BATTLE NEVS

Goals

- Provide a new token model and numerical settings for your chosen robo-vehicle (NEV) customization game design plan.

- Design a token distribution mechanism for it, and must combine it with the Creator Economy.

- Design a GameFi model that can combine with the governance of DAO.

Token Model

We have 3 tokens :

- NEV D-NFTs (Dynamic NFT), they represent the NEV and can be updated on-chain with pre-rendered NEV metadata corresponding to their new NEV configuration

- NEV COINS, a in-game currency that you earn at the end of each level and that you can spend to buy new upgrades.

- LEVELS NT-NFTs (Non-Transferrable NFT), their metadata contains the whole configuration of a level (terrain shape, background images, position and strength of the zombies, etc…). They are created by the players and can be sold on the marketplace. Players can buy them to play the level but cannot resell it. They can rate the level to attract or warn off other players to this level.

Token Distribution

- NEV D-NFTs (Dynamic NFT): We plan to create 10,000 premium NEV designs that only the owner of that NFT can have. In addition, we'll constantly mint and inject basic low-level NEVs into the marketplace for people who want to play the game but can't afford a premium NEV.

- NEV COINS: No initial distribution. Players earn them a the end of the level then spend them on upgrades, it's a zero-sum game.

- LEVELS NT-NFTs (Non-Transferrable NFT): We plan to create a dozen levels to get the ball rolling then let the community create and sell levels.

Token Economy

- NEV D-NFTs (Dynamic NFT): the revenues of the initial mint of the 10,000 premium NEVs will go in a DAO that will finance the development of the game. The second market royalties (5%) will also go into the DAO.

- NEV COINS: No plan for it yet.

- LEVELS NT-NFTs (Non-Transferrable NFT): Only the creator can mint the levels he created. He can then sell them on the marketplace. There is a 5% royalties going into the DAO. The remaining 95% goes to the creator.