



# CryptoViper

WhitePaper

Version 1.0

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# 1. Introducing CryptoViper

Nowadays, NFT is gaining popularity all across the world and we believe NFTs in video games give much more excitement to players, and also creates much more value than traditional games as they can get something in exchange for playing.

CryptoViper was born as an university project but we are looking forward to make of it more than just a project. As many NFT games are popping off and most of them have a similar gameplay, we wanted to take NFT gaming to a whole different and new level by implementing a new way of playing NFT games while also maintaining old and popular games essence.

Within CryptoViper, each user has one or more NFT characters which are represented as snakes and each of them has its own uniqueness, rarity, advantages, power and also its own value that can be used for playing, trading or breeding and due to blockchain technology, these characters have an actual real value.

## 2. Story of CryptoViper

### 2.1 CryptoViper Universe

CryptoViper is inspired by games like 'Slither.io', 'Little Big Snake' and also the famous and old game 'Snake' from 1970 with its own differences.

At CryptoViper, players will immerse themselves in the form of a snake which can compete with other snakes in the PVP Arena, inspired by first two games mentions above, or have a more relaxing but still intense PVE gameplay, inspired by the famous game from 1970, 'Snake'. Besides competing, snakes will be able to breed with other snakes to have some little snakes with their parents genes.

### 2.2 Intended Audience

Like many other games, CryptoViper is centered around competition while also having a relaxing PvE gameplay. This is the reason the game is targeted to all type of players, but competitive players will earn more rewards.

For the time being, CryptoViper will focus on South America which is one of the two regions NFT games are popping off. In the future time, CryptoViper will expand to other regions, mainly to Southeast Asia, which is the other region with the most player base.

## 3. Gameplay

### 3.1 Getting Started

To start the game each player needs to create an account, which will be linked to a wallet from where the player can store the main token and confirm transactions.

Each player then gets a free snake that has considerably less power than other snakes, but still it can be used to play and earn. Player can then get more powerful snakes from random boxes, in the marketplace or from breeding two snakes.

With any type and independently of the power, snakes can fight with others in the competitive PvP arena or level up in the PvE mode, where players can earn the in-game token in both modes.

### 3.2 Modes and devices

In the initial stages of CryptoViper, players will be able to play in both PvP and PvE modes on a desktop computer from any web browser. Both modes are 2D and do not have intense and detailed graphics so PC requirements are minimum, each of them will be delved in the next few pages.

Playing on mobile devices is not our priority as the gameplay would be really affected in a negative way, but still we will be developing and experiencing in mobile gameplay for 2022.

### 3.3 PvP mode

CryptoViper will have two game modes, one of them is the PvP mode which consists in a competitive online battle with other snakes.

The battle consists in fighting with other few snakes in a battle royale gameplay and depending on the position the player finishes there will be a different reward, which can be losing or winning MMR (Match Making Rating) points which will determine the competitive level and the players one will have to face against. Depending on this MMR points, the player will also earn an in-game token which can then be used in any of the other game activities, like trading and breeding or to exchange for the main token which will have a real value.

Each snake has different genes and special abilities which will help it during the fight to get the first place and are yet to be defined but we are looking forward to maintain a balance in the power of each and keep a nice non-toxic gameplay that can frustrate players.

This variety of snakes will help establish a meta-game that will incredibly help in keeping a stable economy.

MMR points not only defines your opponents and rewards. There is also a leaderboard, and for the top players with more MMR points there will be a reward each season.

Each month, CryptoViper will have a season which will reset the MMR points of the top players to a specified amount to keep the competitive level. Besides, each season might have balance changes to keep, balance and change the metagame, so the game can evolve.

One of our goals is to have a game that is not painful to play and bore players, so changing and evolving the game should make players feel more satisfaction when playing.

## PVP PHOTOS



## 3.4 PvE mode

Apart from the PvP mode, players will be also be able to play in a PvE mode which will consist in a singleplayer gameplay similar to the old snake game, in which you had to survive increasing your size while having to avoid touching your own tail that can be deadly.

The PvE mode will have different levels which will become harder as the player improves and advances through them. Each level has a completion quest that you have to complete in order to beat the level and earn the rewards, which will be improving through harder levels. Rewards include experience that will help beat harder levels and also the in-game token. Each day there will be a limit amount of in-game token players will be able to get through this mode.

Just like PvP mode, snakes have their own special abilities and genes that will help beat harder PvE levels in order to earn better rewards.

PVE PHOTOS

## 3.5 Energy and Level

Each game in any of both modes will consume one point of energy. This point of energy is needed to be able to earn rewards, and in PvE also to get experience and level up player's snakes.

Each day, players will get a different amount of energy depending on how much snakes they have. The base amount of energy one player can get is 20 energy.

Even though energy is needed to earn rewards, players can win or lose MMR points in PvP independently of the amount of energy they have. Also they are able to play the PvE mode but will not be able to get any rewards at all besides of unlocking harder levels.

This energy system is to keep a balanced and stable economy in order for the game to keep its course and not minting tons of tokens, which would impact the economy hardly.

## 3.6 Daily quest

Beating PvE levels and winning PvP arenas is not the only mechanism to earn rewards. Each day there will be a quest which will include beating PvE levels and winning a certain amount of arenas, any player should be able to complete this quest while using their energy. Daily quests may vary from day to day to avoid having a monotone game which would bore players.

## 3.7 NFTs (snakes)

Snakes are the main in-game asset that each player will have. Everyone starting in CryptoViper will get a free snake which will be basic and have no power at all so there can be people that can play the game without investing in it. This snake should let new players play but they are not going to earn the same amount of rewards that players that invest and get better snakes.

Snakes can be obtained through two main ways, one is the marketplace and the other one is breeding, both ways will be detailed in next sections.

Each snake has its own genes and special abilities that determine its power, each gene and special ability has a rarity that can be: common, uncommon, rare, epic, legendary and mythic; being common the easiest to get and legendary the hardest one, mythic are obtained through events and leaderboard rewards.

## 3.8 Breeding cave

One of the main ways to obtain new snakes is with breeding caves. A breeding cave is where two snakes can have one egg that after some time will born and a new snake is born, this snake inherits some of each parents genes or special abilities, while also existing a low chance to have a gene mutation which would make a new gene different from their parents.

Each breeding cave can be used once and costs a certain amount of in-game token and can be bought through a shop, different from the market. This is to increase the amount of token that will be burned, in order to keep a balance between mint and burn.

## 3.9 Market

The other way to obtain new snakes is through trading in the market. Each player gives the value to their snake, even though the metagame and the community will establish the actual value of the snake when buying and selling.

## 4. Tokens

CryptoViper has two types of token that will be detailed in the next two sections: a main token \$CRYV and an in-game token \$CVE

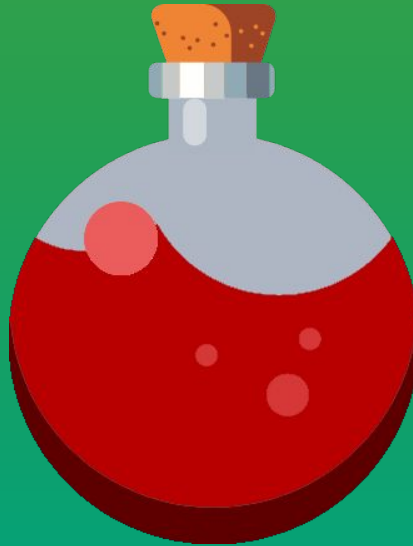
### 4.1 Main token \$CRYV

\$CRYV token is the native currency in CryptoViper. There is a fixed total amount supply of \$CRYV. This token is stored on Binance Smart Chain and is used to exchange for \$CVE (which is the in-game token) and trading in the market. This token has a real market value and is not directly used in game activities except for trading.



## 4.2 In-game token \$CVE

\$CVE (Crimson Venom Elixir) is the in-game token which is used through the different game activities in CryptoViper. This token is uncapped and is the one that players earn by playing and also is used in all the different game activities, like breeding, trading and earned when playing. As this token is uncapped, we focus on balancing minting and burning in order to maintain a stable economy.



## 5. Scholarships

Each player can lend one or more snakes to new players as 'scholars'. Scholars play for free and can play with a snake the manager gave them, in exchange, the manager will get a percentage of what the scholar produces. At first, there will not be any type of contract between managers and scholars, so the percentage can be fixed by the manager and also the period of time the scholarship will last. Also, any rule broke by the scholar might affect the manager.

## 6. Play-to-earn

The Play-to-earn business model is the new popular and attractive gameplay, mainly in developing countries. It is a business model that embraces the concept of an open economy and provides financial benefits to any player who contributes to the game ecosystem.

Key components of the play-to-earn business are giving players the ownership over in-game assets and allowing them to use them as they want while also allowing to increase their value by actively playing the game. We also believe that having a competitive game also helps in this model as players will re-invest in order to get better assets and rewards.

## 7. Technology

The game runs in any web browser and the technology implied in the development of this game includes: HTML, CSS, JavaScript and frameworks that uses these technologies as their base

### 7.1 Blockchain

For the blockchain, we believe Binance Smart Chain (BSC) is one of the best, if not the best technology in blockchain. The growing popularity and the low transaction costs BSC offers drove us to use it. Besides, many NFTs games nowadays are using BSC as their blockchain motor due to the numeral advantages it provides.



## 8. Roadmap

## 9. Development Team



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CryptoViper COO



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Blockchain Dev CTO



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Larroude Santiago  
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## 10. Partners

