

# KODOMOCHI

KODOMOCHI: WEBS VIRTUAL PET ADVENTURE

## PROBLEM:

- Traditional gaming lacks real ownership and value creation
- Web3 games often prioritize tokenomics over gameplay
- Current blockchain games have high barriers to entry
- Limited social features in existing virtual pet games

# SOLUTION:

- Nostalgic, fund and addictive virtual pet gameplay
- Seamless Web3 integration via Telegram
- Social features and community building
- Play-and-earn mechanics without compromising fun
- Cute pixel graphics and animations













Care Mistakes:4/10



Age: 4 days

Time: 11:38



"Oooh, nom nom! Full tummy, happy heart! \*burp\* Excuse me, please!"











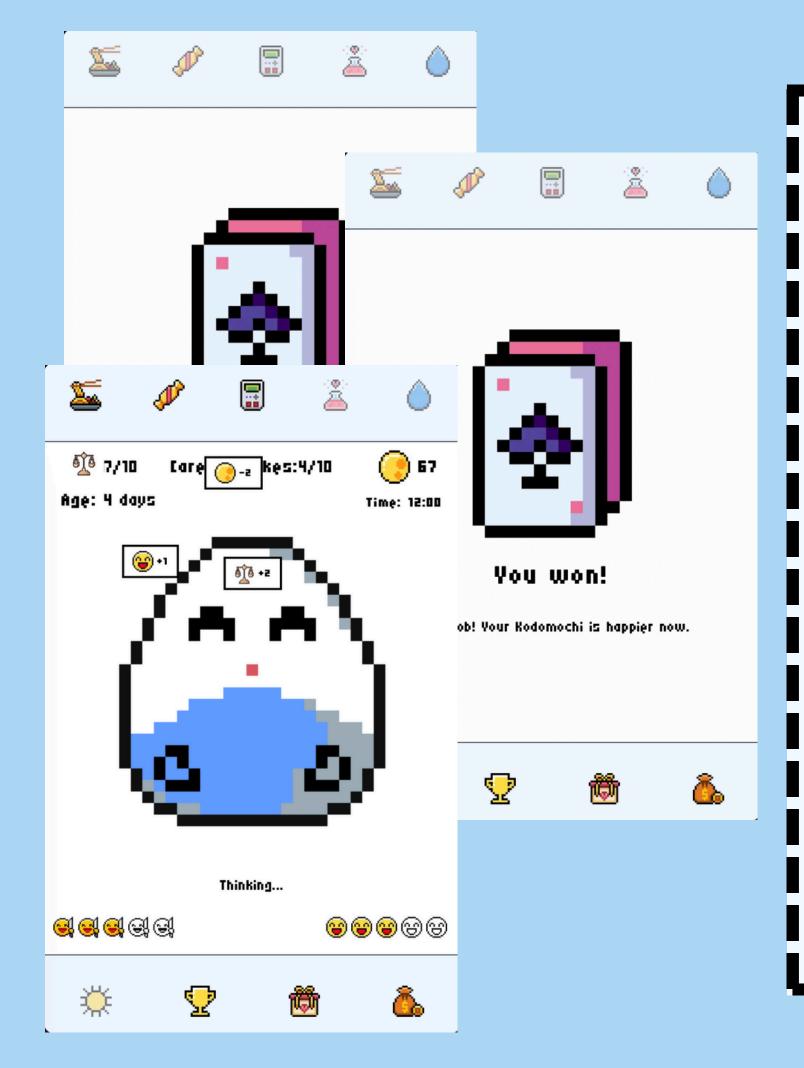










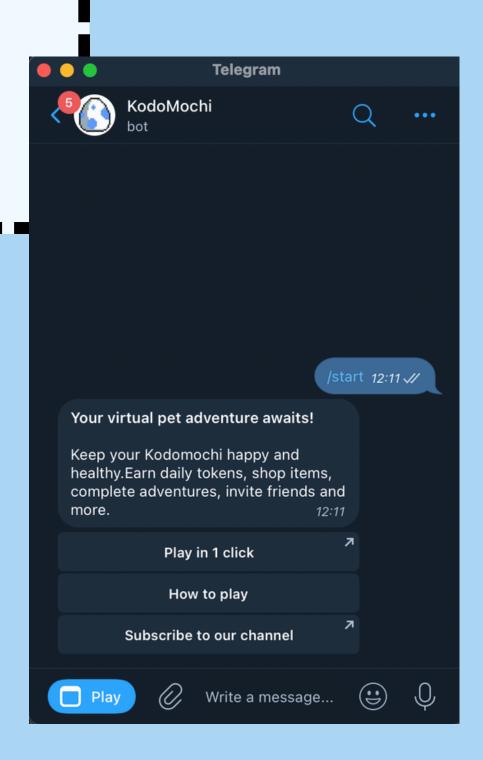


# CORE GAMEPLAY

- Hatch and raise your unique KodoMochi
- Daily care mechanics
- Each KodoMochi has unique traits
- Stats (hunger, happiness, health)
- Age progression
- Weight management
- AI replies to actions
- Coin mechanic

## TELEGRAM

- One-click onboarding
- Familiar interface
- Built-in social features
- Instant notifications



## TON

- Soul Bound Tokens Integrated
- Future seasonal token drops
- Secure ownership
- Low transaction costs



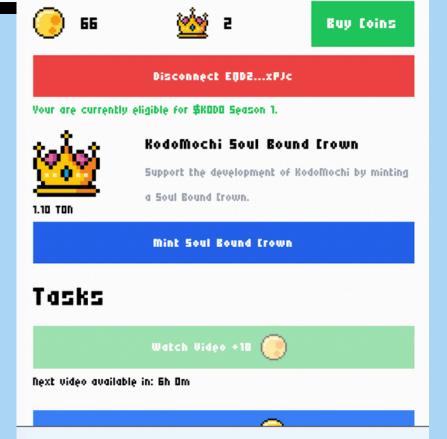








## Wallet



## USER Journey

- 1. Discovery: Find through Telegram, socials or friend referral
- 2. Onboarding: One-click start, no wallet needed
- 3. Core Loop: Daily care and bonding
- 4. Social: Share achievements, invite friends
- 5. Web3: Optional Crown NFT minting
- 6.Rewards: Earn tokens through consistent engagement

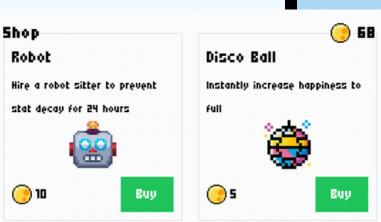
## MONETIZATION STRATEGY

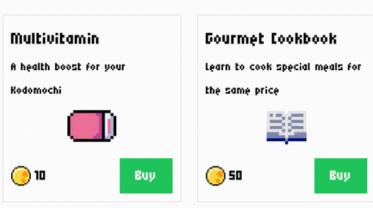
#### Primary Revenue Streams

- In-game purchases (coins, shop items)
- SBT Sales
- Adverts (Watch vid for coins)

#### Secondary Revenue

- Partnerships
- Branded Content
- Tournament Entry Fees





## GO-TO-MARKET STRATEGY

## PHASE 1: LAUNCH

- Telegram communities focus
- Telegram app store launch
- Influencer partnerships
- Early adopter rewards
- Community feedback

## PHASE 2: GROWTH

- Cross-platform marketing
- Brand partnerships
- Enhanced social features
- Token Airdrop

## PHASE 3: SCALE

- Global marketing campaigns
- Brand collaborations
- Exchange listings
- More game features

## COMMUNITY

#### Short-term Retention

- 1. Daily care requirements
- 2. Social interactions
- 3. Achievement system
- 4. Regular events

## Long-term Engagement

- 1. Seasonal competitions
- 2. Community governance
- 3. Social features expansion
- 4.Regular content updates

## DISTRIBUTION

## Primary

- Telegram Mini App Store
- Web3 gaming platforms
- Social media presence

#### **Growth Channels**

- Gaming communities
- Crypto communities
- Content creators
- Strategic partnerships

## TOKEN UTILITY

#### Purchasable Soul Bound Tokens

- Gain premium features
- Early Access to events
- Boosted airdrop rewards

### Seasonal Token Drops

- Play-to-earn rewards
- Trading capabilities
- Ecosystem utility

## TOKEN FLYWHEEL

#### In-game Token

- Earn in-game tokens by caring for kodomochi
- Spend in-game tokens on upgrades in the shop

#### Seasonal Tokens

- Backed by income generated through Soul

  Bound Token sales
- Based on seasonal memes

## SOLO 'TEAM' WITH EXPERIENCE

## @ELONSDEV

## Technical Expertise

- Blockchain development
- Game design
- Backend architecture
- UI/UX design

## Business Development

- Marketing strategy
- Community management
- Partnership building
- Token economics

## Hackathon Wins

- 1st Place | Moralis x Google Defining Defi
- Top 15 | Chainlink fall
- Best use of IPFS | 1,2,3 Web3 Moralis
- Best Base Consumer App SuperChain Hack

HTTPS://ELONS.DEV





# THANK YOU



Join us in creating the future of digital companions

Website: https://kodomochi.pet

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