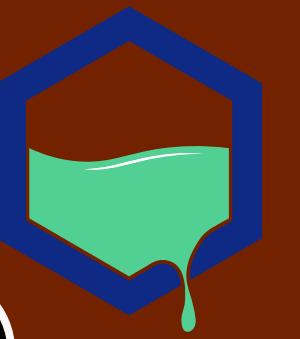


# Gameplay Demo Walkthrough

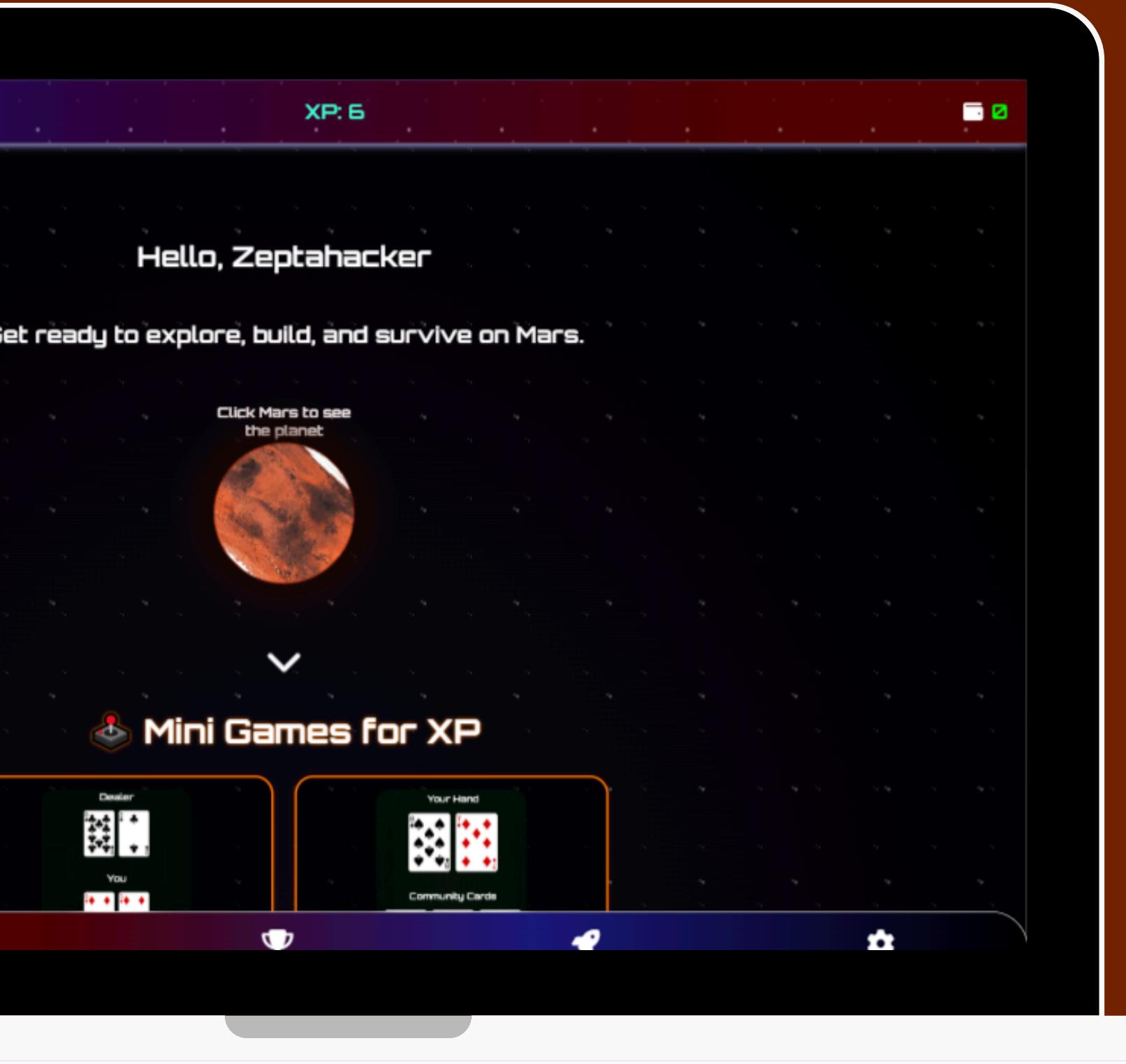
## Showcase

- Avatar spawns
- Terminal runs command  
`/help`
- HUD updates energy
- Mars viewer animates travel path
- Seamless navigation across pages
- 





# HONEYCOMB PROTOCOL INTEGRATION



What is Honeycomb Protocol?

- Decentralized protocol for user-owned experiences

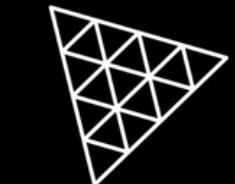
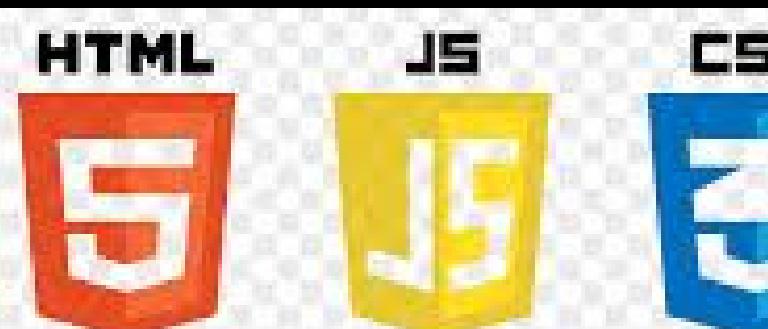
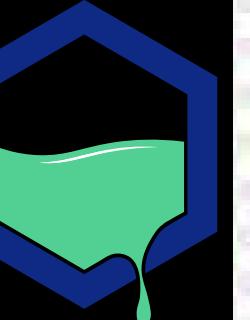
How it was used:

- Store player decisions on-chain
- Mission Tracking
- XP and Reward Tracking



# The Tech Stack

- Three.js - 3D rendering
- JavaScript/ES6\*\* - Game logic
- HTML/CSS - UI
- WebGL - Graphics
- Honeycomb Protocol - On-chain storage, player track, Mission logs



# USER JOURNEY

1. Land on Mars (index.html)
2. Accept mission (marzo.html)
3. Launch via in gameterminal
4. Explore Mars terrain (mars-viewer)
5. Play mini games
6. Earn XP and Crypto
7. Save progress on-chain (Honeycomb)



# FUTURE POSSIBILITIES

- Multiplayer exploration
- Martian economy with collectibles
- DAO-style user governance
- AI-generated missions
- Expanded planetary systems



# MEET OUR TEAM



**Shalom Ebere  
Chidi-Azuwike**

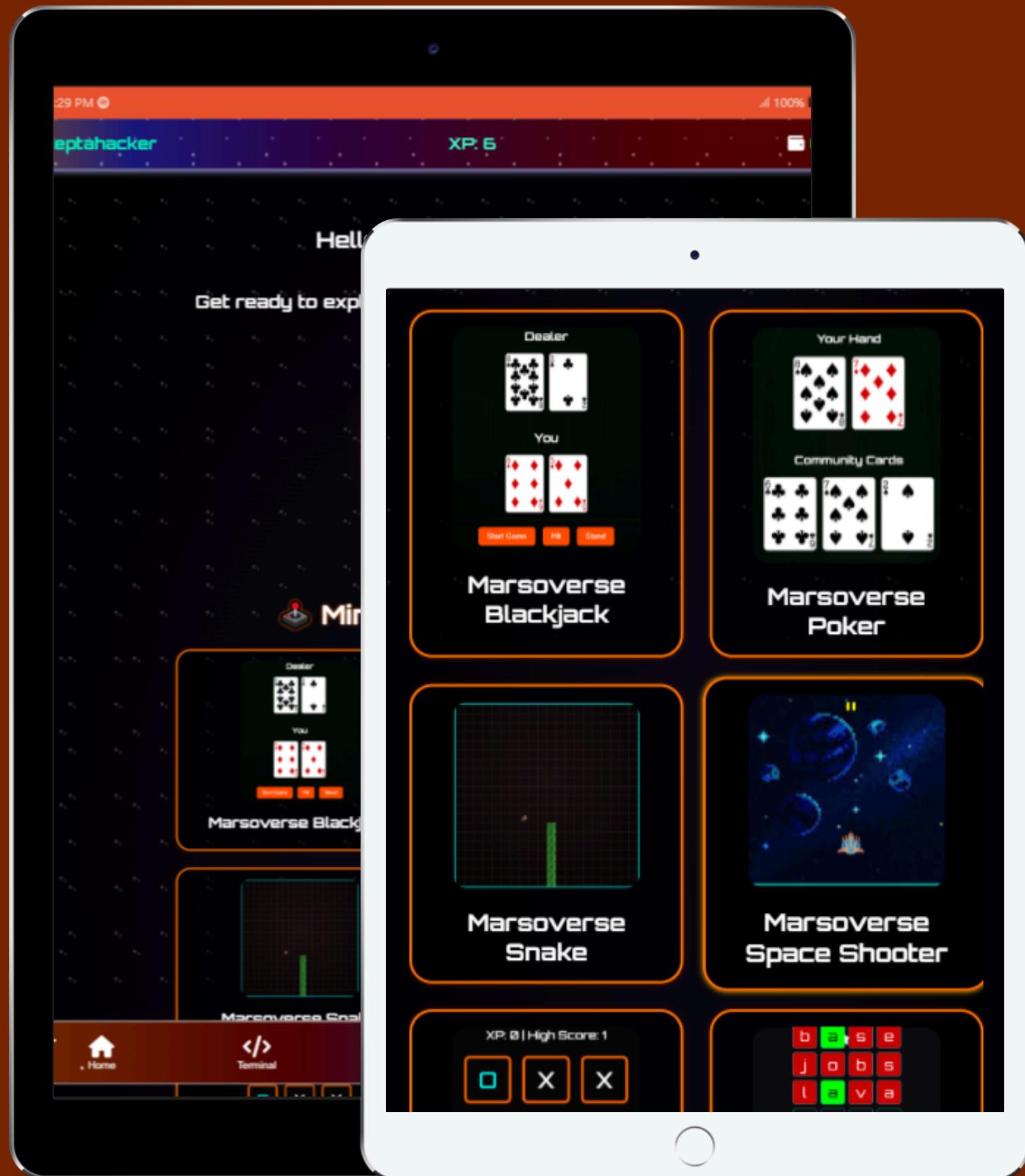


**Chat GPT, Grok,  
Deep Seek, Claude**



Ready to become a Martian...

# LIVE DEMO & GITHUB



Demo URL:  
<https://marsoverse.netlify.app>

GitHub:  
<https://github.com/JaimeCabary>

Feedback & Contributions  
welcome

# THANK YOU

Built by Shalom Chidi-Azuwike

with AI and Love

Follow for updates

ANY QUESTIONS? LET'S EXPLORE TOGETHER.