Battle of Champions

Who we are?

Game developers who have 5+ years in experience in developing blockchain games

One of the first who is aiming to take gaming on the whole new level.

Build new kind of strategy based (MOBA) 5v5 P2E game.For all types of people with blockchain technology.

To build the game with its own ecosystem and native token used in game for players to earn income.Build trust.

To achieve all gaming community be able to have worldwide tournaments and event to build relationships with all players

Team:

Mladen Dosev-Founder

Kashif Ahmad-Artist

Jessica-Web manager

Lawal Olanrewaju-marketing manager

XingGuang Zhen-game developer
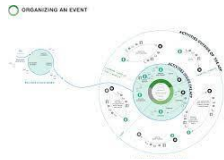
Games developed and projects:

Kode sports club-https://www.kodeclubs.com/

Fat cat mafia-https://fatcatmafia.io

We are providing:

 Audio design

 Ecosystem

 Game design

 Art

 Content director

Play 2 earn

High quality game experience with unique playable design and fun

Focusing on using the newest technology on the market for fixing problems and fasting development

MetaEngine

Targeting all crypto holders and fans of gaming providing opportunity to earn real money or crypto and NFTs

Story behind great game that will target esports to make it real life events hosted tournaments

Battle of Champions will take place in many realms and have many races fighting for the win

Our community has to choose one race as a clan and fight for them

Zarahemo

This is young master Zarahemo his story is back in the days sorcerer like his family were hunted and being burned in the village consider them as a danger.

When he discovers his ability to talk and understand snake he practiced hidden from all people in the village pretending to be one of them

His brother were killed by de villagers because they discovers he is a sorcerer and young Zarahemo brings his powers for revenge
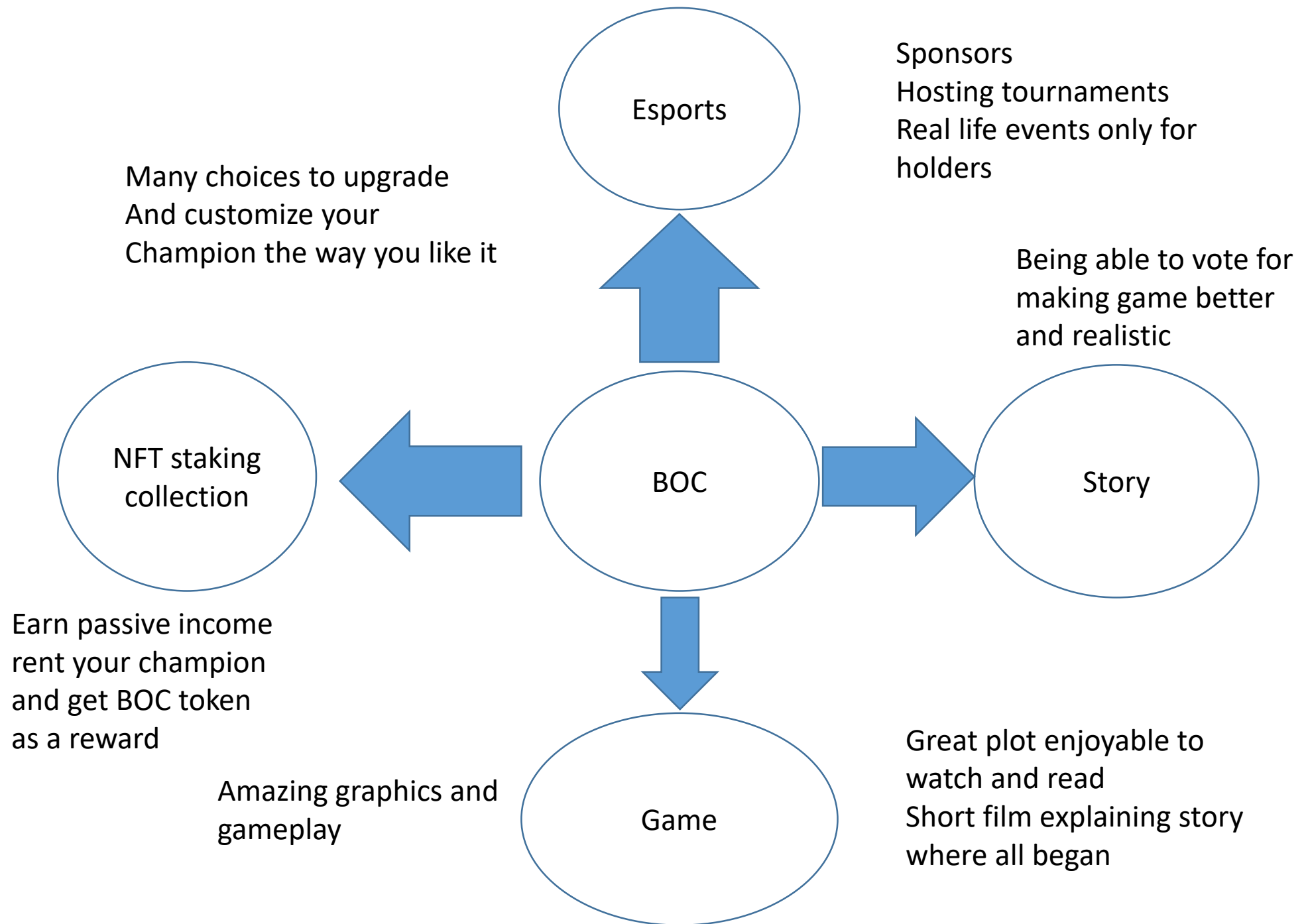
Token economy

Token supply -1B

Staking feature -4 tokens a day per champion

Token functionality-Only champions NFTs will earn token by staking it

Official listing on the tokens will be with launch of the game

The token can be earned in game as a reward for winning and will be tradeable for NFTs

It will be used as a in game currency in the marketplace and to entry for a special events
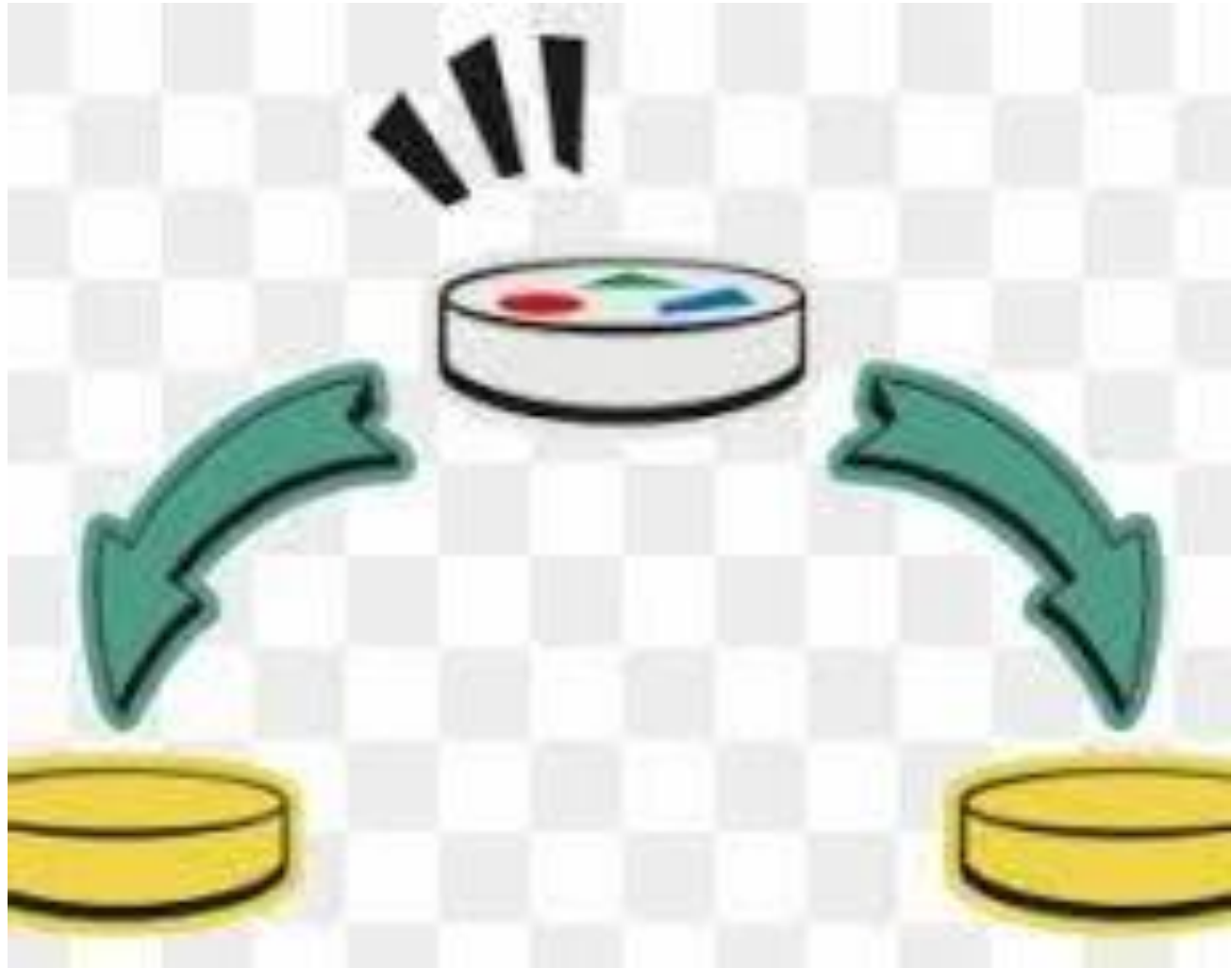
Esports

The whole idea of the project is to transfer everything from esports to blockchain and live forever there.We are managing to make first esports crypto tournament for professional players which will be selected from every race and kind from game leaderboard.

BOC tournaments:

For participating u need certain amount of tokens

The events will be hosted in different arenas everytime community will choose the place of the tournament's location

Everyone can create a team and have a chance to participate in the tournaments

With special feature of famous influencers
Live concerts,whole ceremony of the opening,live steaming on the every platform and social media
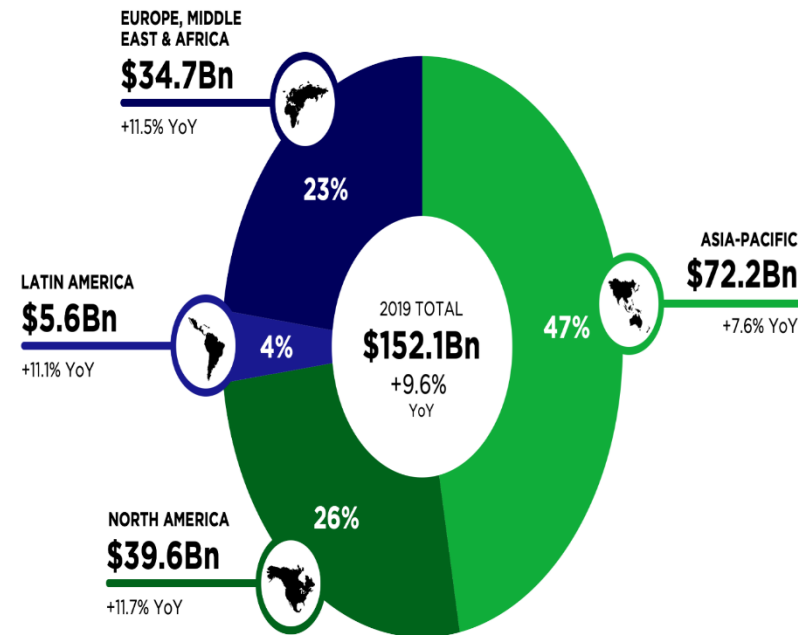Special guests from all around the world

Target market

Our target market is to aim on the game industry that based most of their players in China,Europe,Asia and USA there is most of the gamers

In its new 2021 report estimates the global gaming industry to grow from $176B in 2021 to $200B by 2024

2019 GLOBAL GAMES MARKET
PER REGION WITH YEAR-ON-YEAR GROWTH RATES

newzoo

EUROPE, MIDDLE EAST & AFRICA
$34.7Bn
+11.5% YoY
23%

LATIN AMERICA
$5.6Bn
+11.1% YoY
4%

2019 TOTAL
$152.1Bn
+9.6% YoY

ASIA-PACIFIC
$72.2Bn
+7.6% YoY
47%

NORTH AMERICA
$39.6Bn
+11.7% YoY
26%

48%
of all consumer spending on games in 2019 will come from the U.S. and China

CHINA TOTAL
$36.5Bn

US TOTAL
$36.9Bn

Source: ©Newzoo | 2019 Global Games Market Report
newzoo.com/globalgamesreport

Market size and growth

Game Content & IP ($193.3B) is more than double the combined size of **Gaming Hardware** and **Gaming Software** ($85.4B).

Within **Game Content & IP**, **Mobile Gaming Content** ($79.1B) is almost as large as **PC & Console Gaming Content** combined ($82.5B).

Grey Market Game Sales ($11.5B)—the trade of video game systems, games, or virtual items through unintended or unofficial methods—are estimated to be almost twice as large as several more highly publicized segments (**VR Gaming Content** = $3B; **AR Gaming Content** = $0.5B; **HTML5 Gaming Content** = $2.6B).

All of **Blockchain Gaming** ($1.5B) is today approximately 10% of the size of **Market Game Sales**,

albeit growing rapidly. The introduction of digital ownership via NFTs suggests blockchain games could potentially eat into the large market.

PC Gaming Hardware($42.9B) is significantly larger than **Console Hardware** ($24.8B), despite recent successes of Sony Playstation 5, Microsoft Xbox One, and Nintendo Switch.

The **Esports** ($1.1B) and **Game Engine** ($1.9B) markets are still relatively small in comparison to the overall gaming industry.

By 2024 gaming industry will be up 25%
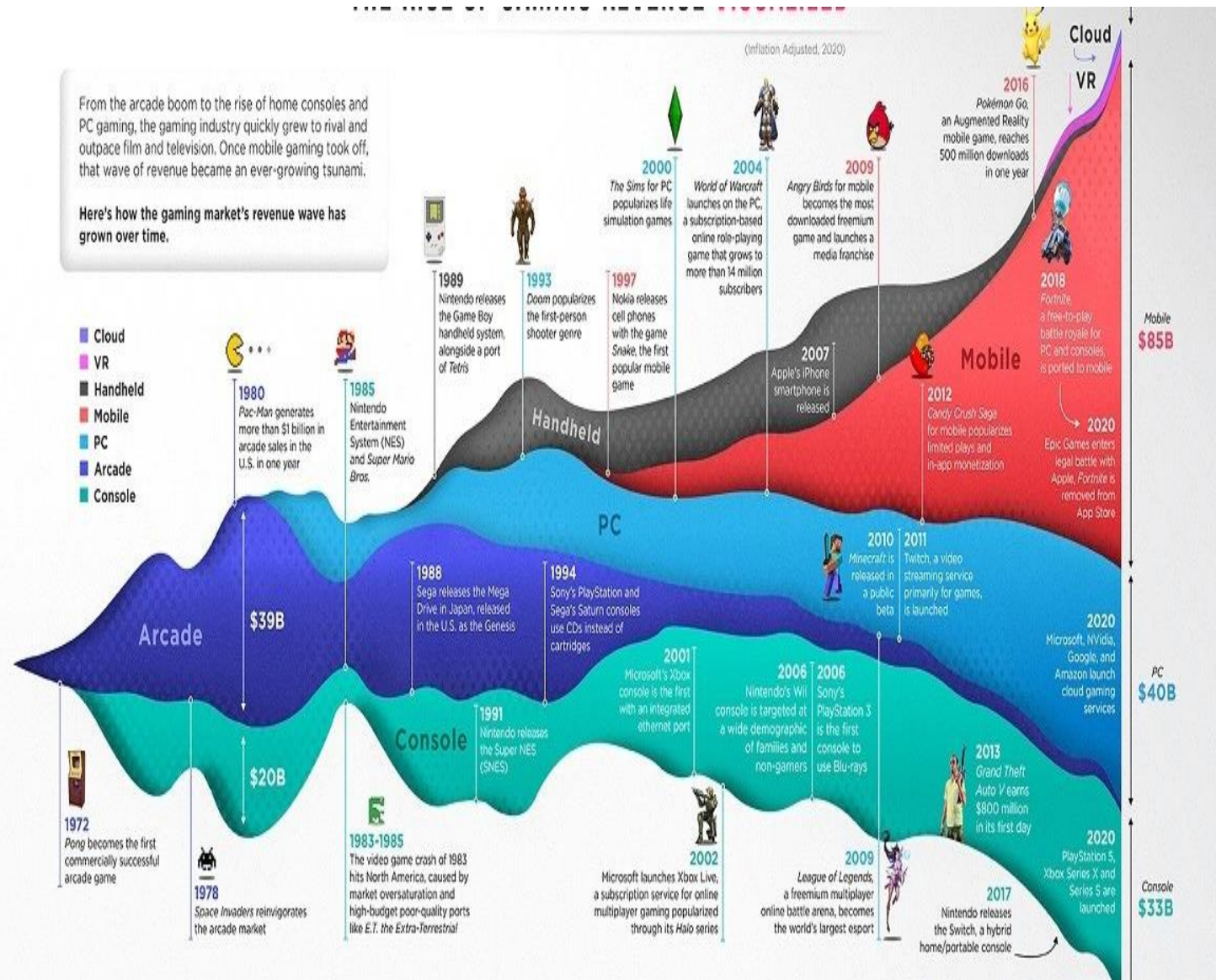
Business model

Business model would be simple-player run the economy by control over his resources,sustainable economy,closed-loop

Competition

Here I can say competition is very high in that kind of industry but in 2022 im talking specially for blockchain gaming that contains that kind of games are

Alien Worlds, Splinterlands, Farmers World, Axie Infinity, and Upland.

These are top five competitors

We will be one of the first to use that advance technology that Meta Engine give us.

In 2022 with that technology and our advanced living games should be better not some kind shitty web game sorry for that.None of them can provide esports tournaments we will be the first in that

Revenue model

Revenue will be generated in much ways in that play to earn games

1. Each of the NFTs (skins,champions,map features,wepons,colors) can be stake to earn passive income to members who bought it

2. In game value when you win and get highest ranks u have weekly airdrops of (BOC) token as a reward
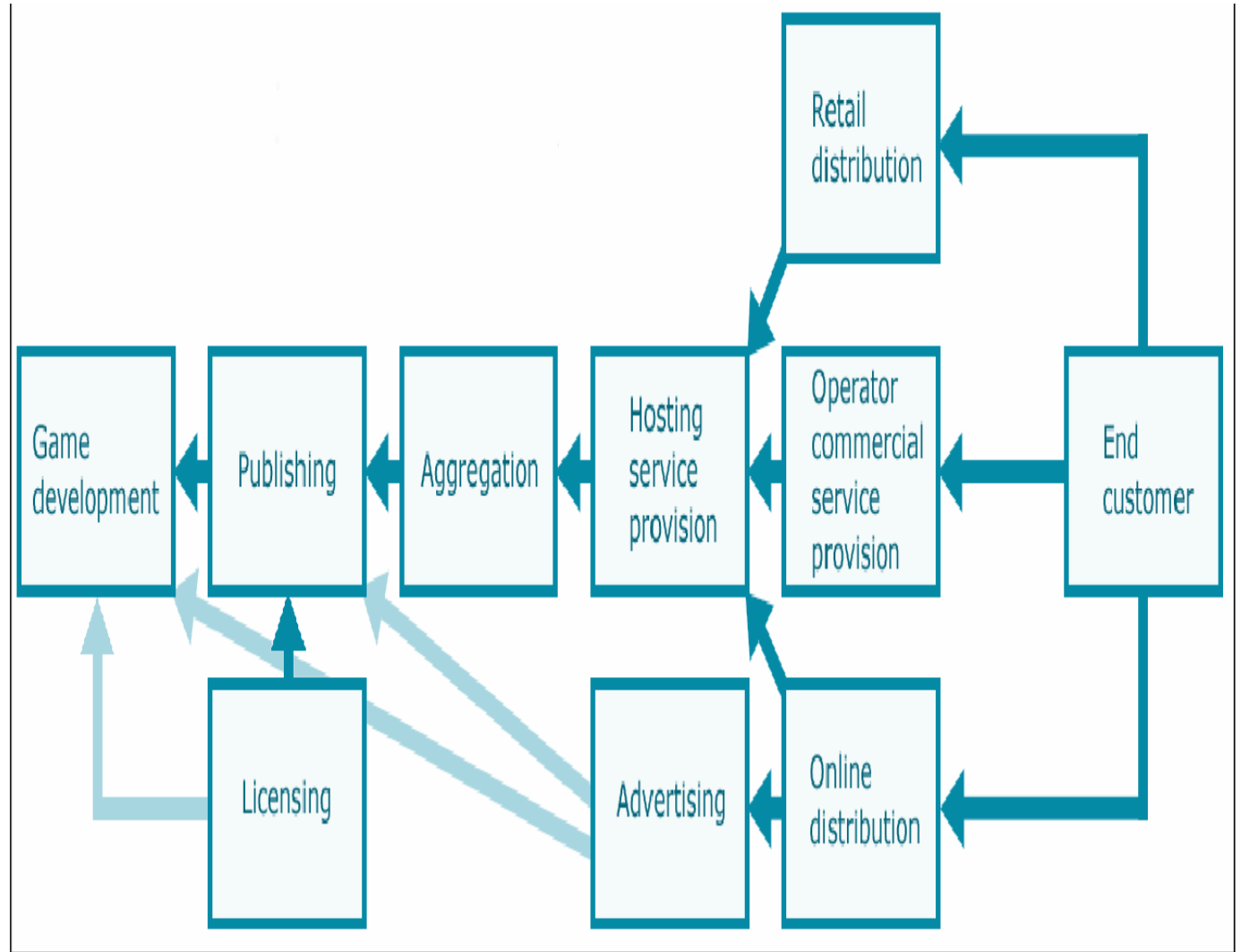
3. Hosting events

Figure 1. The value net of the mobile game industry

Roadmap

Q1 2022 Profesionally make of unique NFT collection that will contain Champions,skins,wepons,map

Publishing in opensea

Get listed on rarity.tools

Creating token with passive income each NFT will generate 4 of its native token per 24 hour of range

List the token on CMC,Coin Geko

Q2 2022 Actual game footage

Get touch with influencers

Get hype Profesionally managed social media Growth in community After 100% of the collection is minted going to next step

Q3 2022 Early access to test the game for whitelisted members

Give early access to influencers Advertising on youtube Create a video clip of the game Record the voices of the champions

Q4 2022 Developing Beta version of the game run final tests Twitch steamers advertising Growth in community Market management

Q1 2023 Developing final version on game Making some features. Adding extra champions and NFTs

Q2 2023 Start of creating first tournament

Financial Plan

Our financial plan is to cover up all expenses for the project and making sales at full capacity that means each of the nfts will be minted by the price of 400$ minimum and will be atleast 30k of them we are aiming for 100% minted by the year

30000x400=12,000,000m

Funds

Trough my calculation the amoun we are looking for to cover all expenses for the project since launching is 1,2M$

But we are talking about returns with almost 0 tax rate let take that in mind I concluded how we can be 0 taxed on crypto income wherever you are in the world by this project