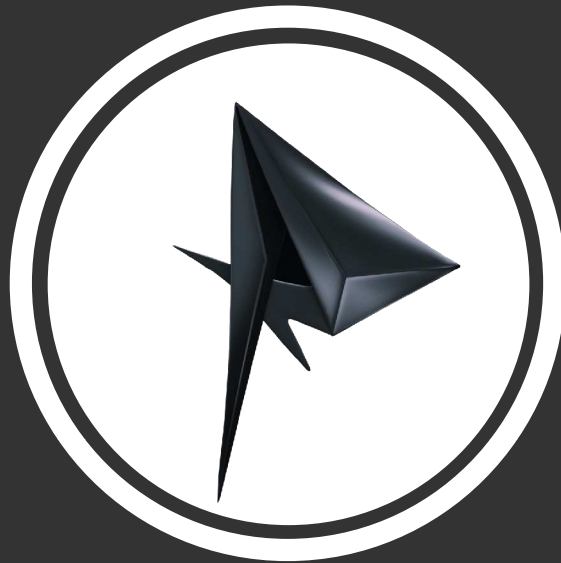


WHITE PAPER



ROXO.FUN

ROXO White Paper 2022

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GENERAL INFO

ABSTRACT

Online entertainment is a very competitive sector, with monopolistic companies competing for your attention, money, and information. Several of these businesses have implemented gamification strategies to keep users engaged.

And up till now with all the time and money spent by the user, the rewards are simply not enough creating an imbalance. Where the corporate always has the whip hand and extracts every single dollar they possibly can from the user, which leaves them with next to zilch. In 2020 players spent approximately \$87 billion USD on games, with the exact same users receiving a shocking \$0 reciprocally. Here's where ROXO comes in to form a change.

ROXO is a community-driven platform empowering user by rewarding them for their engagement and enjoyment in ROXO mobile games. By using innovative tokenomics, utilizing finance and games, we introduce new GameFi model using advance protocol for mobile gamers. Whilst also combining the best of DeFi and NFTs to create a truly unique and everlasting FREE TO PLAY, PLAY TO EARN ECOSYSTEM.

INTRODUCTION

Welcome to the world of Roxo gaming. A fully decentralized protocol, represents a new age in gaming. It has been engineered from the ground-up to support the long-term sustainability of the ROXO games and governance and provide players with a AAA-rated blockchain gaming experience especially for mobile user.

There are currently no AAA gaming titles for mobile platform with core PVP multiplayer functionality in an immersive mobile world built in DeFi, and Roxo unites gaming and cryptocurrency in a unique synergy that holds allure for crypto enthusiasts, dedicated mobile gamers, and the curious tech-savvy public. By having gorgeous, functional, and rare NFTs, as well as a high replay value, Roxo will keep players interested in the \$ROXO protocol longer, ensuring the stability of the underlying NFT assets and the token pool.

MISSION

Every organization strives to capture its audience's attention and engagement, whether it be thru their time, their efforts, or money. But the economics and benefits are normally a one-way street, solely flowing from the consumer to the company.

ROXO has developed a set of tools and smart contracts that completes a truly decentralized ecosystem where customers are rewarded for their engagement and their contributions in the online tournaments.

INSPIRATION

Team ROXO expresses the spirit of decentralization with members coming from different expertise. The team is made of long serving & highly experienced Smart Contract and game developers. The ROXO team has developed D-Apps since 2021, with secure Smart Contracts. When the emergence of DeFi came about and with years of experience in developing games, the team got together and re-imagined what a blockchain platform should be and looked into how to fix problems that other platforms have failed to solve in the past.

Main problems are as follows:

1. No Game for mobile users

As we saw almost 99 % P2E (Play to Earn) games are browser based, which means all the mobile user are deprives of taking benefit of crypto world. Which trigger the ROXO to come up with valuable GameFI projects.

There are currently no AAA gaming titles for mobile platform with core PVP multiplayer functionality in an immersive mobile world built in GameFI and implemented P2E model, this gap opens the door for Roxo to unites gaming and cryptocurrency in a unique synergy that holds allure for crypto enthusiasts, dedicated gamers, and the curious tech-savvy public.

2. High Demand

As major institutions such as PayPal and square have been accepting bitcoin there is no doubt that crypto has become greater popular. However, the same cannot be stated about D-Apps. The growth of D-Apps has been stagnant till the arrival of DeFi. But it has been evident that it has now not had the same increase in users, compared to the wider crypto market. It seems that current decentralized applications are not centered on the day-to-day user, making it very challenging for the common Joe to even get started.

3. The True Value of NFTs

With many developers looking for the next big thing, many projects have turned to NFTs. The concept of NFTs is not new, but rather one of the first ideas of how smart contracts and unique tokens can benefit creators and users simultaneously.

Although there are many utilizing this approach and several cases have surfaced in the past several years, only some of them have really created a product that showcases the true value of NFTs and how they can change the world. NFTs shouldn't be just hype but a truly revolutionary standard to ensure that creators are rewarded for their time and effort.

4. Community Driven

When reviewing collectively what has been previously mentioned above, it is evident that many D-Apps are developed for the minority. Whether it is the barriers involved to enter or the extremely high gas fees (blockchain transaction fees), not everyone is able to take part.

The aim is to provide product values that are driven by the community for the community.

Removing barriers and making sure that developers are open and honest is important in fostering and expanding the community and driving true value. Unfortunately, most communities are not rewarded for their behind the scenes contribution.

ROAD MAP

PHASE	GOALS	STATUS
Q4 2021	<ul style="list-style-type: none"> • Market Research • Brainstorming, & Team Formation • Roxo Platform and Game Proof-Of-Concept • ROXO Platform Initial development 	100%
Q1 2022	<ul style="list-style-type: none"> • Develop Meta Verse 3D Running PVP mobile Game • ROXO platform Alpha development. • Create Token Smart Contracts • Introduce Free to play, play to earn mechanism 	75%
Q2/3 2022	<ul style="list-style-type: none"> • ROXO Free to play - Play to earn • Platform official launch • Update Haste King Features and link with ROXO Platform • Integrate Haste King with ROXO • Platform for secure Token Distribution 	UNDER DEVELOPMENT
Q4 2022	<ul style="list-style-type: none"> • ROXO Haste King NFT • decentralized exchange • ROXO Bridge for Cross Chain NFT support • Testing • Official Launch for the world 	UNDER DEVELOPMENT
	TO BE CONTINUE...	

HOW IT WORK

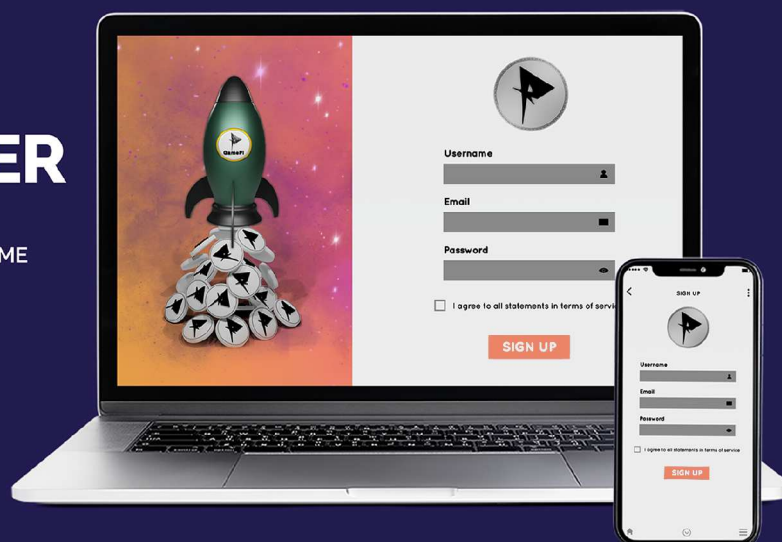
○ STEP 1



○ STEP 2

REGISTER

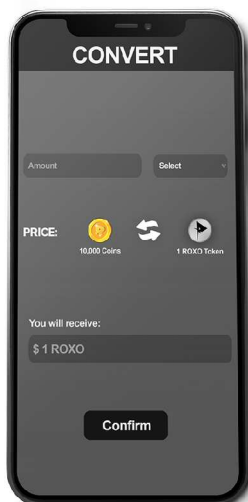
WITH THE SAME MAIL
THAT YOU USED IN THE GAME



STEP 3



STEP 4



Convert

Your Game Coin into ROXO Token

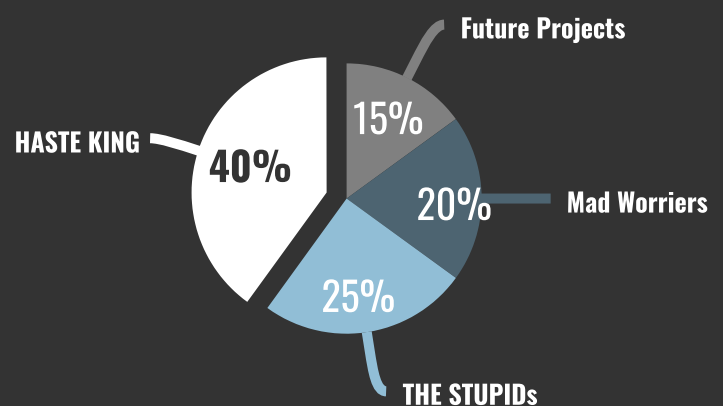


TOKENOMICS

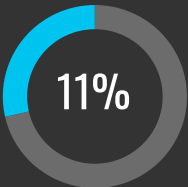
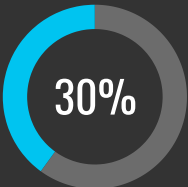
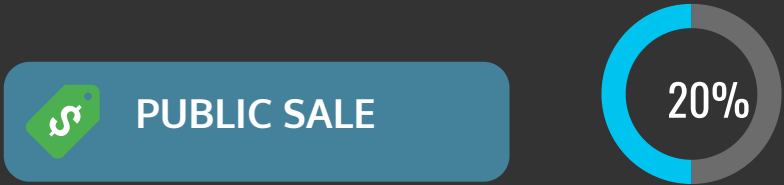
DESCRIPTION	DETAILS
TOKEN NAME:	ROXO
PROTOCOL:	MATIC
STANDARD:	ST-20
TOTAL SUPPLY:	1000,000,000,000

WE PAY FOR USER ENGAGEMENT (PLAY TO EARN)

Having high demand of GameFI and blockchain technology, Roxo aims to have long term planning for future projects. So based on our strong and long term planning we distribute the ROXO total supply on our current and upcoming mega projects.



Token Allocation for Haste King Project



GAME GAMES AND BACKEND TECHNOLOGIES

GAME ENGINES

Unreal Engine and Unity 3D platform are used for ROXO games. Unity is a cross-platform game engine developed by Unity Technologies, and a user-friendly development environment. Easy enough for the beginner and powerful enough for the expert; Unity should interest anybody who wants to easily create 3D games and applications for mobile, desktop, the web, and consoles.

Unreal Engine is a game engine developed by Epic Games. It has since been used in a variety of genres of three-dimensional (3D) games and has seen adoption by other industries, most notably the film, gaming and television industry. Written in C++, the Unreal Engine features a high degree of portability, supporting a wide range of desktop, mobile, console and virtual reality platforms.

BACKEND TECHNOLOGIES

Our backend is hosted on best in class Infrastructure as a Service (IaaS) and Platform as a Service (PaaS) provider Amazon Web Services (AWS). Our core backend services are built using a serverless model with AWS Lambda. This enables us to provide effectively unlimited scalability whilst also maintaining a cost-effective solution. Our primary persistence mechanism is DynamoDB, where we leverage transactional features to provide an atomic, consistent, isolated durable and highly-available solution. Under the hood we leverage the full gamut of AWS monitoring and security services including Cloud Watch, Guard Duty, Inspector, Detective and Security Hub.

DAO GOVERNANCE PLANNING.

ROXO KING COUNCIL

The genesis of the ROXO projects was a desire to make a collectible NFT game and earn tokens that was open, transparent, and governed by the community. Here we outline the mechanism by which the community of \$ROXO holders will govern and maintain the protocol, via the ROXO King Council, and what types of changes can be proposed. It's worth noting we have modeled the governance process and had input from several Synthetic core contributors, who themselves modeled their governance on the Ethereum EIPs (Can be change based on Community Decision) and early versions of change control in open-source software.

COUNCIL VOTE ELECTION

To elect council members, holders of \$ROXO have the ability to nominate an individual for a council seat as well as delegate their vote to a nominee. Candidates for council members must be proposed before the due date of the election, followed by a formal voting period that lasts 75 hours to elect the 5 individuals best suited for the role of governing the platform. The eDAO will then collate all proposed members from the ROXO Discord Channel ROXO King Council, and prepare the candidates to be voted on within Snapshot.

(The "eDAO" and "ROXO King Council" is our initial governance model and is subject to change. We strive to implement the best models of decentralized governance based on our community involvements).

SPECIFICATION OVERVIEW

There will be two major components of the new governance system:

The ROXO King Council will consist of nominees who are voted in by the \$ROXO token holders, enabling the influence of community representatives who are able to debate and distill technical changes while also not directly providing large \$ROXO holders a disproportionate voting weight in the outcome of proposals. ROXO Proposals (changes in the protocol via RCCPs and RIPS) which will be submitted to the RIP's GitHub repository and will be posted on the ROXO Proposal space. Proposals must reach a supermajority agreement to be endorsed.

DEFINING A ROXO CONFIGURATION CHANGE PROPOSALS (RCCP)

Roxo Configuration Change Proposals (RCCPs) are documents that put forth a case for modifying one of the System Configuration Variables of ROXO. The intent is to provide a clear and detailed history behind each configuration change and the rationale behind it at the time it was implemented. The author of the document will be responsible for building consensus within the community and documenting dissenting opinions. There will be also a separate blog posted later on how to correctly write an RCCP.

System Configuration Variables that can be changed via RCCPs may include:

- Marketplace fees
- Capture mechanics
- Balance changes

DEFINING AN ROXO IMPROVEMENT PROPOSALS (RIP)

The purpose of ROXO Improvement Proposals (RIPs) is to ensure changes to ROXO are transparent and well-governed. A RIP will be a design document providing information to the ROXO community about a proposed change to the system. The author will be responsible for building consensus within the community and documenting dissenting opinions. There will be also a separate blog posted later on how to correctly write an RIP.

Improvements made via RIPs may include:

- New contracts
- New systems
- Expansions
- Character sets

COUNCIL PERIOD

The ROXO King Council members will serve for an entire Council Epoch (Epoch length can be configured via an RCCP) and during the Council Epoch their main responsibilities will be include debating and voting on RCCPs and RIPs within a public forum on discord. If there is a case where a council member has to withdraw during an Epoch, the Council will continue to operate but the supermajority plans will change (there must be a supermajority on each normal proposal).

META-GOVERNANCE

There will be situations where changes to the \$ROXO council will need to be decided. Any meta governance proposals will need to be unanimously decided.

COUNCIL STIPEND

Initially we will plan, \$ROXO payments to Council Members will be paid manually by the ROXO DAO at the end of a Council Epoch. In the case of sufficient Council Member's votes being pulled out before the end of a Council Epoch to remove them from the Council, they will receive \$ROXO rewards proportionate to their time in the Council during that Epoch, up until the point at which their NFT is retrieved. The replacement Member will receive \$ROXO rewards proportionate to their time in the Council after which their NFTs is issued.

SUPER MAJORITY

A supermajority is defined by the following formula: $\lceil (N+1) / 2 \rceil$ where N represents the number of council members.

EXECUTIONER DAO DISCRETION

Despite the council reaching a consensus on a proposal, the Executioner DAO will act as a backstop for the protocol and can step in-case of an emergency.

TECHNICAL SPECIFICATION

Executioner DAO (eDAO) will need to create a modified version (or custom contract) of an NFTs which can be revoked and issued to EOA's (Externally Owned Addresses), signifying a wallet is part of the ROXO King Council. A new space on Snapshot will be created to house the ROXO King Council Election process. Addition of a new "ROXO Proposal" space that utilizes a new strategy to explicitly count the eDAO issued NFTs and Tokens.

CONFIGURABLE COUNCIL VALUES (VIA RCCP)

Council Nominations Deadline — initially set at 75 hours prior to when the Election Period begins.
Election Period Length — The length of time of an election cycle. At the end of the Election Period, the council members will be issued their NFTs and Tokens.

Council Epoch — the period after which token holders must redelegate their votes to new and existing council members (to prevent stagnation and transitory power) — initially set at 4 months with the genesis election.

Time lock period — the period where the proposal is in review before being implemented, initially set at 24 hours.

ROXO Council seat numbers — the number of seats available on the ROXO King Council and thus the number of votes required for a supermajority.

OUR TEAM

In the game, team collaboration is key to success not only in conquest, but also in evolution. The synergy of the entire set plays a pivotal role in the collective value, the momentum of continuous wins, and enjoyment of gameplay. Same goes for the ROXO team.

We are a rapidly growing organization of over 15 people, dedicated to bringing in the best and most promising professionals. As we complete our initial seed funds, we will be fine-tuning our workforce more the same way we are fine-tuning our games: with attention to detail, balanced by an unwavering gaze at the big picture. We have introduced the gameplay in our previous announcements and discussed Immutable-X. Now, get to know our core team members who, combined, will not only make ROXO a world-class AAA game title, but ensure that our NFTs thrive on best Protocol

ZOHAIB LATIF QURESHI - CO-FOUNDER & PRESIDENT

Zohaib Latif is the Co-Founder of ROXO. The primary strength he brings to the team is his expertise in the field of Development and Innovation, which he utilizes to help guide ROXO to success.

Experience:

Zohaib Latif has a 7'years of experience in core gaming development and Block-Chain Developments. He has done big projects in block chain for different companies. In ROXO he is responsible for work in cooperation with other Game Programmers, technology programmers, artists, animators and level designers to design, implement, polish, debug and optimize high quality gameplay features and systems.

WASEEM ASLAM - CO-FOUNDER

As CO-Founder, His duties and responsibilities are to overseeing the overall vision and direction and strategy of the company.

Experience:

Waseem Aslam is holding a BSCS, PMP with a vast experience in gaming and project management field, as a CEO and project management experience allows me to oversee the full game development lifecycle, managing teams, sprints, and planning and communicating with management and stakeholders. He is also responsible of Scoping, designing and prioritizing features based on business and player impact. My vast experience in gaming industries help me to contribute to the successful achievement of our business goal.

USMAN ZAHEER - CTO

As Chief Technical Officer of ROXO, Usman Zaheer is responsible for overseeing the development and dissemination of technology used in game development especially and increase business efficiency. He also deals with internal IT operations.

Experience:

Usman Zaheer has also 5.5 years of experience in core gaming and app development field. His responsibilities are to ensure the availabilities of all resources for the ongoing project. He also works in cooperation with other Game

KAMRAN FAIZ - LEAD 3D ARTIST

Kamran Faiz is working as a senior 3D artist at ROXO, he is working closely with engineers and product managers as well as with artists in the team in order to produce cutting-edge environments and visual elements for our products.

Experience:

Kamran is a motivated and passionate 3D Artist with having 5 years of experience and a proven ability to develop high quality, life like animations as well as having a solid understanding of game art and processes. Possessing the artistic expertise and technical ability required to work closely with designers to create visually stimulating content that will intensify game playability. Also having extensive knowledge of everything related to 3D computer graphics and a knack of quickly understanding a projects mission, vision and values.

JUNAID QURESHI - LEAD CONCEPT ARTIST

Junaid Qureshi is a known artist in the world of tabletop RPG's – having worked for big projects as a character designer for over six years. His experience with creating unique characters and personalities is surely an asset for ROXO.

Experience:

For over 4 years, Junaid has been a freelance concept artist and illustrator, who's worked on a wide variety of projects, ranging from print, film, toys, theme parks, and of course, games. Additionally, Junaid enjoys the business side of art. He has been working with various companies to create new products, and also started a company himself that creates gaming accessories and merchandising.

JUNAID IQBAL – LEAD ENVIRONMENTAL ARTIST

Junaid Iqbal is a creative and detail-oriented illustrator with strong background in gaming and animation films. He is creating outstanding environment background for ROXO.

Experience:

His 6 years dmitriy's experience makes him a true artist capable of understanding every degree of composition and visual impact, which enables him to be able to take ROXO vision in the advertising space to the next level.

ASAD ASLAM – MARKETING MANAGER

Experience:

Asad Aslam is a highly-creative writer and brand strategist with over a decade of experience in marketing. He joins the ROXO team to create high-impact communications. Additionally, he's helped refine the narratives of companies across various industries, such as research universities, academic medical institutions, mortgage bankers, specialty coffees, and many other products and services. Waseem's ability to craft compelling storytelling, in his freelance and agency work will be key to his role for building the culture of ROXO. Thrilled to have on our team, Waseem will help communicate ROXO's goal as the first major AAA title and immersive open-world casual in the NFT/gaming space.

SECURITY (MITIGATING RISKS)

Due to the numerous attacks on other GameFi platforms, team ROXO have thoroughly dissected each and every attack to ensure we optimize our Smart Contracts to mitigate risks to user funds. Some of the optimizations include:

1. To prevent flash loan attacks

Flash loan attacks must take place in one block. To prevent this on the ROXO Crates, user's block needs to be carried out at least 3 blocks of the last deposit. When investing in a platform where the exchange rate changes in real time, the user's deposit will not immediately trigger the operation of investing in the corresponding platform. Rather the strategy will be triggered and controlled by Time Lock to delay investing in the corresponding platform. Therefore, Arbitrage cannot happen in the same transaction.

2. Making it easier for all users

When a user stakes a small amount of funds, it will not immediately trigger the strategy. Rather the strategy is triggered when a specified amount is accumulated, saving users on gas fees. Similarly, when staking in a single token pool, the pool will have a margin used for small withdrawals. Instead of triggering withdrawal from the corresponding platform, small withdrawals will be taken from the safety margin pool to reduce gas fees.



THANKS