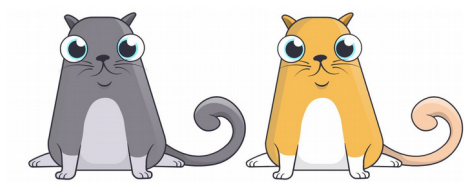


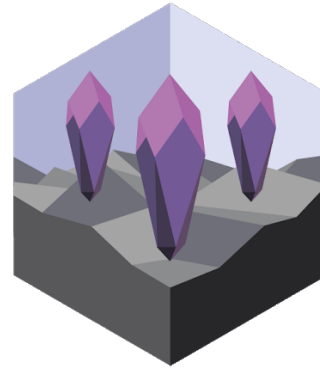
E T H E R N A L

**THE NEW FORMAT OF
BLOCKCHAIN GAMING**

BLOCKCHAIN GAMING 1.0



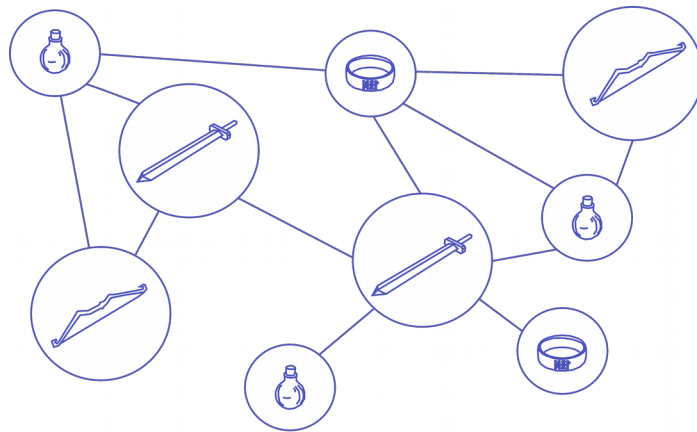
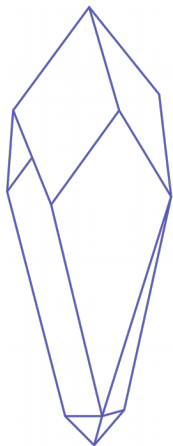
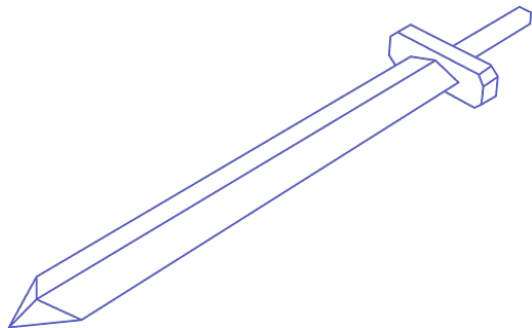
BLOCKCHAIN GAMING 2.0



CHALLENGE

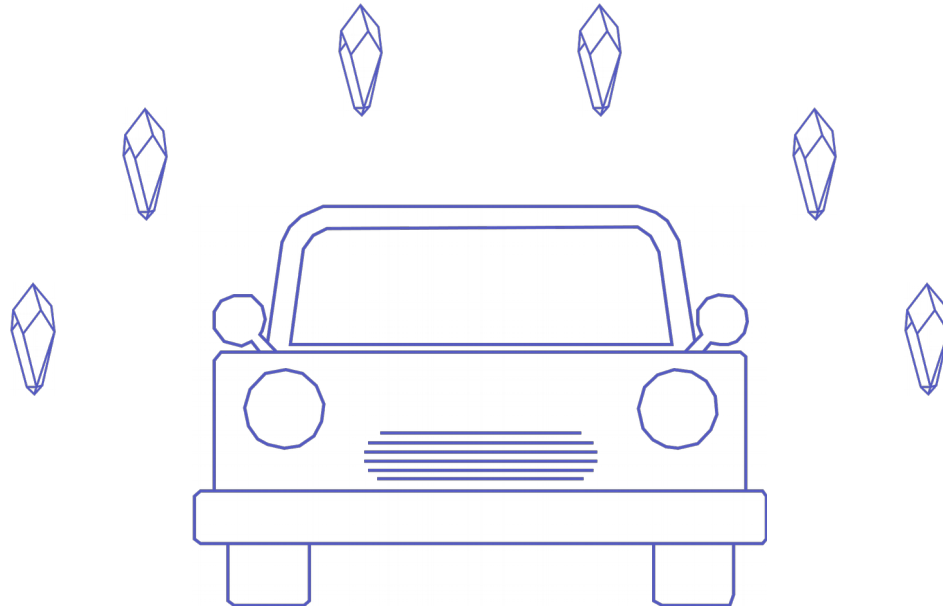
**AMAZING
GAMEWORLD**

**EASY TO LEARN,
HARD TO MASTER**

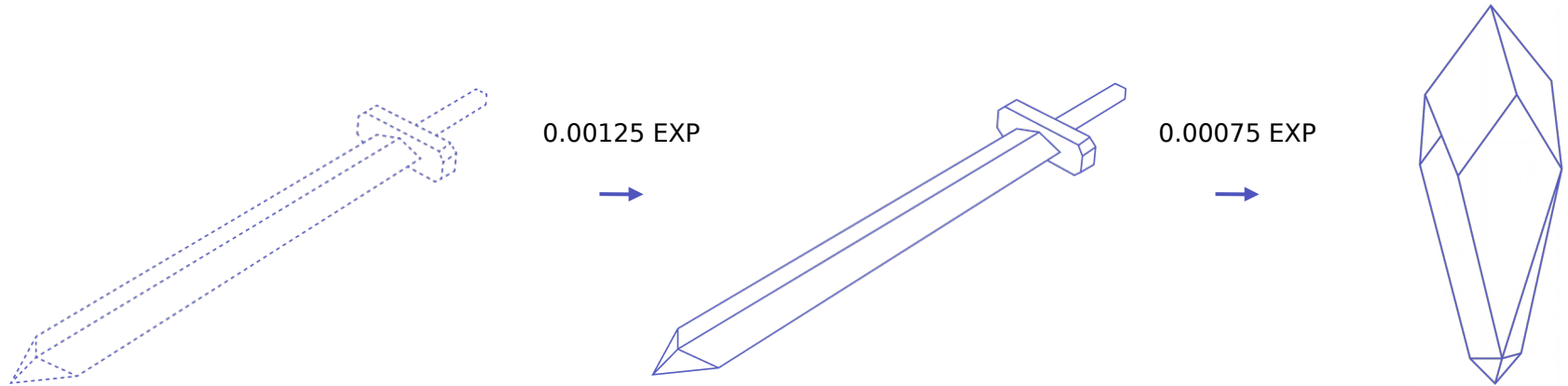




BUT WHAT ABOUT **GAS** AND **DELAYS?**



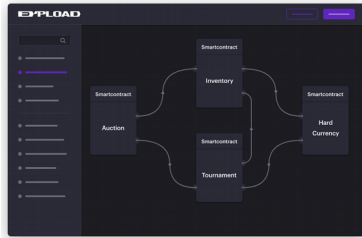
ARTIFACTS & AUCTIONS



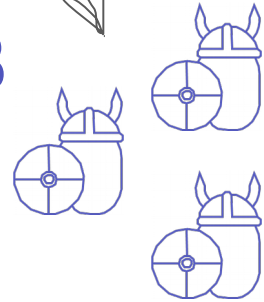
FIXED PERCENT GOES TO ETHERNAL KING AND THE CREATORS

TECHNOLOGICAL STACK

EXPLOAD SDK
UNITY ECS - HYBRID
LITENETLIB & LITEDBB



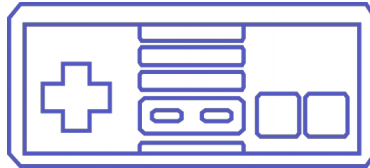
id: 0
stats: {
 attack: 1,
 defense: -1,
 spell dmg: 2 }



THE ROUTE



**DETAILED IDEA
& DESIGN
DOCUMENT**



**DEMO
REPRESENTING
KEY GAME
MECHANICS**



**INVESTMENTS
AND HIRE
NEEDED
MEMBERS**

**NEW CONTENT
AND ADD-ONS**



**PRODUCTION
-READY GAME**



**COMPETITIVE
GAMING**

HACKATHON PROGRESS



GAMEPLAY TRAILER



BASIC MULTIPLAYER



NEW GAME MECHANICS



CONCEPT ARTS



BASIC SMART CONTRACTS



CITY & DUNGEON
LOCATIONS

OUR TEAM



**VORONKOV
ALEXANDER**
C#, UNITY,
TEAMLEAD



**GEORGIY
ARTAMONOV**
GAME-DESIGN,
MAPPING



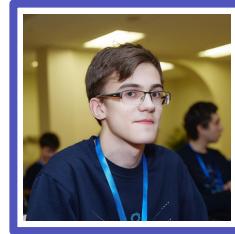
NIKOLAY CHER
CG, 3D-
MODELLING



**KRISTINA
KORNIENKO**
CONCEPT-ART

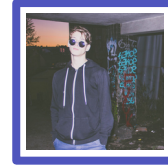


MIKE PETROV
C#, UNITY



NIKITA KRYLOV
C#, UNITY

HONORA BLE MENTIO NS



**ARTEMI
Y
SCHTEL
ZER**



**DENIS
MAZUR**

QUESTIONS?

**THANK YOU FOR YOUR
ATTENTION**



TELEGRAM:
@UNIMAGINARYUNIT