

NFT game is a wide and popular worldwide. It is our intention to take this opportunity to further explore and enhance ourselves this technology while pursuing endeavors that matter. Our objective and ultimate destination is PLAY, LEARN and EARN and we have designed a game that will do it. And thus our call to action:

Let's Do I.T.

Introduction of BIOSPHERE

It is a web-mobile app game with an environment using NFT or Non-Fungible Token called GTX.

The objective of the game is Play, Learn and Earn giving information in flora, earning with each accomplished tasks such as taking care of your plants. Growing plants and having farm produce, can be done sold in the marketplace for more points. Players can buy characters, flora(plants), equipment(s), farmland, and other things in the marketplace.



Game Plot

A rogue planet Earth0416J hemmed in the convergence of spiritual realm and physical realm by a red giant protostar was accidentally discovered by two promising botanist prodigies and partners Liam and Yam from a mysterious cave that turned out to be a portal. In this world, they met sworn enemies and young practicing fairies the dauntless Diyes and modest Meg, who took upon themselves to fill their planet with plants that will eventually help sustain life in their world as it is rapidly diminishing due to the inexplicable indifference of other fairies. Can you help the quartet in their quest to save this mystifying world and rekindle life among the fairies?

Game Play

Users can use their GTX to buy items necessary to generate farm produce which they can eventually sell to the marketplace. Marketplace will have several sections such as farm produce where fruits, flowers and full-grown plants are for sale, seedling/nursery section where plant seedlings and baby plants are sold, plant essentials where fertilizers, pots and other garden equipment are available, farmland where bigger land areas will be available depending on the level of experience of individual user.

In-game purchases

GTX is the game token that will be used for purchases.

- Seedlings – baby plants or actual seedlings
- Full grown plants – can produce fruits, seedlings.
- Wells / Water Sources – as the name implies.
- Fertilizers – produced by transforming rotten plants / fruits
- Garden Equipment – garden sheers, wheel borrow, water hose, water containers, and pots.

The game will scale the actual length of time needed by the plants to grow and simulate regional geographical factors that affects plants such as snow, wind, rain, typhoon, cyclone, pests that could hinder full capacity of farmlands for produce.

Farm produce can also rot for non-sale after a certain period unless they are actual plants for re-selling which will need continuous nourishment and proper care.

Not logging in the game for a period may also result to plants dying and stop earning points.

Tokens



GAME TOKEN (GTX) –a newly created cryptocurrency which can be earned by playing BIOSPHERE Game. It can be exchanged to any major cryptocurrencies available in cryptocurrency markets.



BIOS – this is an exclusive NFT that is integrated in the game which value will be determined by the supply and demand, and NOT AN INVESTMENT VEHICLE, which can only be bought through bitcoin through the app developed by the company. This token is not convertible to fiat.

Game Essential Features



Flora

Different plants/seedling will be available to users based on their level and experience and will have different effects on user level, experience and skills of the user. Each plant will have attributes that will contribute to user skills.



User experience

Increase for every successful harvest, sales of farm produce, equipment and water sources.



User skills

User skills improve based on BIOSPHERE activities and purchases, more plant / fruits produce:

Green Thumb – for every successful plant or fruit harvest green thumbs increases, hard to grow seedlings will have higher green thumb skill increase which will in effect increase percentage of harvest produce

Water Bearer – plants with higher water requirements will increase water bearer skills and capacity, which will give higher discounts on water sources equipment such as water hose, water wells and

Draftsperson – depending on the level of user experience, BIOSPHERE can create or purchase different garden equipment, garden hoe, shovel, etc.... or materials such as garden racks, creeper poles/networks which adds up to higher farm produce.

Fertilizer Expert – withered plants and rotten farm produced can be used and converted to fertilizer for higher farm production percentage

Market Expertise – increases for every successful sale of farm produce, sales of equipment, fertilizers.

Game Features



Mini Games

Liam and Yam, together will face challenges in the brave new world that they have discovered, fairies Diyes and Meg are not exempted, help them overcome these challenges and with them you will be rewarded with collectible items spread throughout the game.



Puzzles

Throughout Meg and Diyes's world, ancient runes and symbols are scattered that will help them overcome challenges that they will face while exploring.



Market Place

User-driven market place are readily available for necessary items, plants, and tools that will help players boost their skills and support maximum plant potential. Market place will make sure that the consumption of NFTs and tokens are balanced and feasible to sustain the game's economy



Original Collectible Items

The game is conceptualized with unique and original ideas down to the smallest details and players have the opportunity to own game merch such as t-shirts, game skills cards, character miniature among others



Random Fun Facts

Accurate fun facts about the game, players, developer, flora among others will be thrown in that will make the game more interesting.



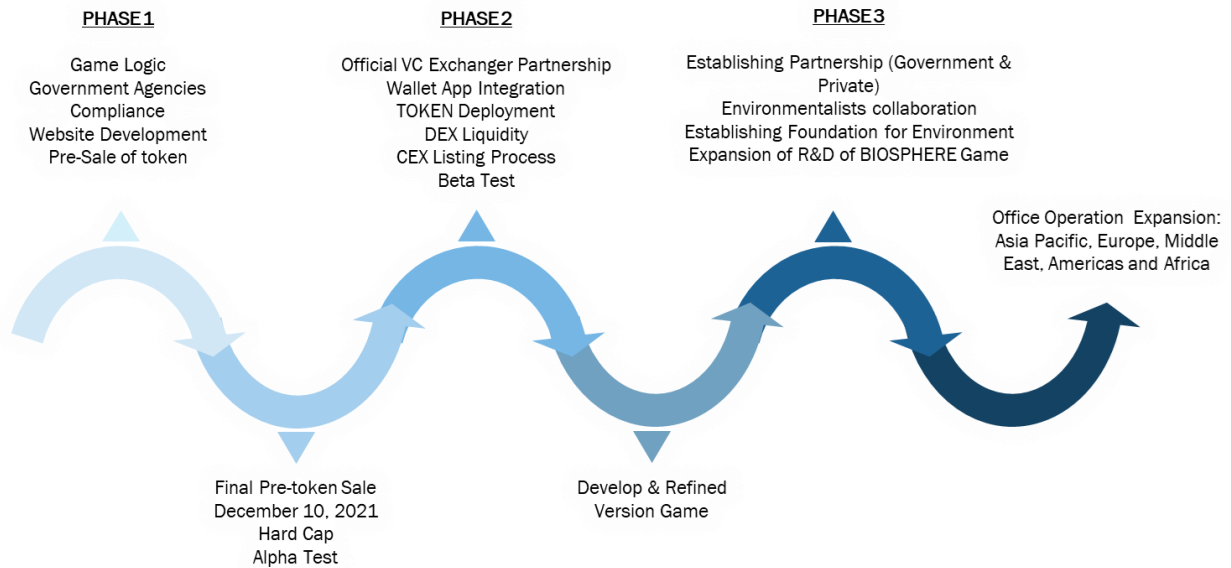
Social Responsibility

The game is built with the end in mind that its players themselves are inspired to become champions of environment care and later form communities that will participate with eco-friendly endeavors such as tree-planting, clean-up drives and promotion of green economy.

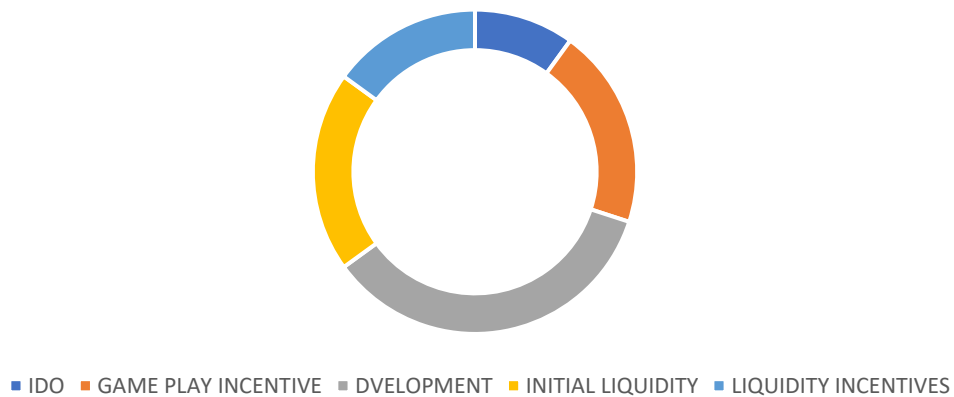
Characters



ROADMAP:



TOKENOMICS:



The supply of Game Token is designated as follows:

- IDO 10%
- Game Play Incentives 20%
- Development 35%
- Initial Liquidity 20%
- Liquidity Incentives 15%