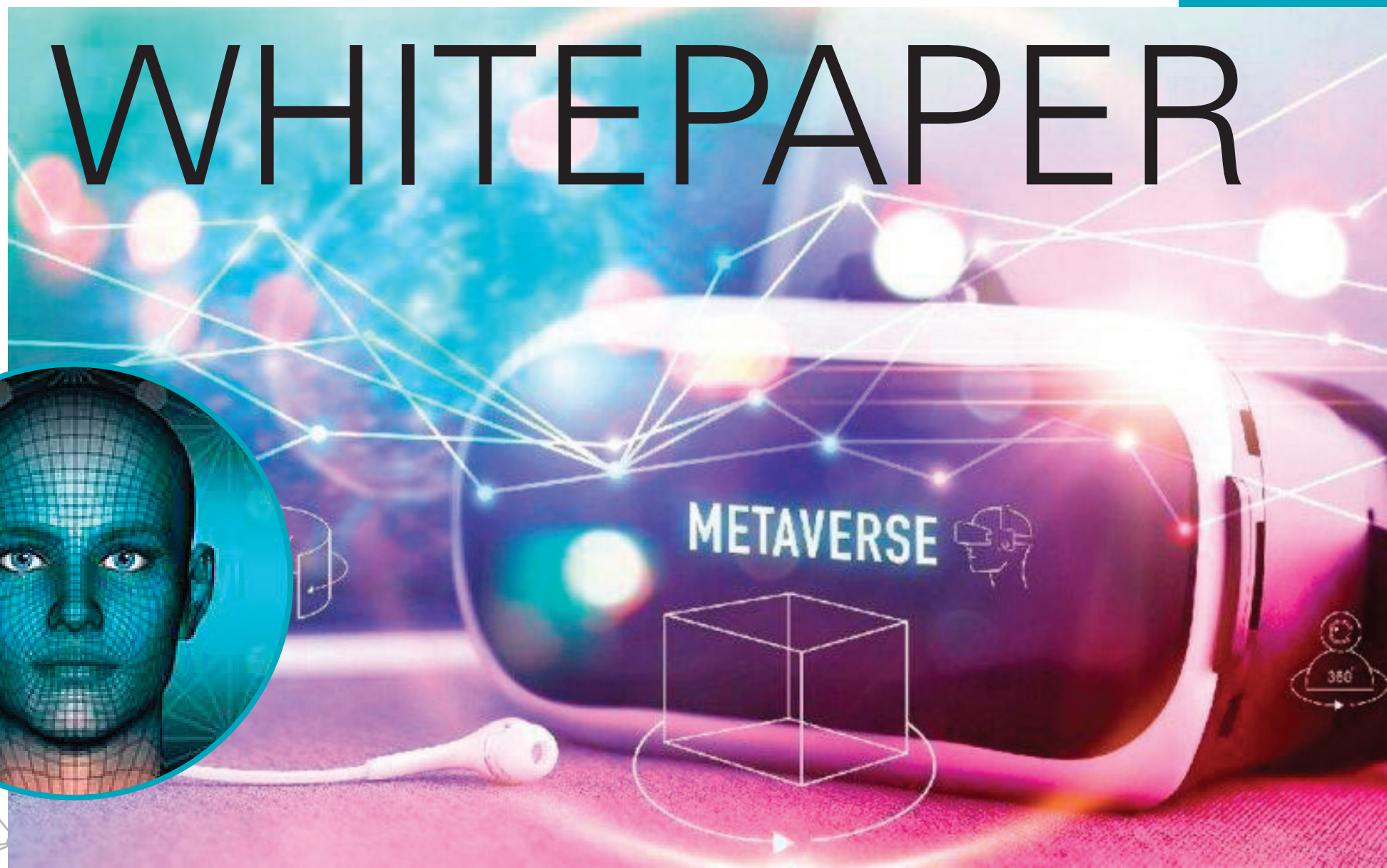# METAVERSE FACE
WHITEPAPER

INTRODUCTION

METAVERSE

The metaverse (a portmanteau of "meta-" and "universe") is a hypothesized iteration of the internet, supporting persistent online 3-D virtual environments through conventional personal computing, as well as virtual and augmented reality headsets. Metaverses, in some limited T form, are already present on platforms like VRChat or video games like Second Life.

Current metaverse ambitions are centered on addressing technological limitations with modern virtual and augmented reality devices, as well as expanding the use of metaverse spaces to business, education, and retail applications. Numerous entertainment and social media companies have invested in metaverse-related research and development. Metaverse has been criticized as a method of building public relations using a purely speculative, "overexaggerated" concept based on current technology. Information privacy and user dependency are concerns in the metadatabase arising from the current challenges facing the social media and video game industries as a whole. However, this theorem is completely untrue and was put forward by anti innovationists. Be on the side of the opposition.

POTENTIAL IMPLEMENTATIONS

Concept art of virtual ofSce space called Nth Floor.

Some developers have proposed using metaverse technology for improvements in work productivity. Within the education sector, metaverse technologies have been proposed as a way to allow for interactive environments for learning. The metaverse could also host virtual reality home tours in the real estate sector.Cryptocurrencies and NFT adaptations. The great potential of this business is revealed at this point.

TECHNOLOGY

he contrast between students' illusion and experience of nature metaverse and reality The metaverse is a proposed expansion to existing internet technologies, Access points for the metaverse include general-purpose computers and smartphones, in addition to augmented reality (AR), mixed reality, virtual reality (VR), and virtual world technologies.Business and commercial interest in metaverse-related research and technology include Facebook, which bought VR company Oculus in 2014, and has announced plans to build a 3-D social space to connect varying services.

The metaverse's dependency on VR technology places limitations on its development and wide-scale adoption. Limitations stemming from the balance between cost and design include the lack of high quality graphics and a lack of mobility. Lightweight wireless headsets lack image quality, which is optimized for bulky, wired VR goggle systems. In 2021, the South Korean government announced the creation of a national metaverse alliance with the goal to build a uniSed national VR and AR.

ELEMENTS

The metaverse is described as a means of manufacturing immersive digital spaces for a range of human activity. To achieve this, some iterations of the metaverse involve integration between virtual and physical spaces and virtual economies. Additional qualities include digital persistence and synchronicity in order to better establish a sense of presence in a realistic environment, along with implementing existing social media DDADE elements such as avatar identity, content creation, and social acceptability.

FACEBOOK

In July 2021 the founder and CEO of Facebook, Mark Zuckerberg, said in an interview that his controversial social media giant will undergo a major transformation over the next few years. Facebook, Zuckerberg said, 'will effectively transition from people seeing us as primarily being a social media company to being a metaverse company.'[2]

INTRODUCTION

GAME

Several components of metaverse technologies have already been developed within modern internet-enabled video games. The 2003 video game Second Life is often described as the Srst metaverse, as it incorporated many aspects of social media into a persistent virtual world. Social functions are often an integral feature in many massively multiplayer online games.

Technology journalist Clive Thompson has argued that the emergent, social-based game-play of Minecraft represents an advanced implementation of the metaverse. Other claims of developing a metaverse have been made for the games Active Worlds, Roblox, Decentraland,and Fortnitein addition to a few early MUD games.

VIRTUAL REALITY

Metaverse development has often focused on bettering virtual reality technologies due to beneSts in establishing immersion in virtual environments. In 2019, the social network company Facebook launched a social VR world called Facebook Horizon. Facebook would later be renamed "Meta Platforms" in 2021. Its chairman Mark Zuckerberg declared a company commitment to developing a metaverse ecosystem.

Much of the underlying virtual reality technology that Meta Platforms advertised remains to be developed. Microsoft acquired the VR company AltspaceVR in 2017,and is planning on integrating metaverse features into Microsoft Teams. Nike also foresees the Metaverse and begins to construct 'Nikeland' in 2021 on Roblox, an online video game based virtual environment

The Mefa project gave people a pretty crazy new idea. It has shown to all people that all objects in the world can be easily transferred to the metaverse environment with nfts using artificial intelligence. This was not an imitation. It was a completely revolutionary project. It has been a complete guide regarding the usage area of NFTs. Artificial intelligence technology and nft technology came together.

The transformation of a photo of an object into a 3D NFT in seconds could only be possible with powerful devices and servers.

We started this journey with a pre-sale of 100 BNB. In the pre-sale, 40 million mefa could be bought for 1 BNB. We have acted with complete honesty since day one. And we complied with our entire roadmap. People said that facemaker cannot be done. We did. They said that the VR project cannot be done. We did. Now they will say the game cannot be made, but we will. We are currently trying to survive in a bear season. This does not happen by chance, we are constantly feeding the graph with buyback. We are constantly buying. We maintain our own volume in an environment where the volume of even major coins has fallen below $ 1 million. We are moving forward knowing what we are falling without selling dreams to anyone. We thank the investors of mefa who have not spared their support in this journey..

WEBSITE

Our former investors remember our first website. We would like to give a brief information about it. Our project was listed in CG and CMC very quickly after the pre-sale. We were trending the day we were listed on cmc. And we've had a great upswing. Just at this time, we were exposed to an Asian hack attack and this process took about 7 hours. However, we solved the problem, closed the gate. And we kept people informed throughout this process.

However, since many features were turned off after the attack, we started to have mobile compatibility problems. And as a result, we used wordpress to refresh our website quickly and published the new website. We have added to our targets that the website will be completely renewed. You can think of our website as a showcase. At the moment, it is very fast, visually strong and we can add many projects to subdomains.

MARKET SURVEY

The global metaverse market size reached USD 47.69 Billion in 2020 and is expected to register a revenue CAGR of 43.3% during the forecast period. Rising focus on converging digital and physical worlds using the Internet, increasing traction and popularity of Mixed Reality (MR), and the COVID - 19 outbreak and pandemic and subsequent developments and outcomes of the situation are among other major factors expected to continue to drive global metaverse market revenue growth. A metaverse is a 3D immersive environment shared by multiple users, in which participants can interact with each other via avatars. Use of metaverse to purchase digital assets using cryptocurrencies is gaining steady traction globally. Individuals currently engage with others digitally through websites and chatting apps or on social media platforms like Facebook. The concept behind the metaverse is the introduction of newer online environments whereby interactions between people would be highly multidimensional, wherein they can immerse more interactively with digital content instead of just viewing information. The concept has gained robust traction, and on 29 October 2021, Facebook Inc. announced that the company would henceforth (29 October 2021) be known as Meta Platforms Inc., or' Meta 'for short. The company would be committed to developing the immersive digital world known as the metaverse.

The COVID-19 pandemic was quite instrumental driving increasing interest in the metaverse concept. Individuals began working remotely and students shifted to attending classes virtually, and demand and need for convenient approaches or channels for making online interaction more realistic emerged. The COVID-19 pandemic has sped up the emergence of virtual communities as major lifestyle areas for locked down users, including interactive gaming landscapes as well as increasing adoption of mixed reality. Latest advancements in digital social experiences would set the context for the next stage of post- COVID digital activity, the advent of metaverse, which is being used effectively as a real-time virtual world to open up and leverage major potential for brand engagement. Certain users only perceive the metaverse as gaming environments wherein users create and control an avatar that can move around and engage with other gamers. Metaverse platforms with blockchain technology enable users to create, own, and trade decentralized digital assets and virtual lands with cryptocurrencies and Non-Fungible Tokens (NFTS). Increasing demand for and deployment of blockchain technology-driven metaverse platforms for trading digital assets is expected to support market revenue growth to a significant extent going ahead.

We will work non-stop about Affiliate Programs, Influencer Marketing, Community Angels, and Alternative Reward Systems.

Firstly We launched our website to introduce tokens, and we wanted to Show people the targets, which provide token information, set the roadmap.

METAVERSE FACE works with smart contracts on the Binance Chain Network (BEP20). All transactions record in smart contracts. Mefa doesn't use database. Also your money will not be damaged in any attack.

We are not a fill-and-empty project. Our aim is to be ready for the new bull season with our project. We definitely try to use the best ads. However, we are clear about this. When people see our project, they will want to advertise ourselves. We want to be permanent. We will not be one of the projects that disappear in 10 days, 3 months, 6 months. That's why we plan and calculate every step. We solidly fill every step and step. This is the most important for a strong and lasting rise. People want to make money quickly and as a result, they suffer serious losses.

Projects that move with many commercials are on the rise, but anyone who buys them at a high price is then forever harmed. We will never, ever act this way. We will never work with people who do not believe in our project and technology.

WHAT IS METAVERSE FACE?

DECENTRALIZED BLOCKCHAIN PLATFORM PROVIDING FACE NFT FOR METAVERSE

A new virtual world is being created. Metaface aims to provide you with virtual world character face NFTs, each with different features. If you want, you can have your own face designed as a character. We aim to establish an upper market with the aim of partnering with many games and virtual reality platforms. TOne of the biggest problems in the NFT world is to produce new things. You create a character and then just add a background color,

a hat, an outfit and change the color to produce clones of the same thing.This is very simple.Even Roblox characters are more beautiful than dozens of nfts. The Metaverse planet is being built. People will want to use faces.People will want to use different character. While it is difficult to create even a new character, we produce a face, which is the same difficulty as a fingerprint. We set out to be the hundred vendors of the Metaverse. 2D characters can

be instantly converted to 3D with programs such as blender. We have terrible potential and a good algorithm. There is no need for ambitious and big word. We don't sell dreams. We are just at the beginning of a change. We wanted to give confidence to the community by doing KYC. We may have imitations, but none of them have our potential and algorithm. You can't get anywhere by producing 4 characters and putting cats and dogs.

NFT AND THE METAVERSE MARKET ARE GROWING MASSIVELY

We were inspired by the changing of faces in game of thrones movie. And we set out with the aim of adapting this to the real world. Currently, the total value of the crypto market has exceeded 3 trillion. dollars, but in the next few years, we predict that these numbers will increase by 2 times, ie 6, 12, 24 times every year. Be with this change.

WHY WE USE BINANCECHAIN NETWORK?

It takes a lot of time to build a blockchain from scratch. It slows us down to the goal we want to achieve and requires a lot of manpower. However, the binance smart chain has solved these problems. We know what is good. BSC Network is excellent fast, low commission, very good explorer, very strong transparency. Users don't need to pay fee $30 for sending $20.BSC's superior speed and much lower transaction fees let us implement the idea to maximize the feedback loop of earning, staking. We believe the bnb network is the future of cryptocurrencies. For these reasons, we chose to be at bsc. This situation saved us from time and labor.

WHAT IS METAVERSE FACE?

PROBLEM STATEMENT

■ The problem of most NFT projects is their lack of use case and not having a sustainable economic system.

■ It is quite difficult to create virtual characters and faces

■ Marketing and integration issues

■ The growth of the metaverse world very fast and without integration

■ Metaverse projects cannot produce projects, only simple games are called metaverse

OFFERED SOLUTION

■ We use a proprietary algorithm to generate face NFTs. An infinite number of faces can be produced each day if desired.

■ No system can stand alone. We will be integrated with many separate projects.

■ Makes everyone want to buy a virtual face. We will reinforce this in many partnerships.

■ A very nice and BSC NFT and ETH NFT market where the received nfts are used in other games and platforms

■ We literally produce projects for the metaverse

FACEMAKER

WHY ETH NETWORK

The ETH network is a very popular platform for NFTs. And almost all good nft markets use ETH infrastructure. That's why an ETH integration was needed. Today you can make your own face NFT if you want. And you can do it easily on platforms like opensea. That's why we preferred to use both BNB and ETH network together to perform an ETH integration and get face nft.

MOVING OBJECTS
REALLIFE METAVERSE

By taking a photo of all the objects you see in the world, we will easily convert these images into 3D with the help of artificial intelligence. So officially we're going to be a switch for moving objects between the real world and the metaverse. As with Face NFTs, this will be valid for all objects. And again, you will see a revolutionary technology.

FACE NFT BLAST GAME

Only face nft owners will be able to enter this game. The game will be bet by giving mefa and there will be points and reward ranking according to the heads we hit with an arrow shot. It will be very useful because it uses MEFA in the game. Because all the remaining mefa tokens in the game will be burned. Thus, there will be a positive pricing for mefa. This game will be in the form of a 3D computer and PC game.like a game of chance
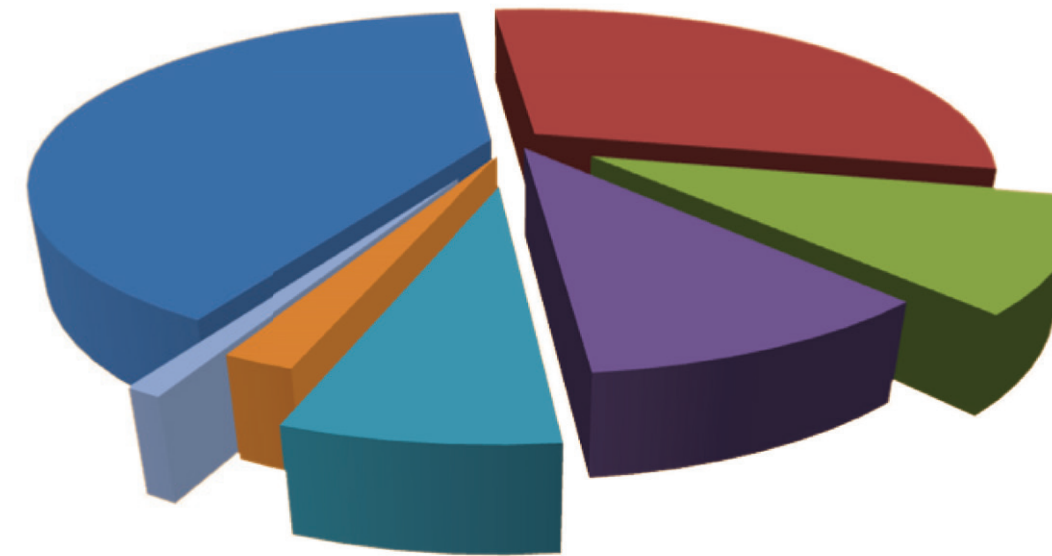
VR MEETING GAME

This game will start like second life style, but for fun and role play, which can be accessed entirely through virtual glasses. Thus, the most important goal will be completed. Face nft , vr meeting and after my mefa life project. We see it as the most important target . Because there will be a usage area for facemaker. People will participate with their real faces. facemaker + vr = game

After the VR project, we will focus entirely on the game. And it will be a new gift to humanity.As this topic is at a very early stage right now, to be honest, to talk more would be to sell people dreams.

PARTNERSHIPS

TOKENOMICS

KUCOIN

BLOKTOPIA

MEXC Global

Bubble Maps
By Moonlight

white BIT

fv

COINTIGER

PancakeSwap

CoinGecko

CoinMarketCap

DEUX PAD

PinkSale

TradingView

Trust Wallet

CERTIK

%30	Public Sale
%10	Listing Service
%10	Team
%40	Pre sale
%7	Advertiser
%2	Investor
%1	Airdrop

REFERENCES

1-https://www.vuedailleurs.net/prada-marketing-strategy

2-https://www.med-technews.com/medtech-insights/five-things-to-remember-when-choosing-a-technology-partner/

3-https://www.emergenresearch.com/industry-report/metaverse-market

4-https://engelsbergideas.com/notebook/the-rise-of-the-metaverse

5-https://en.wikipedia.org/wiki/Metaverse

6-https://auditrate.tech/images/pdf/META_FACE_0x6ad0f087501eee603aeda0407c52864bc7f83322.pdf

7-https://www.certik.com/projects/metaverse-face
8-https://github.com/MetaFaceNft/mefa

TOKENOMICS

TOKEN NAME: METAVERSE FACE
TOKEN SYMBOL: MEFA
TOKEN DECIMAL: 9
CONTRACT ADRESS: 0x6ad0f087501eee603 aeda 0407c52864bc7f83322
TOTAL SUPPLY: 10,000,000,000 (CAN'T MINTED)
CIRCULATION SUPPLY :7,840,000,000 MEFA
TEAM WALL ET: 0x9FF6C0995372715351d44c2a9dEFCaD7177E2FF4/1,000,000,000 MEFA(LOCKED)
DEPLEPLOYER: 715,000,000 MEFA (LOCKED)
AIRDROP WALLET: (BURNED)
ADVERTISER WALLET: SOME OF IT WAS USED THEN THE UNUSED PART(BURNED)
INVESTOR WALLET: (BURNED)
LISTING WALLET: (SENT TO EXCHANGE IN THE FORM OF LIQIUDITY)
TOKENS FOR PRESALE: 4,000,000,000 MEFA
TOKENS FOR FIRST LIQUIDITY: 2,250,000,000 MEFA
TOKENS LIQUIDITY EXCHANGES: 1,000,000,000 MEFA
TOTAL BURNED: 444,773,009 MEFA

TOKENOMICS

LOCKED LIQUIDITY

People can either lose or profit. This is the basis of all investments. But crypto has a dirty rugpull side. All of people's investments can be stolen. That's why we locked our liquidity at 180 days.

Then 180 days expired. And we had a discussion as a team. We thought about locking it again. But we have seen a project where a project with locked liquid steals all lp tokens. With a hack attack, it could be stolen even if the liquid was locked. That's why we wanted to burn lp tokens. And now all LP tokens have been burned. In this way, people are very comfortable. Because their investment cannot be stolen. It cannot be affected by any hacking attack. Everything is to guarantee people's investment.

REFLECTION

RE-DISTRIBUTION TO HODLERS
4% of each transaction will be redistributed to all existing MEFA holders as a passive income, based on the number of tokens held by them.

KYC VERIFIED

What Does it Mean For You?
The KYC process aims to rid our platform of scams and rugpulls by acting as a deterrent for dubious devs. If any of the KYCed project's team members scams investors: We will reveal their identities. We will make this information public for those wanting to file criminal charges.KYC verified in PinkSale.

MASSIVE MARKETING

Development Goals. 1% of each transaction will be assigned to the development wallet. It will be used for the futuredevelopment of the project.

AUTO ALLOCATION TO LIQUIDITY POOL

l3% of each transaction will be allocated into the Liquidity pool on the PancakeSwap. Hence it will be helping to maintain the price flow on the transactions.

INTRODUCTION

Metaverse is not a game or video formation. It is the first steps of a huge entertainment and informatics industry. Adding a metaverse tag to its name or saying supporting this feature is not enough, as projects trying to capitalize on popularity do. The property of the metaverse is not the sale of lands that belong to states or individuals at all. This part is the most open part of the metaverse world to abuse. The ownership of land belongs to only one person or institution in the infinite universe.

This project is the first real project that has been revealed in terms of metaverse until now. It was born as a solution to a need. Since the metaverse is virtual, virtual characters will be used, but this project has emerged due to the lack of produced nfts. And it is at an early stage. There is no other project in the world that does modeling so fast and produces it as nft in the BSC network. If there is to be a true metaverse, our project with enormous potential is needed. Even dozens of people and some of the engineers we wanted to include in the team said that it was not possible :D. Now the facemaker is ready for your use.

There are many projects and games. It's really hard to process facial data. Finding specific engineers for this would require a lot of facial data for artificial intelligence. This is a cost and a burden for projects. Our project, which works fully in this field and continues to develop, will find a solution to this problem of other projects. It is a project created as a need. Everyone will want to use their face, while many NFTs or objects can be pointless to move between games.

HOW DOES THE SYSTEM WORK?

Caution

1. First of all, make sure it is on our official website. Keep in mind that there are many scam platforms and when you connect your wallet to these websites, your investments will suffer. You need to connect your Metamask wallet to the system.

Photo

2. Having a biometric 2D and high-resolution photo without hats, glasses, and similar jewelry or items is very important for the best results. Your photo must be saved on your computer.

Artificial Intelligence

3. You need to upload this photo in the upload window that will appear later. The software running in the background turns the photo into a 3D nft using artificial intelligence.

NFT

4. After seeing and examining the nft, you can save your nft in your wallet by pressing the mint button and paying the nft production fee. And you can see the results in bscscan.

I BOUGHT FACE NFT, WHAT CAN I DO?

Since there is a minted NFT on the BSC network, you can add and sell it to the markets on the BSC network. Who wants to sell their face? This is also a topic that needs to be discussed. You can sell it in the mefa NFT market, which will be established in the future. However, we are writing again, we have serious concerns about the sale of the human face. We shared the VR meeting solution with the community we were working on. Our NFTs are working in the virtual meeting system connected with Oculus glasses, and its tests have been carried out

successfully. It will be broadcast on the VR meeting platform in June at the latest.

You pay money to buy an item in a game. However, you cannot use this item when you enter another game. In other words, web2 systems are platform-dependent. But web3 and NFT are not like that. If you have an NFT, it can be used on all compatible platforms. As soon as the project goes live, we will start working on platform partnerships with all our strengths. We already had trials in the early period. But most projects did not believe it could be done.

WHY BNB PAYMENTS?

What is the contribution of this to the project? One-way liquidity cannot be added. If you want to add liquidity to mefa. To add liquidity, both mefa and bnb will be required.

Receiving payment using only mefa would have not contributed to the project. In a pool, as one of the two parties increases, its value will decrease.

Payments were planned to be made as mefa, and the platform was developed by using mefa until the last stage. However, when nft is purchased with mefa, both reflection features and addition to automatic liquidity cause very serious problems.

Mefa will be added to the mefa pool continuously by adding the mefa next to the BNB fees received as the NFT minting fee, and this will be announced. BNBs will be met from NFT production. Mefa will be taken from the team wallet. and together they will be added to the liquidity. We also know that all major projects use BNB or ETH instead of their tokens.

In the case of paying with mefa, bnb will be required for automatic liquidity. This would create a huge burden on the team and would not be able to continue. It would also have to be sold and converted to bnb to add liquidity. This would cause a vicious cycle.

Therefore, to make a positive contribution to this project, the spaces reserved for the team will be used. Mefa and bnb will be added to the liquidity along with the nft minting revenues.

The more nft mints, the stronger the mefa liquidity pool will be.

Platform Partnerships

We had early talks with the platforms to partner with. But none of them thought it would be done. Those who were interested wanted to own the whole project. Partnerships are also the golden rule product. As you can see, the facemaker is alive and now our hand will be much stronger when negotiating with the platforms.

WHY WOULD PEOPLE NEED A FACENFT?

Did people need electricity before electricity was produced?

If Metaverse was a virtual land trading platform, then metaverse would be some serious bullshit. Humans will want to use their faces in this universe. Modeling from 2D to 3D is normally long and artificial intelligence is not used. We produce face NFTs in seconds with purely artificial intelligence. Please have friends in this industry examine it especially. They will discover the terrifying potential of hundred NFTs.

While marketing, those who sell cheap products shout, but there is no need for the jewelers to shout. We are jewelers.

We are grateful to our community who believed in us and stayed with us until the end.

SOFTWARE COPYRIGHTS

Everyone is trying to do this. But none of them succeeded, except us.

There are 12 servers (6 Real,6 virtual) running backend behind the system. The contract is just an nft mint contract. It has a very simple structure in a very easy way. All the complex part and modeling takes place in the background. It is not possible to steal the program and all rights belong to us.

Our system can be emulated. But none of them has our experience in this field. Even the biggest projects in the world started with small steps in this way. And they correct the mistakes they see in the process and make improvements. We will act in this way. In summary, it is not possible to steal our project and all rights belong to mefa.

FINALLY

Our first goal as a project

Nfts produced in Facemaker can be used on partnership platforms. However, they will be available in the virtual meeting application that we produced. We will be in front of you with the VR meeting project in June at the latest. You will only be able to participate in this project with your virtual reality glasses and you will use your face nfts at the meeting.

There is no need to explain how experienced we are in human faces. However, there are faces that we are curious about. We would love to see the faces that said it was impossible for this project to be done. Anyone who produces projects that has knowledge of crypto platforms or blockchain will realize the potential of the project we produce.

INFORMATİON ABOUT THE PHOTO YOU SHOULD USE

■ The photo must have been taken from the front. (passport photo) *Photo size doesn't matter.

■ However, it is important that it is not blurred.

■ You should pay attention to the fact that your photo is clear and the environment is bright.

■ There should be no jewelry such as hats, shawls, berets, glasses in the photo.

■ Your hair should not cover your face.

■ 6 different extensions are supported, including jpg and png.

■ These are important to get the best results.

KYC & AUDIT

We shared all our identity information with the listing platforms(Pink Sale). Some members of our team still work in very high level institutions so must be anonymous. One of the biggest problems of crypto projects is anonymity. Its crypto structure is decentralized so it expects you to remain anonymous. Otherwise it will be centralized. However, this raises a lot of rugpull situations. And criminals cannot be traced. We also attach great importance to contract audit transactions and locked liquidity.Therefore, we have successfully completed both the KYC process(PINKSALE) and the Audit process. (TECHRATE).

Audit is a very important process. First we got the audittechrate audit, which is a simple audit. The reason we did this was only for the audit tag. It was also simply to show people that new tokens cannot be minted and that there is no risky code in the contract. This was just the beginning. Our main goal was certik inspection. However, certik inspection is a very long process. Since our aim was certik audit, we immediately applied to

certik. All changes requested by Certik were made and certik audit was received. This is very important, most projects fail to get this audit. Also, as can be seen on the certik page, we are among the most trusted projects.

Certik label is pride for a project. We are very happy to bring this pride to our project and to you. Mefa toke does not contain any harmful code and cannot be reprinted.

Our team is highly experienced in its field. We got a very good energy. We have friends in many countries around the world with whom we are in contact. We also have Social media ,listing consultants. We will receive professional support for every area where we are not professional.

We think, we have a every satrong project. All source code will be published on github. We just want to announce our project to people. In addition, we continue our active correspondence with many companies. We trust connections. We strive to be better everyday. Our priority is community. No need for imaginary goals. We are sure we will succeed.

ROAD MAP

NOVEMBER 2021
- Creation of the
- ideal
- Social Media
- Website
- KYC
- Audit

DECEMBER 2021
- Starting Pre-Sale Listed by Pancakeswap
- Locked Liquidity
- Airdrop
- Listed by Coingecko Listed by Coinmarketcap
- Listed by Other Listing Platform
- Listed on 2st Excahnge

Q1 2022
- New Website Launch (Face NFT Market)
- New Partnership Agreement
- Platform First Airdrop
- Metaverse Integrate NFT's to Metaverse
- New Platform Audit (Certik, Hacken or Solid Proof)

Q2 2022
- Burn Token
- Burn All LP (in Pancakeswap)
- Ethereum Network Integration
- Game platform integration
- Vr Meeting Solution

Q3 2022
- Publish VR Meeting Platform
- Adding game developers to the team (Added)
- Starting work on creating a virtual reality platform
- Publish New Roadmap
- Facemaker NFT eth integration renewal (in line with the new ETH Merge)

Q4 2022
- Adding 2 new team members to the team for the game
- Start to work for game
- Release of face nft head banging game (game of chance, where face nft owners can participate, mefa is used as currency)
- Organizing AMA programs with broad participation with the face of the Mefa project
- Announcement of developments related to Mefa with video
- Contacting investment groups and major projects for partnership and technology sharing
- Data collection for visual data warehouse (Open sources) (For artifi-

cial intelligence development)
- New website
- Stock Exchange Listing

Q1 2023
- Adding new sections and areas according to the demands of the Vr Meeting project
- Attending crypto meetings or seminars
- Release of game demo and first tests (accessed entirely through virtual glasses) (In real life simulator style)
- Conversion of all objects to metaverse nfts via facemaker
- Stock Exchange Listing

Q2 2023
- Establishing partners and partnerships for the game
- International strong and aggressive marketing
- Completing the game, starting the test with the testers
- Release of the game (My Mefa Life)
- Publication of the new roadmap

METAVERSE FACE

WHITEPAPER