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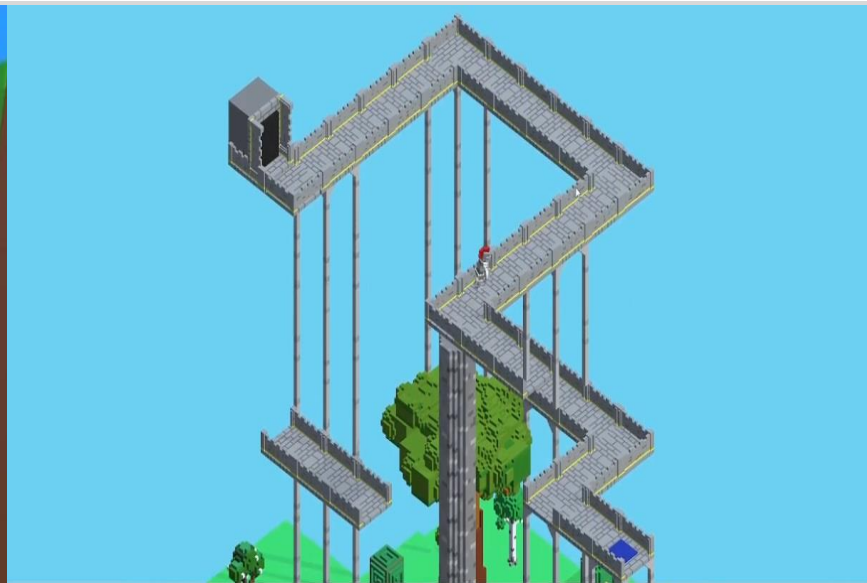
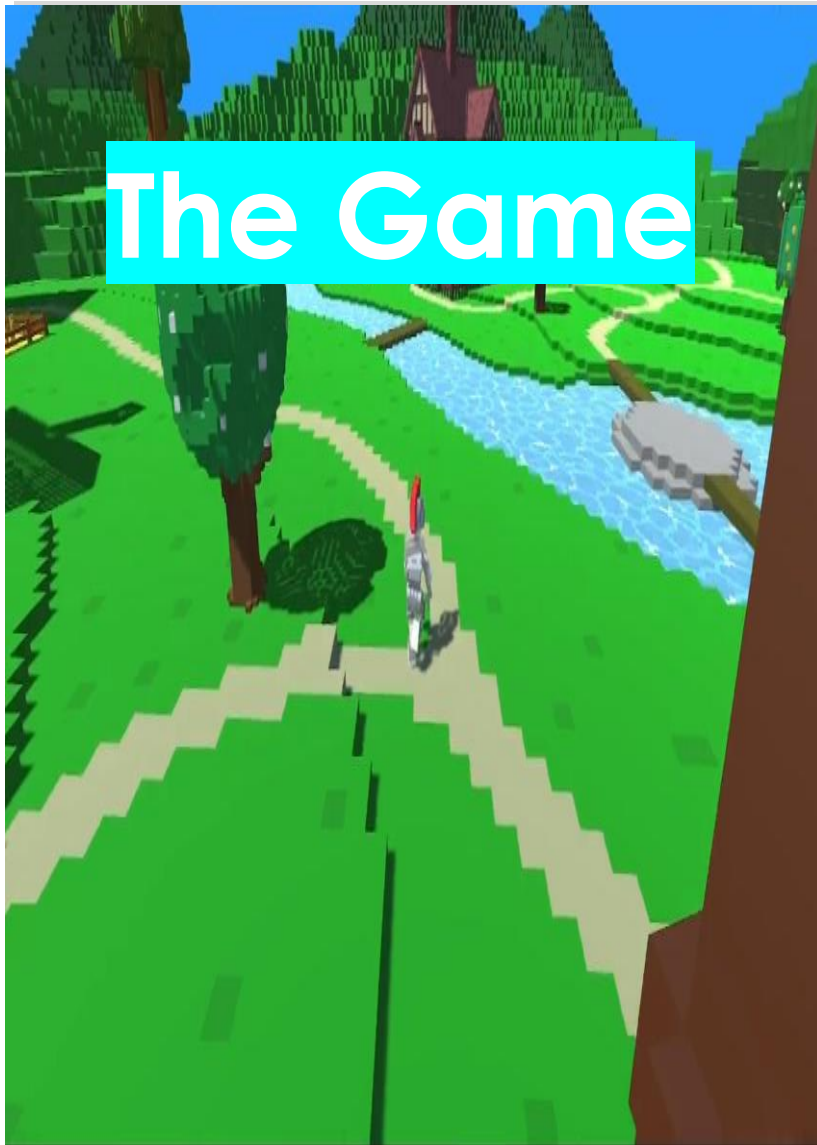
Voxel Metaverse Game and Game Maker

Aditya Gautam

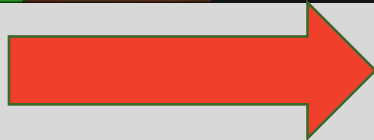
A Voxel based unique virtual world where players can play, own, and monetize content and gaming experiences.

- **A Play To Earn (P2E) game similar to Minecraft or Sandbox with an in-build Game Maker which will allow the Player to make complex games (puzzle and other genres) without any technical knowledge.**
- **User Generated Game Design and Monetization is main focus of the this platform. Players are incentivized to not only Play-To-Earn (P2E), but also to build Games and Monetize them.**
- **Inside this Platform we will have A Metaverse game, A Game Maker and NFT Game Marketplace**
- **Gamers are our main audience who will earn NFT by playing it, but also Creators who will build complex NFT games with templates, scripts and Visual Editors and monetize them through *NFT Game Marketplace***

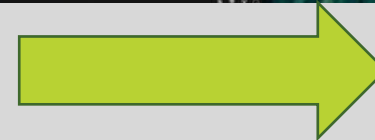
The Game



Metaverse

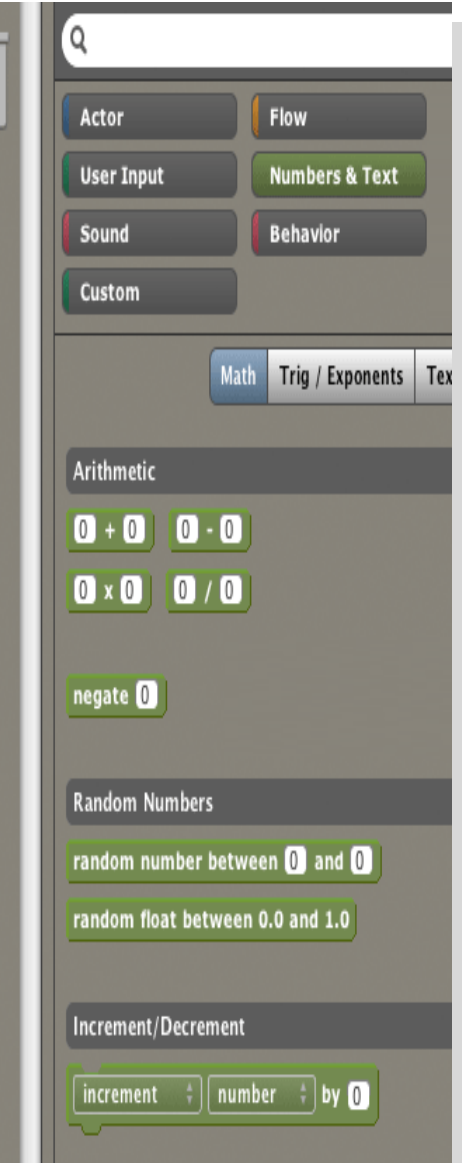


Puzzle



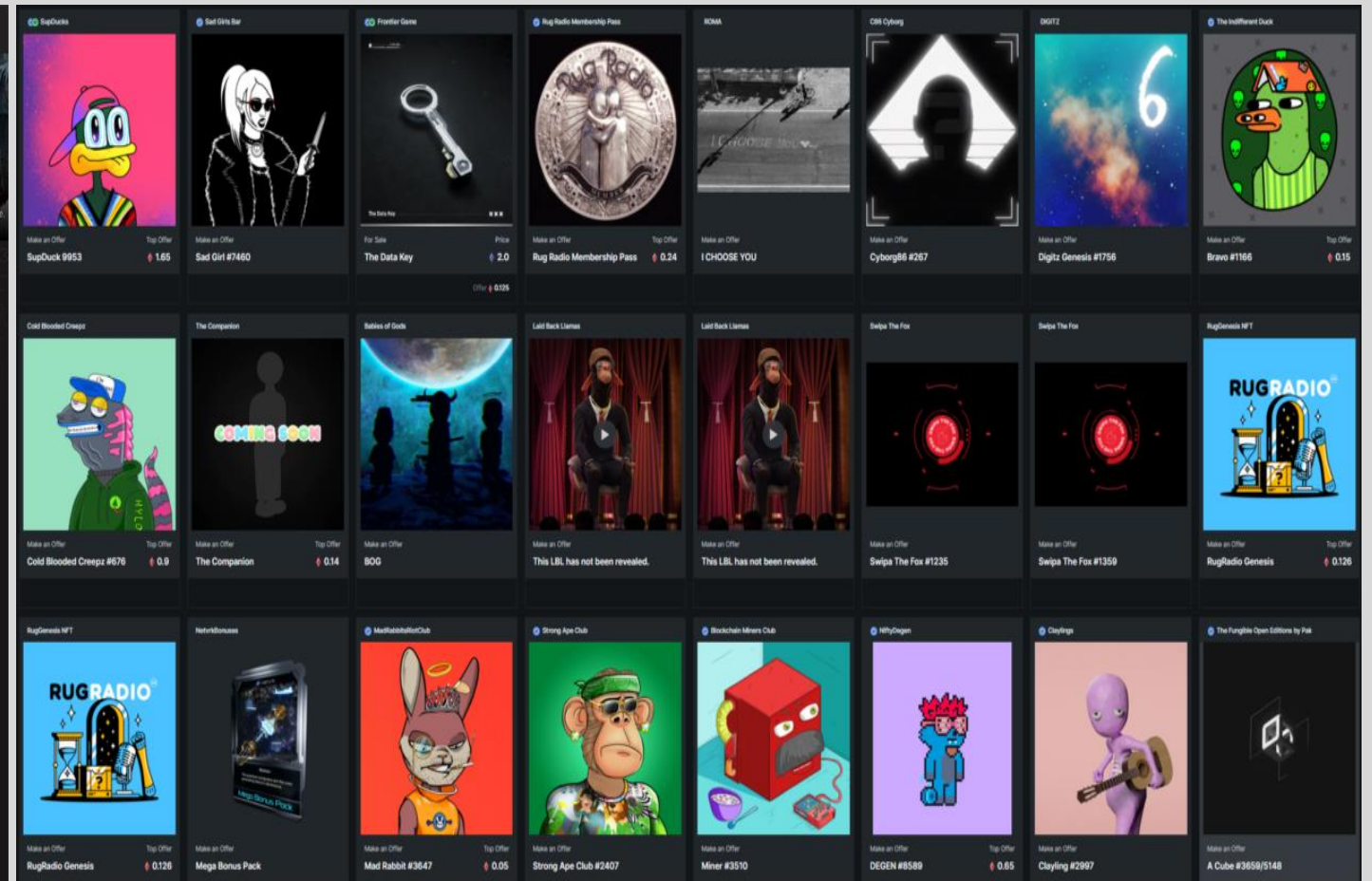
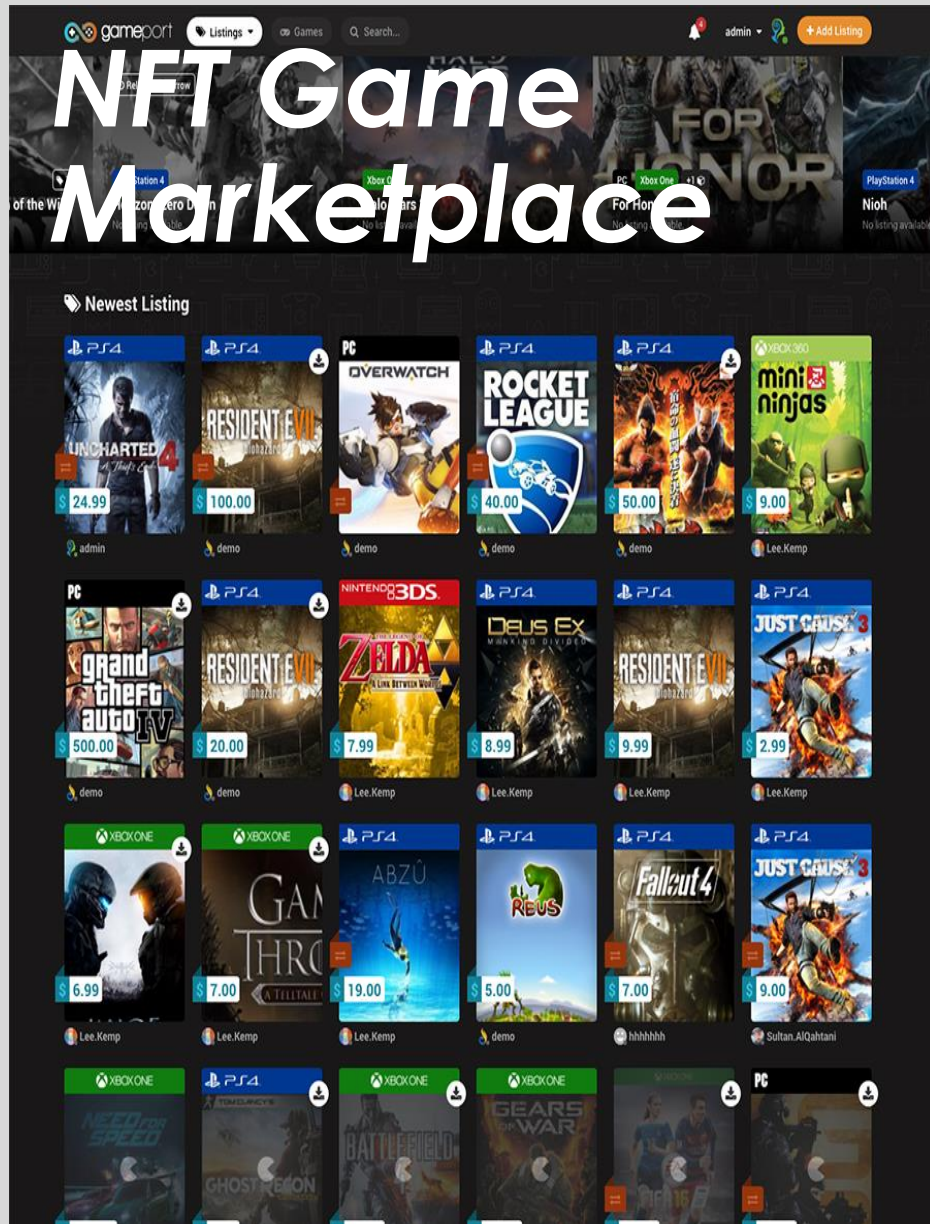
Mint NFT

Game Maker



Visual Scripting

Lego-style code blocks



NFT Marketplace

Target Audience

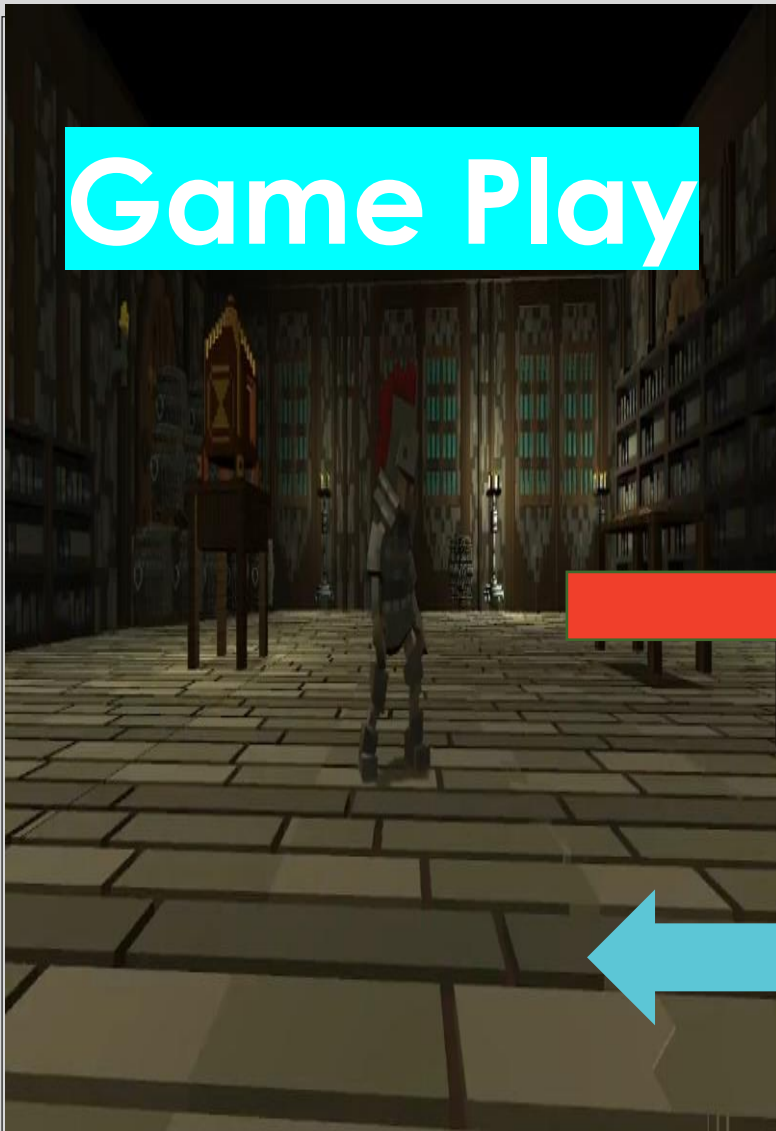


Gamers



Game Creators

Game Play



Metaverse

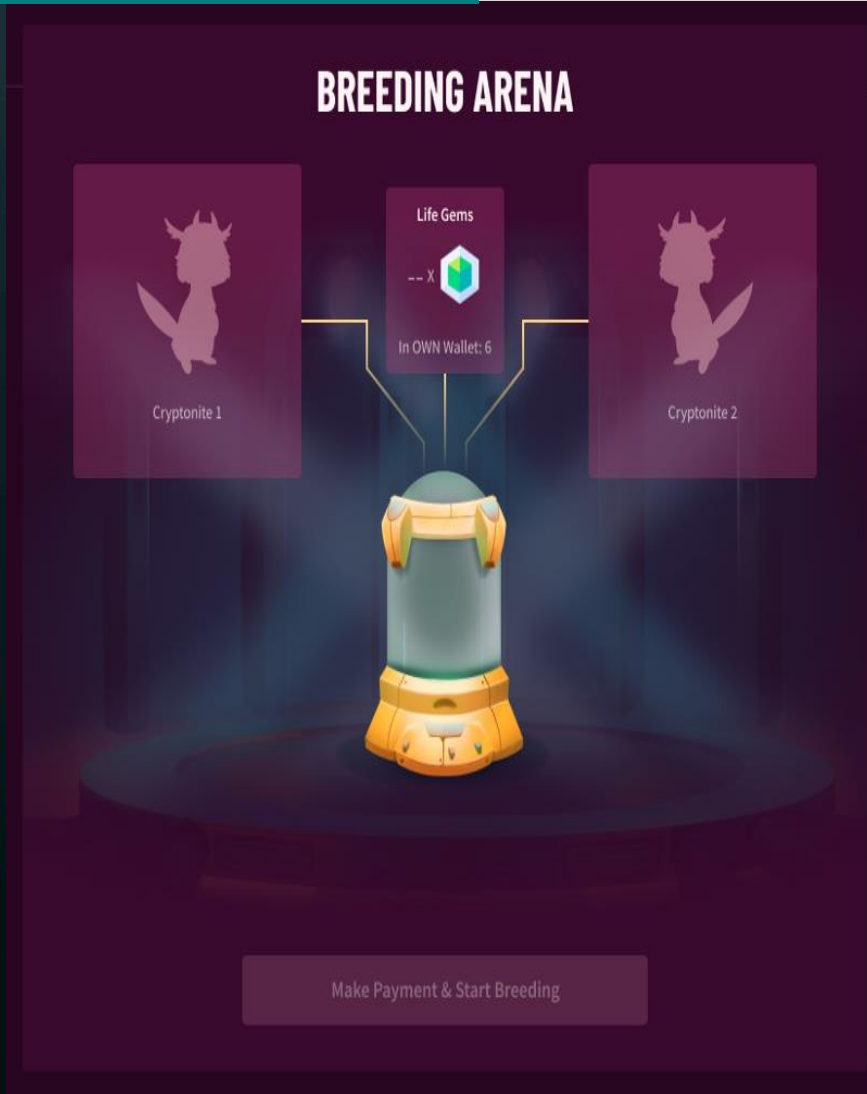
Puzzle

Mint NFT

Real-Time NFT Card Battle System



Integration of NFTs



Advanced NFTs

Breed NFT by Combining 2 NFTs

Boost and Upgrade NFTs

Adding More Levels of Gameplay

There are only two levels of Gameplay is available to Play. We need at least 20-25 levels of Gameplay to make it engaging for players to play. We also need soundtracks to be included in the Game.

The following genre of Games are needed to be included in the Game:-

1- Optical Illusion

2- Physics-Based Puzzle (Finding Clue, sliding Puzzle, 3- 3- Combination Puzzle, Match3, jigsaw)

3- Board game (Hitman Go)

4- Action adventure

5- MMORPG

6- City Builder (construct building)

7- Tower defense

8- Turn-Based game

9- RPG adventure

10- Fighting

11- Real time strategy

Other genres of Games.

GAME GENRE GUIDE

www.OnlineDesignTeacher.com

ACTION ADVENTURE GAMES



- Faster paced than adventure games
- Collecting items for inventory is important
- Conversing with NPC's to get clues
- Controls combine adventure and shooter styles

ADVENTURE GAMES



- Detailed plot and character stories
- Puzzle solving & following clues in gameplay
- Variety of game missions and objectives
- Can usually switch between camera views

DANCE/RHYTHM GAMES



- Most physically active of all game genres
- Timing a key apt of gameplay
- Often requires a specialised content
- Music more important than in other games

FIGHTER GAMES



- Complex character movements & controls
- 1v1 battles as part of a tournament
- Enemy difficulty increases with each round
- Can feature violent content

FIRST PERSON SHOOTER GAMES



- 'Behind the eyes' view of character
- Fast paced, reflective gameplay
- Large selection of weapons and ammo
- Often contain violent, graphic content

M.M.O.R.P.G.



- Thousands of players online simultaneously
- Game environment is constantly active
- High speed internet required to play
- Paid accounts and in game purchases available

PLATFORMER GAMES



- Navigating and jumping platforms key
- Avoiding hazards and enemies
- Collecting coins and upgrades along the way
- Character has lives as opposed to health bar

PUZZLE GAMES



- Objective to solve or survive the puzzle
- Player intelligence primary
- Player skills with controls secondary
- Game usually has a running theme

REAL TIME STRATEGY GAMES



- Gameplay events occur in real time
- Gathering and managing resources
- Player given territory to defend/expand
- Play against A.I. or real life opponents

ROLE PLAYING GAMES



- Players play with customisable avatar
- Character evolves as game progresses
- Meeting and conversing with NPC's
- Game objective usually a long quest/mission

SHOOTER GAMES



- Objective to shoot/kill targets/enemies
- Very little story/plot
- Leaderboards based on top scores
- Often use specialised controllers

SIMULATION GAMES



- Replicating a real life experience
- First person view or controlling an avatar
- Photo realistic graphics to mimic real life
- Intelligent A.I. used to help game realism

SPORTS GAMES



- Replicate a sport but with added features
- Often associated with real life athletes
- Realistic graphics key to player experience
- Complex character movements & controls

SURVIVAL HORROR GAMES



- Atmospheric level design
- 'Jump Scares' an important game feature
- Stealth often preferred over combat
- Dark lighting & eerie sound effects

TURN BASED STRATEGY GAMES



- Players take turn to make a move
- Logical, strategic and tactical gameplay
- Build alliances or declare war
- Advanced A.I. to allow replayability

Add More Voxel Open World





Home



Stores



My NFTs



My Earnings



My Orders



Reviews



Listing



History



Ad Manager



Shop Widget



Settings

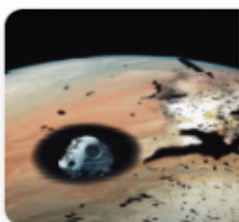
Create an item

Go Pro

NFT Game Marketplace With Review System

Stores

My NFTs



Spader's Creations

Musings of Spader

0xEcE416Bd0...B266

Items

8

Sold

4

Monthly Sales



Credit Card

Ethereum

My Orders



computer box

\$115.44



Mark Haines Calls the Botto...

\$1008.47



Pixel Wallpaper Series #1

\$10.52

Transaction History

FROM	TO	DATE	STATUS
0x02A5...		2021-01-01	❌
0x02A5...		2021-01-05	❌
0x02A5...		2021-05-03	❌
0x02A5...	0x974b...	2021-03-04	✅

My Messages



crackon

4mo

Stop posting fake NFTs - if you post on...



benjaminlim00

1mo

yo whats up can you fix the loading tim...



frissoradan

4mo

There is no verification needed. You ha...

THANK
YOU!
