



METABULLS

VISION

An ecosystem of P2E and PvP games providing painless integration of web2 games into web3. Providing easy interfaces for audio/video interactivity to developers



CURRENT LIMITATIONS

No Utility

The current Market is flooded with NFT's that don't have any utility. This is caused by rising interest in NFT's but very few NFT's have utility

Bumpy Transition

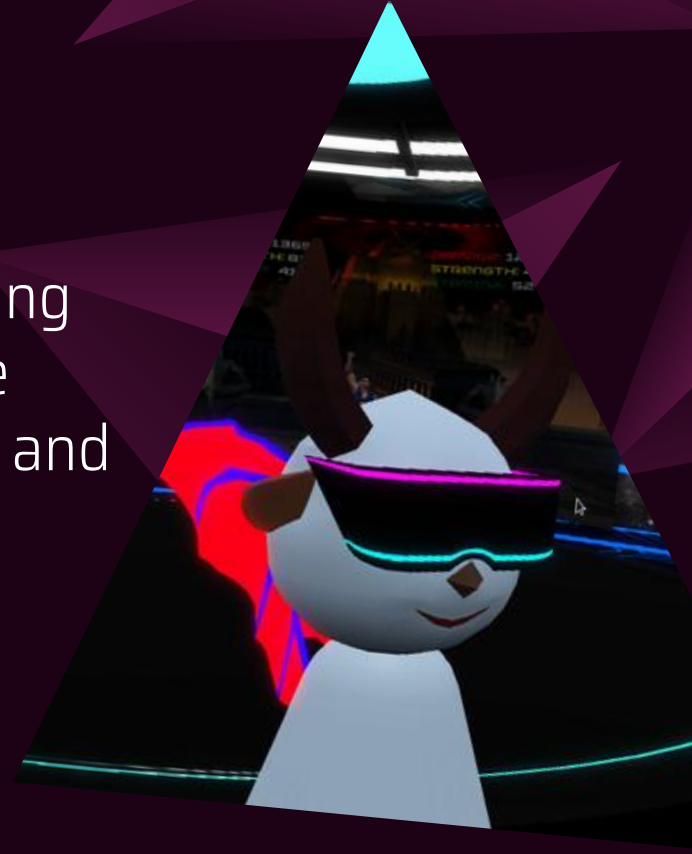
If an indie game developer wants to transition his game from web2 to web3 it is a painful process.

Infrastructure Cost

One of the necessity that current game must fulfill is player interactions via audio/chat this incurs a huge infrastructural cost

SOLUTION !

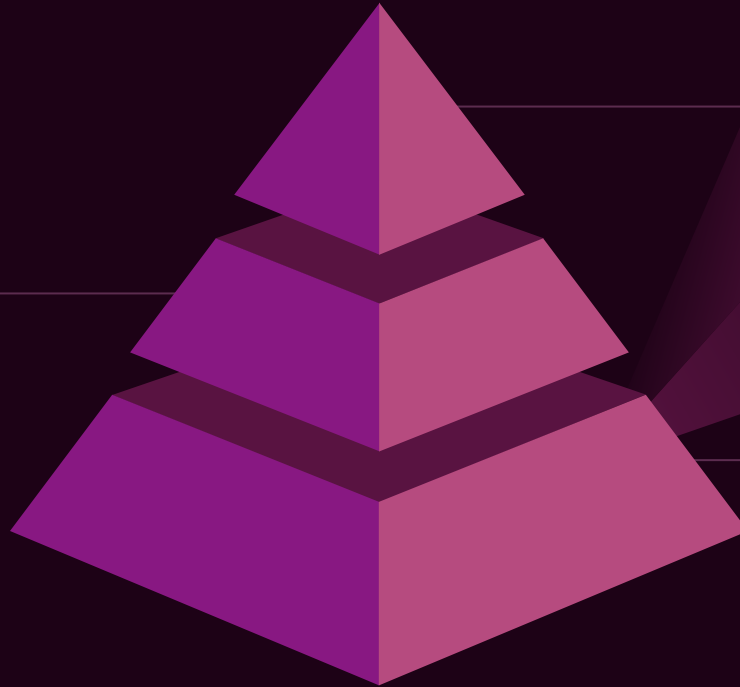
An Interface for developers to easily transition from web2 to web3 providing all the necessary tooling at one place including pre-built templates for P2E and PvP games



Logic Building Code

An intermediate level compiler that created smart contract code compatible with our interface to provide easy random number generation and accounting

2



User Interaction

1

A Set of Tools that automate the process of user transitioning from web2 to web3. This Includes web=application as well as CLI tools

Storage and Interactivity

3

All the media files and the game is hosted on IPFS and WebRTC enables basic audio and video features.

INFRASTRUCTURE

Storage

IPFS to provide decentralized storage . Combined with our initial set of gateway nodes

Oracles

We are currently using chainlink oracles for random number generation and using chainlink keepers for calling smart contract automatically on trigger events

Smart Contracts

Our genesis smart contract will first be deployed on EVM compatible chains and than further be expanded to support other chains

Indexing Data

We run our own graph node for indexing data and provide public access to users for there various apps

Interactivity

Using webrtc for audio and video call. Incentivizing node operators for running websocket nodes for realtime moments

Game Engine

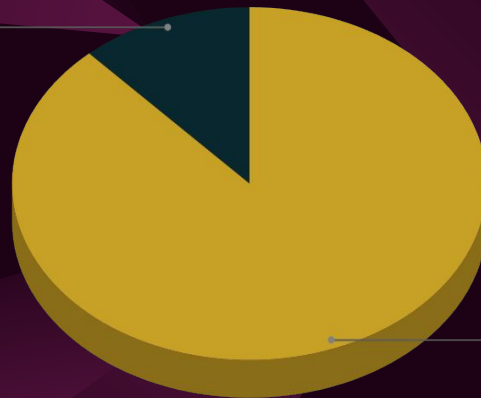
First Phase plan is to support unity and JS games as most of the indie developers are familiar with these engines

MARKET CAP

Gaming in Web

Browser Web3

11.8%



Browser Web2

88.2%

DEMO HERE