

MOSSLAND METAVERSE



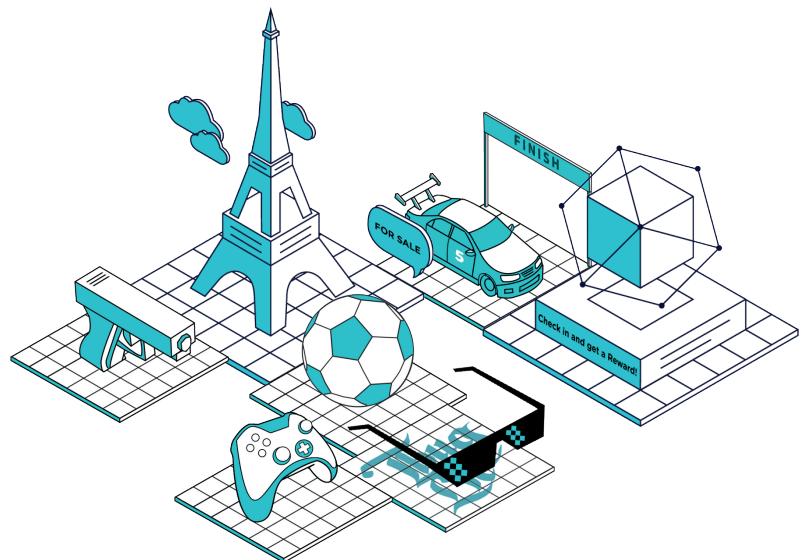
What is “Mossland Metaverse”?

Open Source Metaverse Platform
where there are microservices using MossCoin.

The liquidity of virtual currency is an important factor directly related to the maintenance and existence of the virtual currency. In addition, various projects are making diverse attempts to expand the usability of tokens as the issue of security properties of virtual currency has recently been in the spotlight in Korea. Mossland Metaverse was developed to expand the liquidity and usability of MossCoin (hereinafter referred to as MOC) and to attract more users and developers to the MOC ecosystem.

In Mossland Metaverse, users can use MOC to buy and sell digital/offline goods, accumulate points and participate in events with various mini-games. Mossland Metaverse is expected to attract many users by providing users with a variety of services and experiences, and as a result, the liquidity and usability of MOC will be greatly expanded.

To enrich the content of Mossland Metaverse, Mossland has open sourced the source code of Mossland Metaverse. Furthermore, Mossland will provide 2 APIs within the Metaverse, User authentication API and Points API. Through the increase in development convenience, many services will be developed and operated in the Metaverse, creating a virtuous cycle structure which will lead to an increase in users.



Metaverse Feature Comparison

	 MOSSLAND	 THE SANDBOX	 Decentraland
Blockchain	Luniverse Klaytn	Ethereum	Ethereum
Currencies	MOC POINT	SAND ASSETS GAMES LAND	MANA WEAR LAND
DAO	YES via MOC	YES via SAND	YES via MANA
Graphics	<u>2D - Pixel art</u>	3D	3D
Tokenomics	P2E <u>Microservices developed by 3rd party developers</u>	P2E user-generated content	P2E user-generated content
Key Features	<u>Web3-based</u> <u>Separate client installation not required</u> <u>Web-based metaverse</u> <u>Multiplayer support</u> <u>Easy to add various microservices</u> <u>Good performance on low-performance devices</u>	Client download required Multiplayer is still in alpha version	P2P Communication possible without a central server Better performance with client download, but not required Multiplayer support

Mossland Metaverse - Key Features For Users

Kaikas and Metamask wallet login options

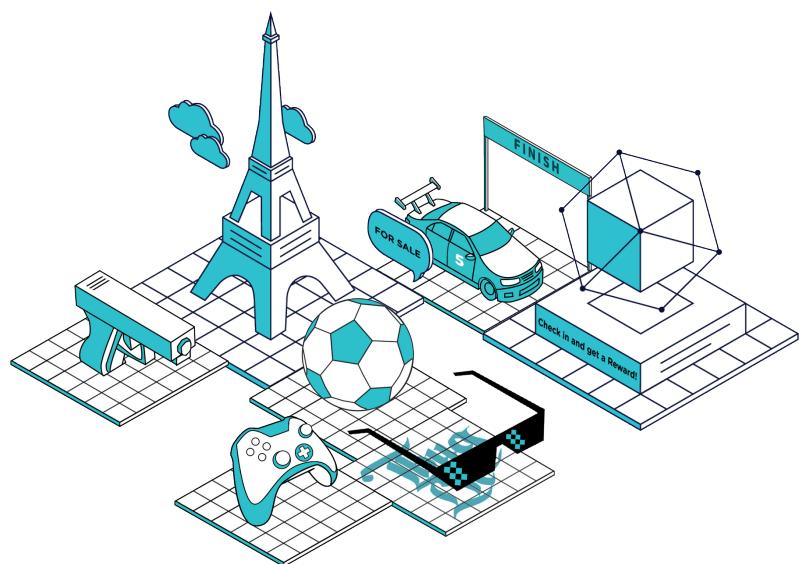
Video, Voice, Text, and Emoji communication functionalities

Mossland DAO Voting and Proposal Functions

Personal wallets

Various Web3 games

Purchase online and offline goods



Mossland Metaverse - Sneak Peek



1. Marketplace

On/Offline goods transaction

2. Exchange

Personal wallet

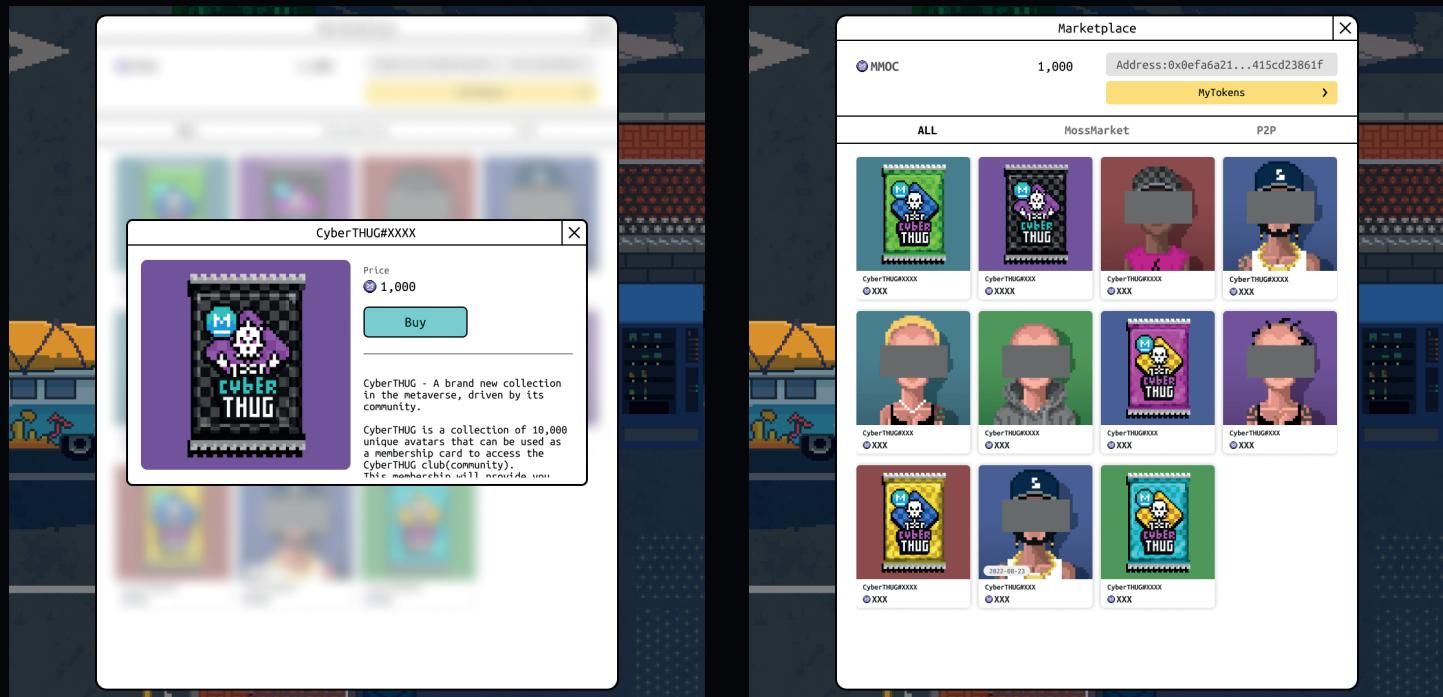
3. DAO Station

DAO voting and proposals

Mossland Metaverse - Sneak Peek

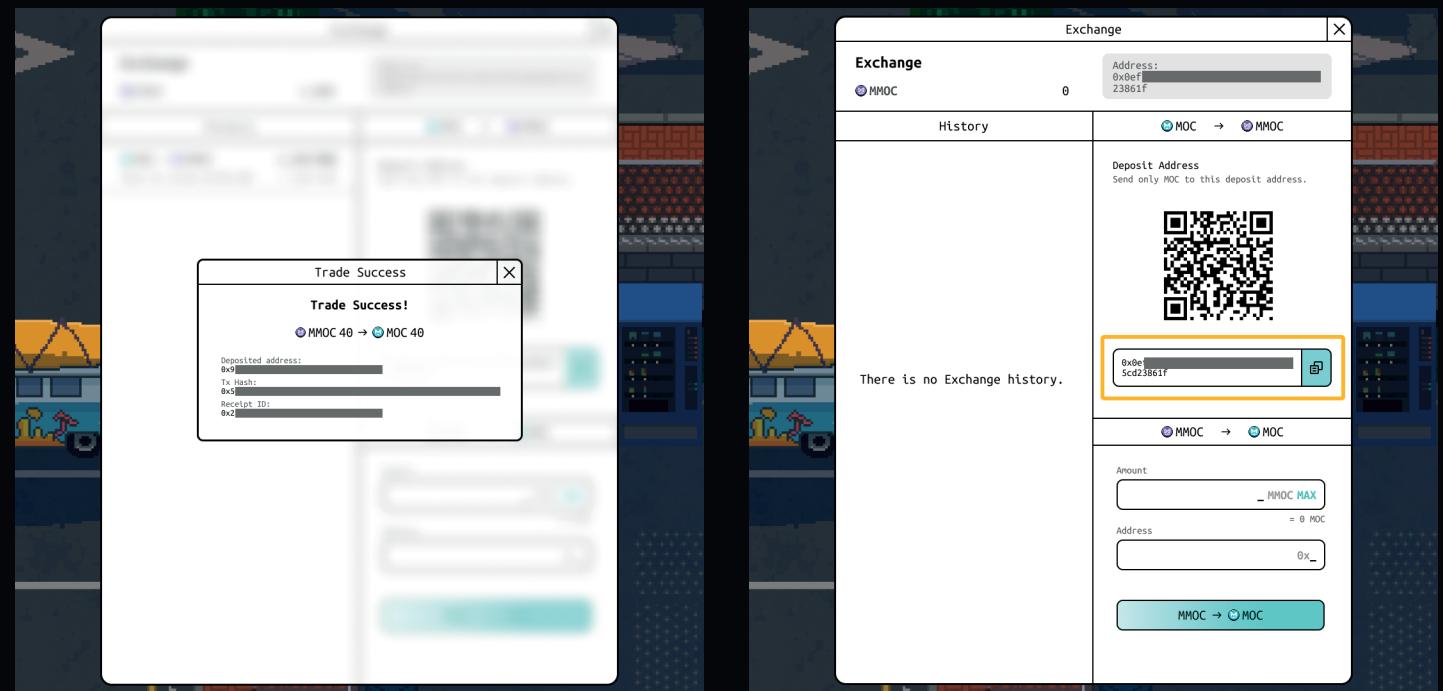
1. Marketplace

On/offline goods transaction



2. Exchange

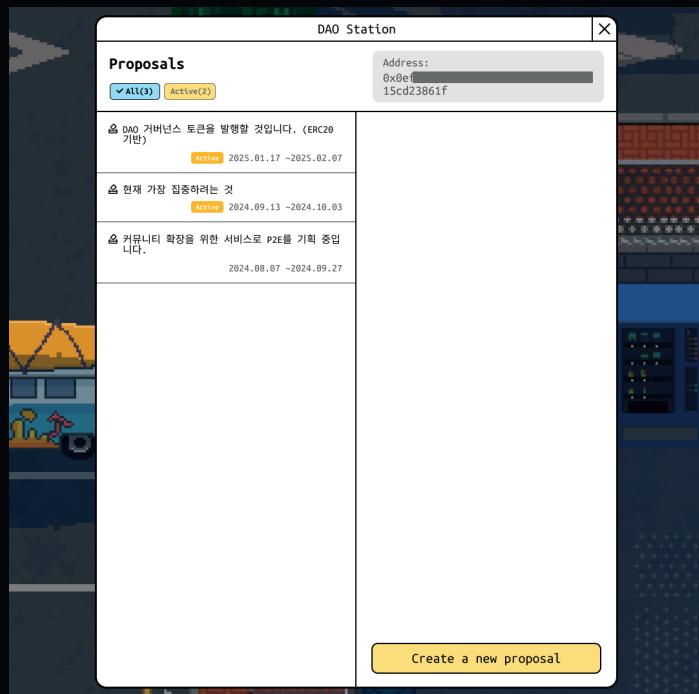
Personal wallet



Mossland Metaverse - Sneak Peek

3. DAO Station

DAO voting and proposals



Mossland Metaverse - Key Features For Developers

Auth, Point API will be provided

Mossland Metaverse is trying to actively induce 3rd party developers to participate by increasing the convenience of development. Therefore, Auth and Point APIs will be provided.

The Auth API provides basic information (id, nickname, etc.) of a user using a user token. In addition, developers can load and update user's Point information through Point API.

APIs will be very convenient for the developers. With the APIs, we expect that lots of developers and content will flow into the Mossland Metaverse by various development teams. We will grow both quantitatively and qualitatively through the power of the open source community that goes beyond the capabilities of one centralized team.

Auth API

```
GET /user/whoAmI
Host: app.moss.land
Header:
    Authorization: Bearer abdxxxxx

// typescript sample code
import axios from 'Axios';

interface IUserInfo {
    _id: string;
    nickname: string;
    keyring: string;
    role: string;
    status: string;
}

function fetchUserInfo(): Promise<IUserInfo> {
    return axios.get(
        `https://app.moss.land/user/whoAmI`,
        {
            headers: {
                Authorization: 'Bearer abcdefgxxxx'
            }
        }
    )
}
```

Mossland Metaverse - Key Features For Developers

Point API

```
GET /point/{userId}
Host: app.moss.land
Header:
    Authorization: Bearer abdxxxxx

// typescript sample code
import axios from 'Axios';

function fetchUserPoint(): Promise<number> {
    return axios.get(
        `https://app.moss.land/point/a97dfmn233eXf`,
        {
            headers: {
                Authorization: 'Bearer abcdefgxxxx'
            }
        }
    )
}
```

```
POST /point/{userId}
Host: app.moss.land
Header:
    Authorization: Bearer abdxxxxx

// typescript sample code
import axios from 'Axios';

function fetchUserPoint(): Promise<number> {
    return axios.post(
        `https://app.moss.land/point/a97dfmn233eXf`,
        { hash: '1234-2345-abcd-efgh', num: 1000000 },
        {
            headers: {
                Authorization: 'Bearer abcdefgxxxx'
            }
        }
    )
}
```

2022.10

meta.moss.land
Beta Version is opened

2022.11

Five games are added (point based)

2022.12

CyberTHUG IP Offline Goods for sale
Metaverse Assets P2P transaction support
and sales

2023 1Q

New map added for other NFT project

2023 2Q

Mossland Metaverse Advertising Platform
Open

* The schedule may be subject to change according to the situation.

APPENDIX

MOSSLAND METAVERSE MANUAL

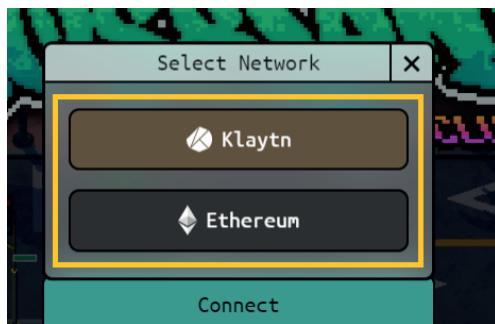
Mossland Metaverse User's Manual

This manual was written based on the PC interface on the Chrome browser.

1. Login



- 1 Wallet login which can be used with either Kaikas¹ (Klaytn) or Metamask²

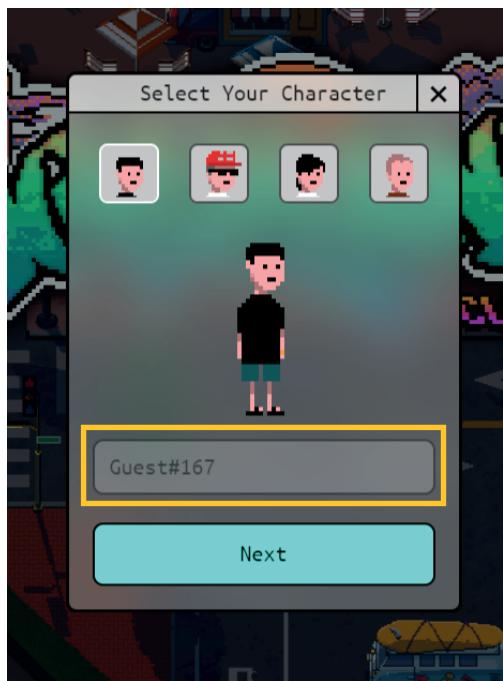


- 2 The guest login.

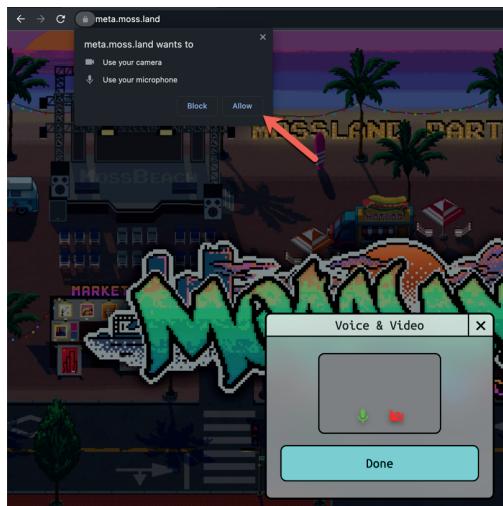
Logging in as a guest is the simplest way of checking out the Mossland Metaverse.

¹ <https://chrome.google.com/webstore/detail/kaikas/jblndlpeogpafnlhgmapagccfcipi?hl=en>

² <https://chrome.google.com/webstore/detail/metamask/nkbihfboegaeaoehlefknkodbefgpgknn?hl=en>



Guest login does not allow changing the player name. Using wallet login, the name can be changed.



In the next step, you select whether or not to use voice chat and video chat in Mossland.

2. Interface

	PC Interface	Mobile Interface
Move	WASD or arrow keys	On the left side of the screen, there is a button used for moving the character.
Activate interactive areas	‘SPACE’ key	Interactive Areas will become darker and press the button of the right side of the screen to interact.

Both Interfaces

Automatically activate the voice and video chat in the corresponding area.
Chat and emojis disappear after about 3 seconds

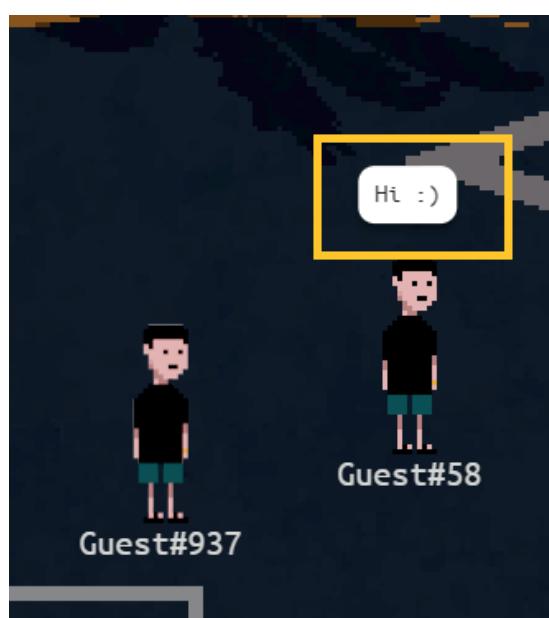
3. Communication

Chat



Enter a message on “type...” at the bottom of the screen and press enter. Then user’s chat input will be displayed on the screen.

The chat message is displayed above the user’s character.



Emoji

When pressing ☺ icon on the bottom left, a list of emojis appears. The emoji is displayed above the character's head as shown below.



Voice/Video Chat

When a user enters a specific communication area of Mossland, user can see that the microphone and video icons are activated as the surroundings darken.

Users can enable or disable voice chat by tapping the microphone icon (✅ or ✅) when entering the communication space.

3. Map Composition

Communication space

Communication spaces exist in several areas.

This is a space for voice or video chatting with other users.

Interactive Spaces



1 Marketplace

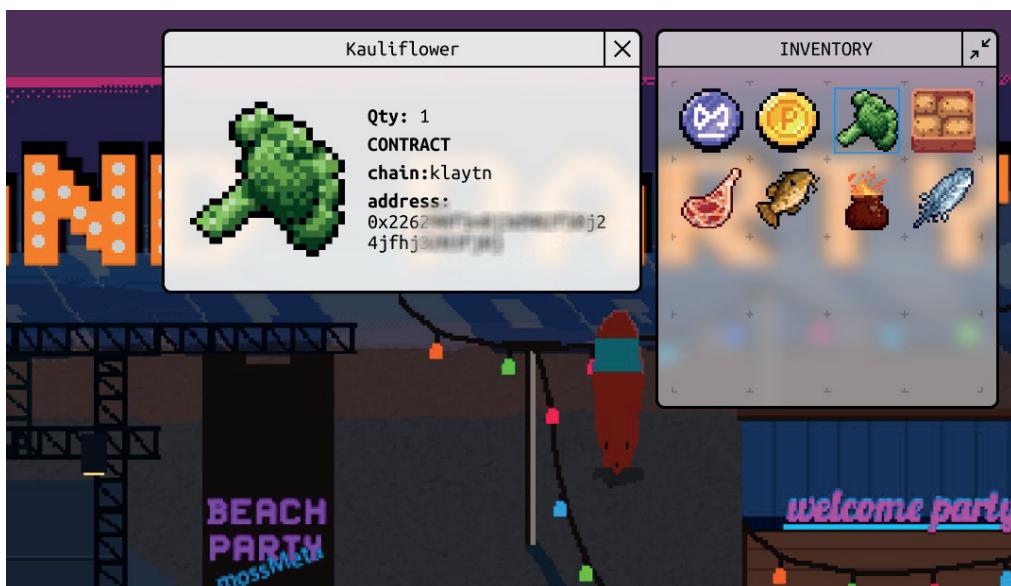
2 Exchange

3 DAO Station

Marketplace



Marketplace is a place where users can buy products on MossMarket and conduct P2P transactions between users.



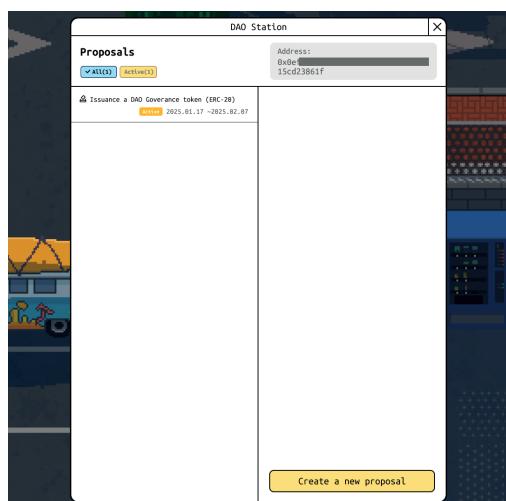
Users can select the token and click the Buy button to complete the purchase. Purchased items can be checked in the Inventory on the top right of the screen.

DAO Station

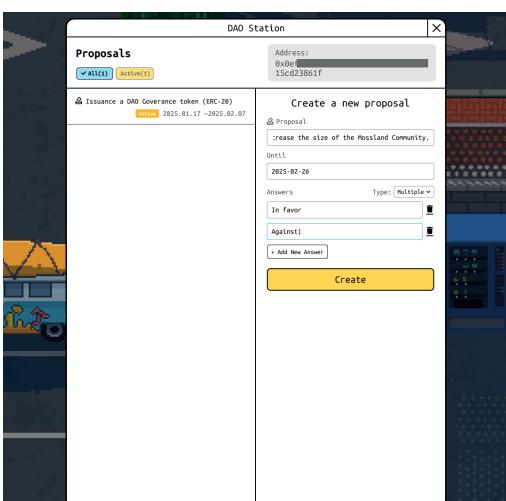


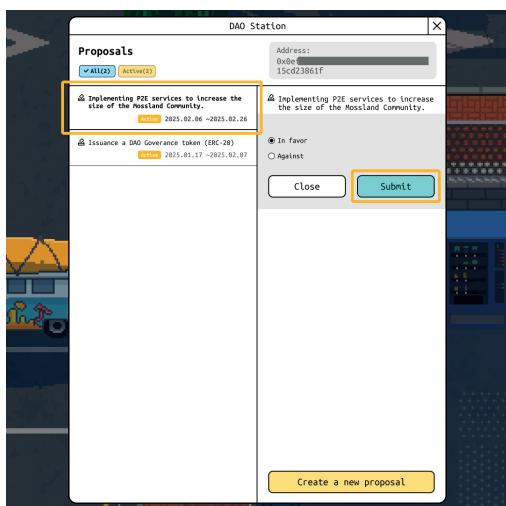
DAO Station is a space where Mossland DAO's voting function is implemented.

At the DAO Station, users can check the list of votes and users can create a new proposal. To create a proposal, users must own at least 1 MMOC.



When creating a proposal, users must input the content, duration, and selections. Enter the details and click the “Create” button. Then voting will be activated when the admin approves the proposal.





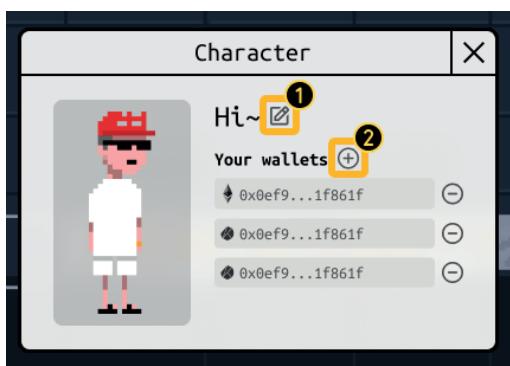
All proposals accepted by the admin can be seen on the list on the left. Voting is completed by selecting either “In favor” or “Against” and clicking the Submit button.

Profile



On the top left of the screen, users can check their profile. Character’s face, balance of MMOC, and balance of points (up-coming feature) are displayed.

When the user clicks on their character’s face, users can set nicknames and add or delete wallets.



- 1** Change the user's nickname. However, changes cannot be made when logging in as a guest.
- 2** Add a wallet. If users own multiple wallets, users can remove them with the - button next to the wallet.

THANK YOU