



# I, Game & Robot Hackathon **AI-Land Mobile Game**

## Monetization Model



@rafalkowalski  
@agwisniewska

# Token Model

## Single/Two token model? (to be thought)

**AUT** token with a fixed supply. It's a native currency in a game. It allows token holders to play, buy and invest.

The token is supposed to be interchangeable with an ERC-20 Ethereum token, but also the ownership can be inter item interchangeable with other relevant blockchains - to increase interest and potentially liquidity, and use it for marketing purposes.

# Token utilities

- game currency which is used to buy assets, items
- participating in staking and earning rewards as a certain percentage of the platform revenues
- liquidity mining
- participating in a government process and impacting the future's game development.
- being rewarded for a game achievements (acquiring skills, completing missions)
- vault distribution

# Numerical settings

# Token Distribution Model

Total supply: 100 000 000

Team: 10%

Marketing: 10%

Advisors: 5%

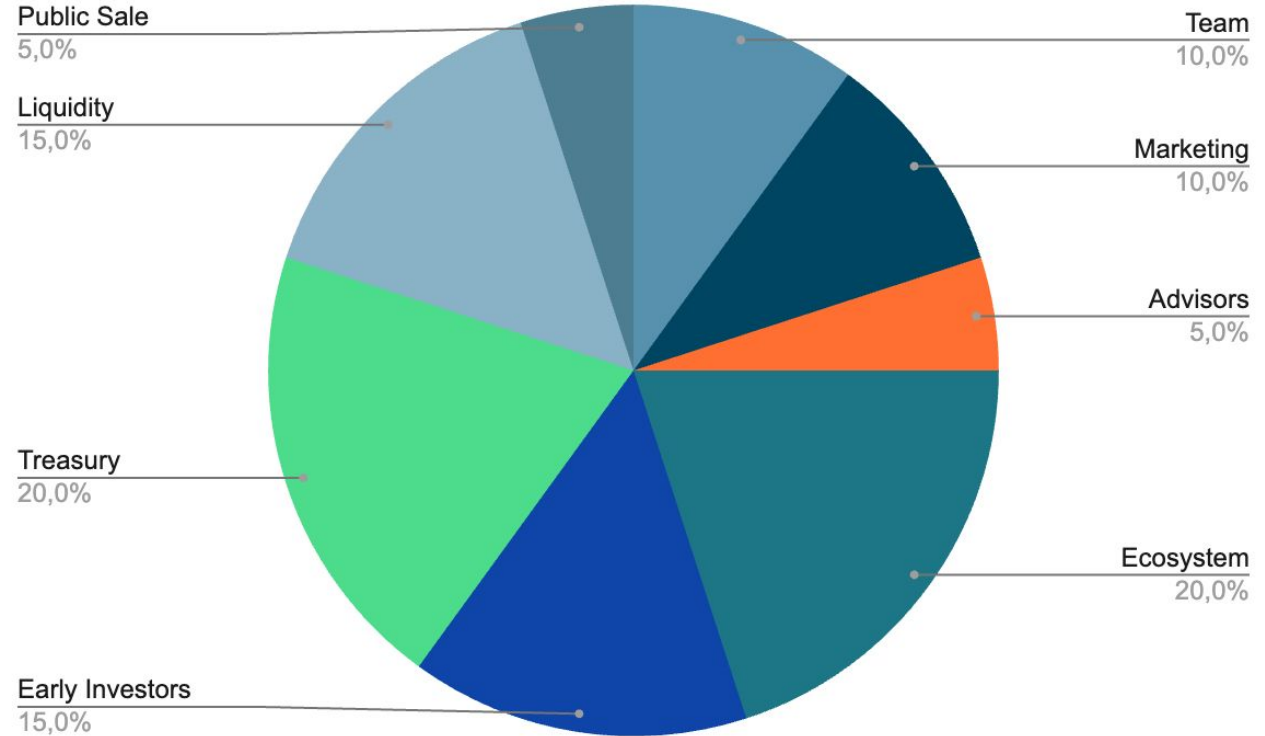
Ecosystem: 20%

Early Investors: 15%

Treasury: 20%

Liquidity: 15%

Public Sale: 5%



**Team** shouldn't get more as otherwise their motivations and can be questionable, and less interesting for the potential investors.

Giving some tokens to **advisors** is important as they play a crucial role for the project to enter the blockchain industry, and should be awarded.

**Early investors**, as seed, venture capital private strategic, KOL or angel, all investors with big money. The threshold set shouldn't be crossable as otherwise it can be considered as a huge red flag.

**Public sale**, related to ICO,IEO price, often sold through launchpads to early investors who don't have big money.

**Marketing** is really important thing in each project, but dedicating to may leave not enough for the whole project to proceed, while the project itself and its core should be the most important

**Ecosystem** would be the most important here, as it would offer the multiple options like staking, yield farming (for the most committed and motivated players), airdrops, rewards etc. As the project is a game it needs to keep the enough balance to cover this.

**Treasury** would cover all expenses, like paying for building and maintaining the projects. Working capital is important and running out of funds means that the project can die

**Liquidity** would mean all tokens given to DEXs/CEXs for liquidity. It should be locked for 2+ years.

# Creator economy

The idea is to create a platform encourages community engagement and rewards accordingly.

According to proposed features and the design/creator idea, the platform for creators/designers should be provided to create their own, unique NEV robo-vehicles to be used in a game. Then next step would be to remove all technical barriers with understanding smart contracts.



So once created, the user/player can choose how much of each final sale they would like to keep, which will automatically be deducted from the final sale price and sent to the creators wallet. To prevent from plagiarism of most unique items, each NEV robo-vehicle NFT will be sent to the NEV NFT proposal feed. Community members can then stake the AUT tokens to vote to accept or not and be rewarded after that.

# GameFi Model with the governance of DAO

To start a game we want to follow to **free2play** strategy, but with a restriction that although the gameplay is the the same there are no possibility to earn in such game. It can mitigate the drawbacks of pay2earn strategy and can expand to a wider market.

In a **play2earn** strategy it would be necessary to hold a token, but to mitigate some drawbacks the play to earn games include we would reduce the rewards for players in the lowest league, so that players needed to demonstrate some skill in order to earn.

The design of enemies who are in bots robots means that we can also apply **pay2win** strategy and in the case of this game there is no risks for a less fortunate people to be discriminated.

As the potential price of NFTs backed by ambitious projects can skyrocket in no time, making it difficult for gamers with limited initial capital to enter, so to make the platform accessible to all, we can **extend the idea of social sharing** which is an important mechanism in this game and create **a AI working group**. It would allow players to join and buy fractional NFTs. In such case, the AI working group can give all the benefits mentioned in a social mechanics.

Each GameFi project is equipped with a **decentralised marketplace** that facilitates trading activities among players, a **metaverse** and a **DAO governance**.

## AI-Land Marketplace

In AI-Land trading is facilitated with a \$AUT, the AI-Land native currency.

The idea would be to give the possibility to trade the NFTs without paying gas rates. It's what Illivium does, using the ZLayer2 and Immutable X. This provides a number of benefits, improving the liquidity of NFTs to ensure that as a buyer you can find what you're looking for, and as a seller you can find someone who wants your NFTs, it's the scaled liquidity mechanism like in Immutable X.

## AI Metaverse

We want to use the idea that the game is the simulation of city, so all items located in a digital city AI-Land are structured as NFTs.

The game is structured on the map, with a districts, so the idea it to use them, mark as zones at different costs and each zone with multiple infrastructure items varying with utility and a cost.

Regarding the decentralized governance, there is a reason to **delay the building of DAO, until the community is ready for it.** Many games presented that they are not in rush to decentralize, many don't have concrete governance plans at all, pointing towards centralized governance in the short run.

## Vault distribution

They, who stake the governance token can also share the 100% of the game's revenue, a potential way to be used to increase the value of a token is if the protocol decides to **buy back tokens with time**. (reduce the supply of the tokens on the market, thus increasing their price)

## Governance

Holding AUT allows the community to **shape the game's future**. The token holders into the DAO ecosystem would be vote on things how the game can be enriched, what items' improvements a future release should include, what new tasks, skills and missions can be, what should be the design of the cities' districts, also which cities should be the design inspiration in the upcoming releases.

To take less obvious into account, the players could also receive an ability to vote on what names, colors palettes should be allowed to keep the game unique and unified. Going further they can also set the prices, fees to creators/designers/players and how to encourage the creators' economy.



However, users can also earn rewards for staking their tokens and earn a passive income. Also participate in various play-to-earn events and different competitions and art workshops run by the community. The idea is also that the AUT tokens is used to purchase in-game items.