

## PROPOSAL NAME:

MineApes: ApeCoin in Minecraft, engage new people and learn about Apes

## TEAM DESCRIPTION:

Idon Liu (BAYC#244)

Chief Blockchain Officer & Co-Founder @ Pentagon Games

A seasoned entrepreneur and a veteran in blockchain and innovation. Previously 15+ years in Fortune 500 tech companies. He possesses a diverse skill set including smart contracts, data science, portfolio management, and venture capital. Based in Hong Kong, Idon Liu is the co-founder of Pentagon Games, a new games publisher powering XR Metaverse through Deep Learning and Web 3 (Pentagon Games emerged victorious at the Startup World Cup by Pegasus Tech Ventures during the World Blockchain Summit in Dubai). He has held various leadership positions in renowned organizations such as Ambros Technology Pte Ltd and ChainGuardians, where he has contributed to the growth and success of these organizations.

Pentagon Games is our step towards exploring how games are developed, distributed, and experienced in new ways. Our focus is relying on Web3 and AI to push the boundaries of advancement in video game development and to explore GameFi adoption. Meanwhile embracing XR Metaverse technologies as a future platform for video game content search and distribution.

X: [x.com](#)

LinkedIn: [Idon Liu - Pentagon Games | LinkedIn](#)

Luca Tropea (mostdev)

Chief Executive Officer & Co-Founder @ Versadia

Full-Stack Developer with over 8 years of experience in game development. An expert in gamification, he has collaborated with various companies to create digital worlds on Minecraft in partnership with Microsoft. Later, he approached the Web3 world and decided to dedicate himself to Versadia, becoming a co-founder. For the past few years, he has been collaborating with various cities in Italy to integrate Web3 technologies within public administration, facilitating the digital transition.

LinkedIn: <https://www.linkedin.com/in/luca-tropea/>

X: [x.com](#)

### Additional Team Info

Emma Liu, CEO & Co-Founder @ Pentagon Games

<https://www.linkedin.com/in/em-liu/>

Idon Liu, CBO & Co-Founder @ Pentagon Games [Idon Liu - Pentagon Games | LinkedIn](#)

Luca Tropea, CEO & Co-Founder @ Versadia

<https://www.linkedin.com/in/luca-tropea/>

Ion Spinu, COO & Co-Founder @ Versadia

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Wei Ng, CFO & Co-Founder @ Pentagon Games [<https://www.linkedin.com/in/wei-ng-ba1a86303>

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Hugh Behroozy, CPO @ Pentagon Games

[Hugh B. - Blinkmoon | LinkedIn](#)

Vincenzo Guarnieri, Metaverse Developer @ Versadia

<https://www.linkedin.com/in/vincenzoguarnieri00/>

The founders are crypto veterans since 2015, their previous project achieved 100x. They built the 1st NFT marketplace in

2017 (1 year before opensea started), 1st NFT on Polygon, we operate 2 Polygon validator, Avax, MultiversX, and run L2 for OasysGames under Chainverse.info. The founders also incubated and advised over 30 NFT gaming projects, invested in various web3 games and infrastructure technologies, and managed Layer 2 on Oasys while operating multiple validator nodes with top 100 chain partners.

Team consists of 100+ full time staff: average 4+ years of ongoing experiences working together in web3, 5+ years experience in AI development, and 15+ years in gaming from Ubisoft, Microsoft, Respawn Entertainment, NCsoft, Disney and more. Versadia is part of Pentagon Games.

## **PROPOSAL DESCRIPTION:**

The initiative aims to support the ApeCoin Ecosystem by the creation of a unique Minecraft Server that will expose ApeCoin to different Web2/Web3 users. The Minecraft Roleplay experience we will realize, combines learning about blockchain and cryptocurrency concepts with the fun and interactivity typical of Minecraft. This server is a multiplayer experience where different players undertake specific roles and interact with one another within a virtual world in a story or narrative context. It's an interactive environment where players could be creative, develop unique characters, and engage in gripping stories with others in the community.

Players will embark on their journey from ground zero, starting with neither money nor personal property. They will need to seek their first job or opt for education to acquire skills, subsequently advancing towards employment.

Numerous job opportunities await players, ranging from mining and entrepreneurship to political roles or positions within the government sector. Essential roles such as doctors, nurses, firefighters, and policemen are also available.

There are many objectives in such a comprehensive mode, but we have summarized the main ones. We aim for a serene environment, free of disparities and conflicts among users.

- Explore: an unique world
- Learn: about Apes & Web3
- Build: your in-game future
- Socialize: meet new e-friends

Our team-created virtual city is the hub of adventure for all players. From here, they are taken into a world full of opportunities starting with Town Hall as a common starting point. From schools to hospitals and museums, recreational parks, and much more, we promise varied gaming experiences with a wide variety of core buildings.

But it doesn't stop there: the extremities of the town provide limitless plots for buying, selling, and renting—a never-ending expansion. Underneath the surface, there would be subway stations and markets, bringing another dimension to the game: discovery. Then comes the aspect where players can make their mark in the game by creating their own home or business.

The academy system is dedicated to both enlightening people on Web3 as well as exploring the intriguing origins of Bored Ape, discovering the history of the foundation and about who the founders are.

We are building our custom launcher with our "Pentagon Games" Gamemodes too. The ApeCoin's Server will be also integrated under our launcher. Being included under our ecosystem guarantee different benefits:

- The Pentagon Game launcher provides APE members with the opportunity to install the game and gain early access, along with exclusive special skins
- Access other Minecraft gamemodes we've created in a multiverse experience
- Players can earn the opportunity to have their specific APEs erected as statues. This recognition comes with on-chain airdrops and other perks for users, such as the ability to fly around for 5 minutes
- Users can earn sponsored gas tokens from multiple blockchain networks, including both EVM-compatible and non-EVM chains, as they explore the platform and develop their profiles

## **BENEFIT TO APECOIN ECOSYSTEM:**

- Themed Digital World: We will create an Ape-themed digital space where anyone can come in, have fun and spend their time in an engaging environment
- Educational Opportunities: We will provide learning opportunities for people and awareness about Blockchain, Cryptocurrency, Web3, Metaverse and more
- Media Success: Thanks to Minecraft, the best-selling game in recent years, we will gain significant media attention that will give even more visibility to ApeCoin

- **Knowledge:** We will make the ApeCoin story known to all possible users, increasing brand recognition and understanding
- **Increased Usership and Adoption:** Integrating ApeCoin as a game currency will incentivize players to use and own ApeCoin, increasing adoption and demand for the cryptocurrency (this Benefit will happen in the future when the gamemode is released on Hytopia)
- **Active and Involved Community:** Creating an active and involved community around ApeCoin, with events, competitions, and activities that promote interaction and a sense of belonging
- **Monetization and Revenue:** Generating new revenue streams through in-game purchases, special events, and other activities using ApeCoin, supporting the economic sustainability of the project

## DEFINITIONS:

- **Tebex:** a platform for game server owners to create webstores where players can buy in-game items and perks. It provides tools for managing transactions, creating product catalogs, and supporting players, enabling effective server monetization
- **Minecraft Builders:** who create only structures, focusing on architecture and design, without game logic or mechanics
- **Minigames:** events or mini-games within existing maps created by our team
- **BedWars:** a competitive minigame where teams defend their beds while trying to destroy their opponents' beds
- **Hunger Games:** a survival-based minigame where players compete in a battle royale, scavenging for resources and fighting to be the last one standing

## STEPS TO IMPLEMENT:

Development (ETA 2 months):

- Project Approval by Ape Community
- Assembling a Project Team (Versadia Devs)
- Game Design Document for the gamemodes
- Setup Development Server
- Entire Backend Development
- Level-Design for all the maps

KPIs:

Feature Completion (Percentage of core features completed)

Development Time

Documentation

Staging & Testing (ETA 2 months):

- Terraforming
- Complete the maps (with interiors)
- Setup our custom plugins
- Setup a webstore for Web2 Payments
- Create Marketing Assets (Trailers/Renders)

KPIs:

Plugins Testing (Percentage of features successfully tested)

TPS Performance (Average server response time under simulated load)

Compatibility Testing (Testing from different devices)

Production (Ongoing):

- Find Staff Members (Helpers & Moderators)
- Launch and Promotion

KPIs:

Active Players (Unique players/day)

Retention Rate (Percentage of players returning to the server after their first login)

WS Purchases (Bi-weekly packages bought on our webstore)

Average Playtime

## **REPORTING EXPECTATIONS:**

We will communicate new updates about the entire project every two weeks.

Reports will begin exactly one week after the proposal is approved on Snapshot and continue bi-weekly for 6 months.

## **OVERALL COST:**

Total amount requested from the ApeCoin Ecosystem Fund = \$111,250.00

This proposal requests an allocation of \$APE tokens equivalent to \$111,250 USD to cover the entire cost of the development and Pentagon Games (and Versadia) operational fees for the first six months.

Java Development - \$31.500,00

Minecraft Builders - \$22.000,00

Modelling - \$8.250,00

Marketing - \$13.500,00

Operation Cost - \$36.000,00 for the first six months (\$6.000 per month)

Team members:

2 Project Managers

3 Artists / Video Makers

3 Modellers

8 Builders

5 Developers