

# DogeLand

DogeLand, games, creation , own, governance , make money, dogs metaverse

DogeLand is committed to transforming a decentralized virtual world belonging to dogs, in this world, players can buy and sell their own dog' s land and items (NFTs)

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## 1. Executive Summary

DogeLand is a virtual world in which players can write and create virtual worlds and games without the need for centralized governance. In the current game market, centralized governance and control of user-generated content limits the rights and ownership of creators. Centralized control over the transactions of virtual items created by players restricts them from creating fair value for their creations. Worse, it is difficult to prove the creative ownership of a work, especially when the content is copied, modified, and constructed.

In NFTs, each item in the game will have a unique and immutable blockchain identifier

### 1.1. User Content Ecosystem

Temporarily use the OpenSea market: Trade in ETH (based on ERC721 tokens).

DogeLand Game: Decentralized game maker and game itself, including DogeLand P2P network, which allows users to create content in a piece of land (an ERC-721 token) owned in the virtual world, allowing players to sign with a private key Submit creative content or authorize other users to submit creative content to support team creation and synchronize creation to other players through the P2P network

### 1.2. Blockchain games and NFTs (non-fungible tokens)

The DogeLand virtual world uses blockchain technology and NFTs to enhance the capabilities of players and creators. NFTs are an emerging part of the global gaming market: virtual tokens that represent digital scarcity, security and authenticity. Each non-functionality is unique, indivisible, and cannot be exchanged with another non-functionality.

Users will benefit from the following:

- A. True digital ownership: Even if the game is closed or abandoned, players are still the true and permanent owners of their digital items. Through the blockchain, every game item can be tagged, allowing players to decide how they want to trade, sell or give away their items.
- B. Security and immutability: Digital game projects can be easily marked and traded in the primary and secondary markets governed and promoted by blockchain technology. Projects based on scarcity and demand usually lead to fraud and theft, but blockchain

minimizes these risks because it is a distributed ledger.

C. Transaction: A blockchain-based game platform can provide users with ultimate control over their digital assets. They can buy and sell items freely without worrying about being blackmailed, or worrying that the platform will shut down and cancel all the value of their in-game items.

D. Cross-application interoperability: Blockchain provides the ability for games to utilize shared assets. Assets, avatars, land, and any other game elements can be used in other games. These game projects are no longer limited to a narrow digital ecosystem. The DogeLand metaverse uses several different tokens to create a circular economy among all user profiles (that is, players, creators, administrators, and landowners) interacting with the platform. And other rights).

## 2. DogeLand Platform

### 2.1. Land and LANDS maps

LANDS land is a virtual token supported by the blockchain (the ERC-721 standard of NFTs), expressed as a physical package of Dogeland Yuanzhou. LANDS allows players to own a part of the metaverse so that they can host content (assets and games). DogeLand metaverse is based on a map of 1048576 plots of land (1024\*1024). Land is the physical space in the metaverse that players use to create games and profit from it. The land is used to publish your game and can be rented out to game creators. Every piece of land has a set of pre-built terrain, but it can be transformed and modified by the user who owns it (or other players they invite). In the future, players will be able to combine land together to form real estate, and the real estate may be owned by multiple players to form a region

### 2.2. Dog

Dog is the incarnation of the player in the game, and the player can modify it little by little. Character avatars have specific specifications and formats, and come with a set of default animations, such as walking, running, jumping, and fighting. This avatar can be modified piece by piece (helmet, arms, torso, legs, etc.) by equipping it with different compatible ASSET tokens

### 2.3. Revenue stream

(1) Land sale
(2) Transaction fee = 1% any

transaction

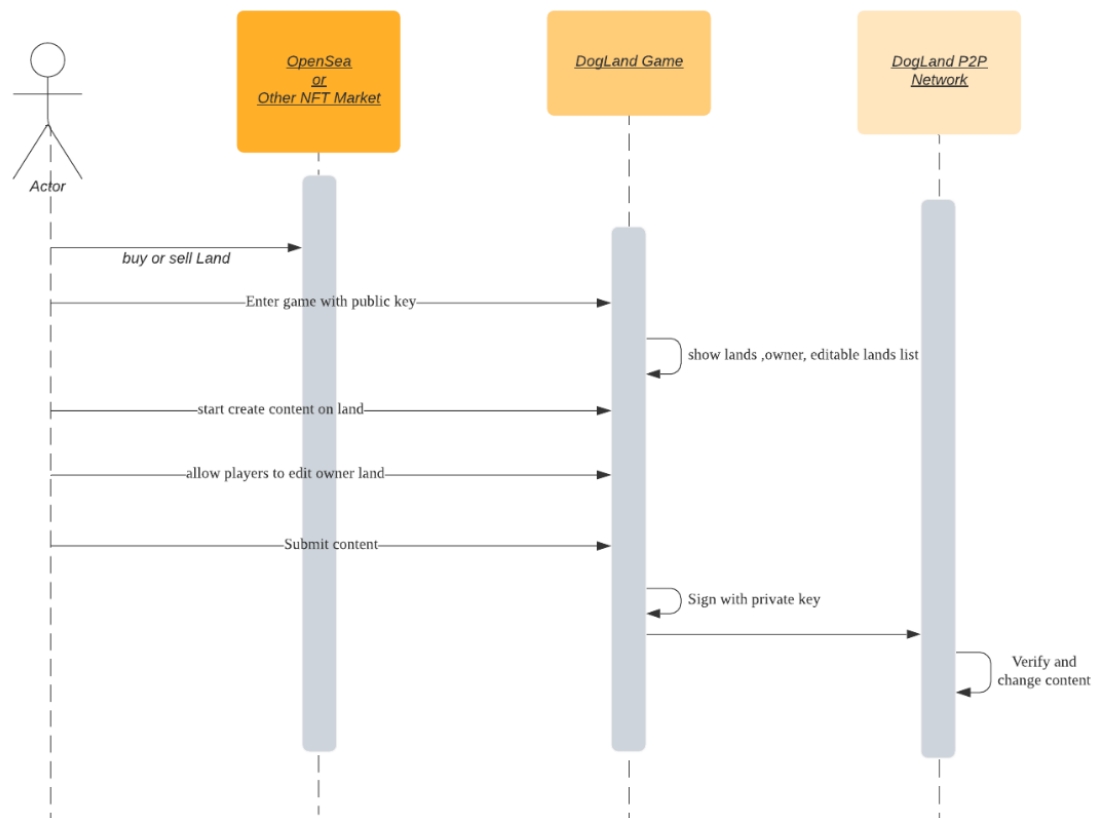
### 3. Technology

#### 4. 1. NFTs

ERC-721 standard NFTs

#### 4. 2. DogeLand and P2P Network

Players can create or invite others to create together. Players can form a community to build a large community together. In the future, it will support the modification and merging of the same block, allowing multiple players to work on the same plot at the same time.



#### 4. 3. Game engine

Rendering is based on Unity URP, custom unified rendering Shader, making full use

of Unity srpbatch, extensive use of DOTs technology, ensuring performance, and adapting to mobile platforms

## 4. Team