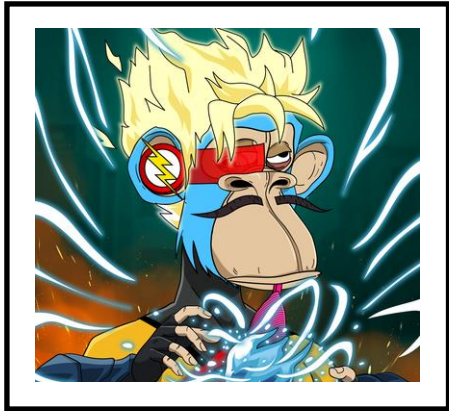
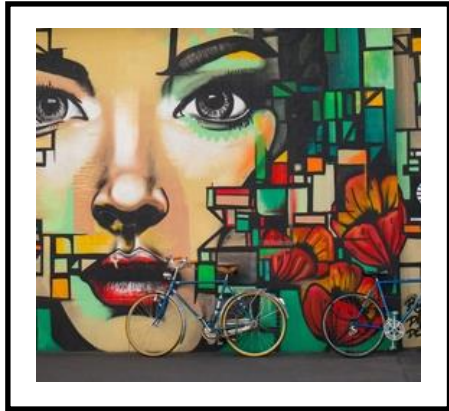


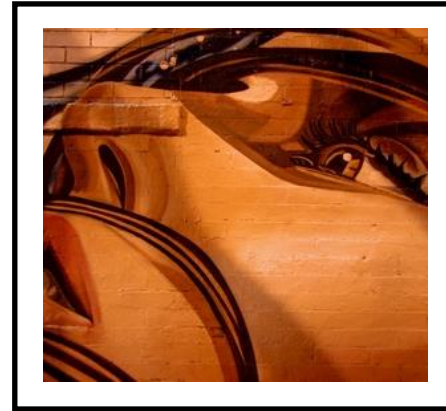
MEET THE TEAM



Declain Morndin
Chief Technical Officer



Joanne Mannuella
Chief Executive Officer



Maggie Zhan
Chief Operations
Officer



Parvinder S Rakhra
Chief Strategy Officer

A soldier in a helmet is aiming a rifle. In the background, there is a large, bright explosion. The scene is set in a dark, industrial environment.

A Blockbuster is coming

BORN TO SURVIVE

BEHIND ENEMY LINES

WHY BLOCKCHAIN GAME?

- Gaming Industry is Huge! – Blockchain is going to Revolutionize Gaming!
- In-game Play-to-Earn mechanism. Monetize hard-earned in-game currencies and assets and earn real money
- Own your in-game assets (buy, sell, lease or take it to another platform / game.
- You are not just playing, but are creating and building in-game assets.
- Security, safety and immutability of blockchain
- Blockchain has expanded gaming economies to a mass scale and made it much more robust and easier.

- 
- Revenue – over 200 Billion USD,
 - Blockchain Games share is currently less than 1% & is expected to grow exponentially

GAME OVERVIEW

Best in Class

First-person Shooter (FPS) & Third-person Shooter (TPS)
Player vs Player (PvP), Player vs Environment (PvE)

Environment

Game is set-up in 4 Factions, each with different environment and challenges

Earning Opportunities

BTG in-game currency - Play to earn & Stake
Rare NFTs - Trade, breed and stake

Unlimited Possibilities

Players can build, own and monetize assets and virtual experiences in game and beyond

Dynamic Gameplay

With an open world map environment, gamers have the freedom to move in any direction.

Multiple Levels

Each map consists of 10 - 15 levels. Each level takes between 20 - 30 mins to complete.

GAME ECONOMY

Free to Play

Each player to get free BTS token, when they sign-up

Play to Earn

Earn BTS tokens while playing the game, the more you play, more tokens you earn

NFT Marketplace

To store, display, trade, mint and breed NFT assets

In-Game Tax

10% tax on purchase of in-game assets and NFTs.
50% would be burned, 50% would add to R&D fund

Annual Championship Tournament

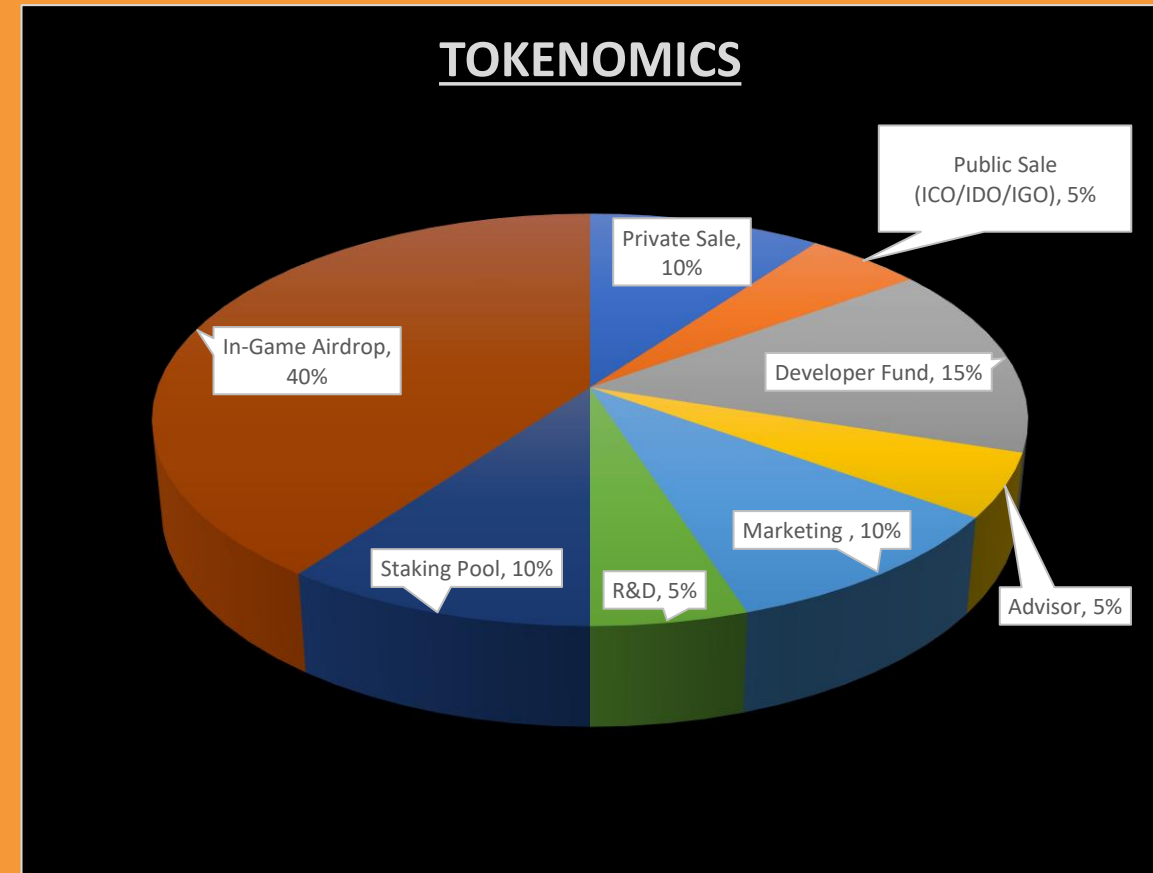
Huge Prize money and ultra-rare NFTs

Stake and Earn

BTS tokens can be staked to earn reward
NFTs can be staked to earn passive income

GAME - TOKENOMICS

Tokenomics	Share	Tokens	Price / Token	Funds Raised
Private Sale	10%	10,000,000	\$ 0.10	\$ 1,000,000
Public Sale (ICO/IDO/IGO)	5%	5,000,000	\$ 0.20	\$ 1,000,000
Developer Fund	15%	15,000,000		\$ -
Advisor	5%	5,000,000		\$ -
Marketing	10%	10,000,000		\$ -
R&D	5%	5,000,000		\$ -
Staking Pool	10%	10,000,000		\$ -
In-Game Airdrop	40%	40,000,000		\$ -
				\$ -
Total	100%	100,000,000	\$ 0.20	\$ 20,000,000



Token Supply - BTS		
Circulating Supply	10%	10,000,000
Total Supply	20%	20,000,000
Max Supply	100%	100,000,000

GAME - ASSETS

In-Game Currency - BTS

BTS - would be the governance and in-game currency with inflationary and deflationary mechanism built-in

In-Game NFTs

Genesis NFTs
Hero NFTs
Hero NFT Derivatives
In-Game Assets NFTs
Upgrade NFTs
Resource NFTs

Ultra-rare Championship NFTs

Annual professional World Championship. Teams compete for the champion title. Ultra-rare NFTs for Fans.
(More details to come...)

CODING

ERC20 - Coding

ERC721 - Coding

NFT Marketplace

```
import os
import json
from web3 import Web3
from pathlib import Path
from dotenv import load_dotenv
import streamlit as st

#Load in the .env file
load_dotenv()

#Defining and connecting the Web3 provider
w3 = Web3(Web3.HTTPProvider(os.getenv("WEB3_PROVIDER_URI")))

#Create a function to load the contract into the app
@st.cache(allow_output_mutation=True)
def load_contract():
    with open(Path(r'C:\Users\User\OneDrive\Documents\Repos\Assignment\assignment 3\BTScoin\contract\contract_abi.json')) as f:
        bts_abi = json.load(f)

    contract_address = os.getenv("SMART_CONTRACT_ADDRESS")

    contract = w3.eth.contract(
        address=contract_address,
        abi= bts_abi
    )
    return contract
```

```
#Create a function to show the customer the total cost of their product purchase
@st.cache(suppress_st_warning=True)
def get_total_cost(selection, quantity):
    price = 0
    if selection == 'Scout - 1BTS':
        price = 1
        total_cost = price * quantity
        st.write('The total cost for your order is BTS', round(total_cost, 2), '.')
        st.image(r'https://image.eveonline.com/Render/29248_512.png')
    elif selection == 'Cruiser - 2BTS':
        price = 2
        total_cost = price * quantity
        st.write('The total cost for your order is BTS', round(total_cost, 2), '.')
        st.image(r'https://image.eveonline.com/Render/624_512.png')
    elif selection == 'Fighter - 3BTS':
        price = 3
        total_cost = price * quantity
        st.write('The total costs for your order is BTS', round(total_cost, 2), '.')
        st.image(r'https://image.eveonline.com/Render/37453_512.png')
    elif selection == 'Frigate - 4BTS':
        price = 4
        total_cost = price * quantity
        st.write('The total cost for your order is BTS', round(total_cost, 2), '.')
        st.image(r'https://image.eveonline.com/Render/24692_512.png')
```

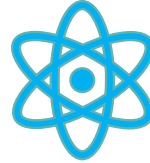



NEXT STEPS



Interoperability

Make game available in
other platforms /
Blockchains



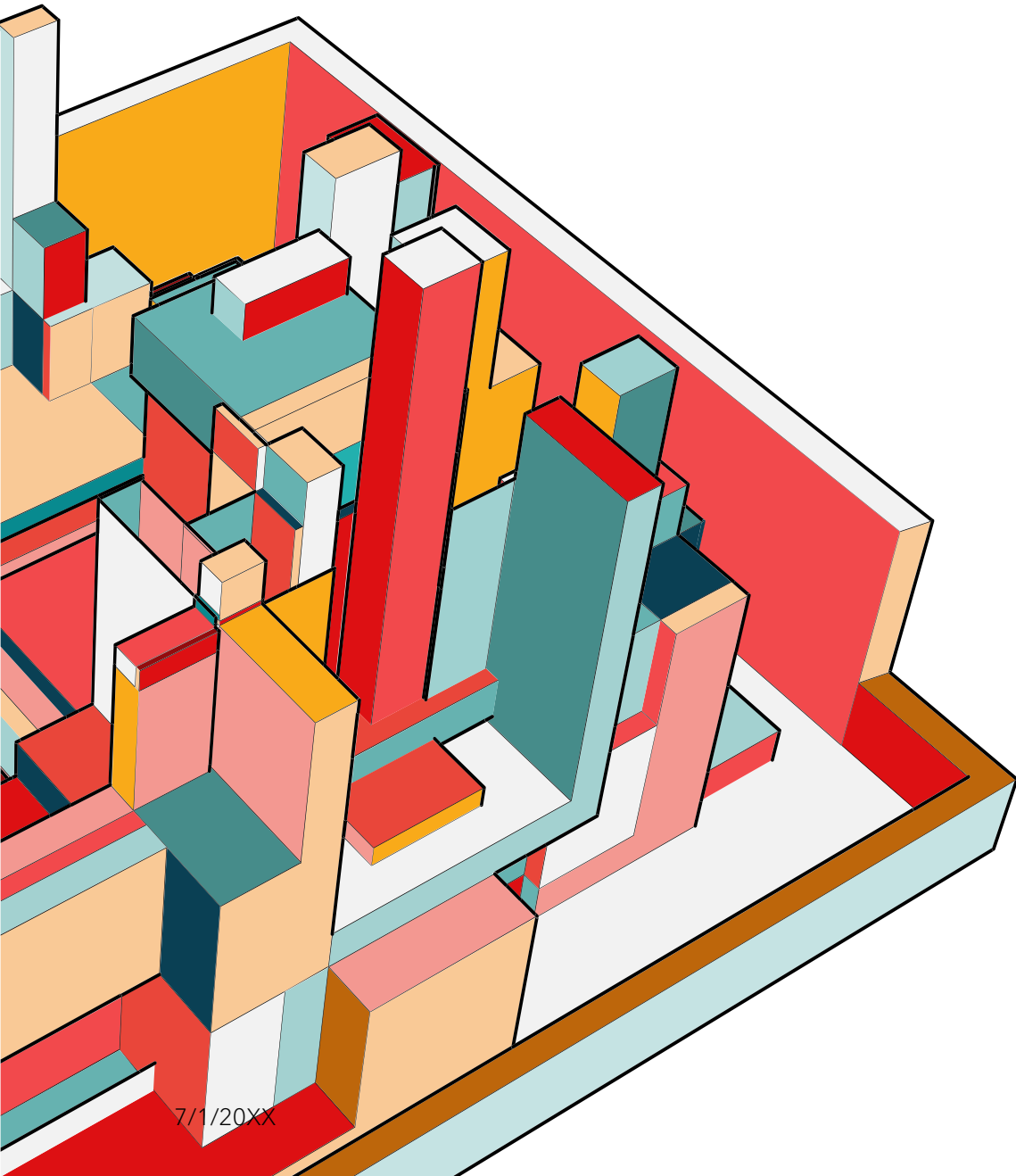
Metaverse

We want to make BTS a
virtual world for players
and investors to create
and build



Social Media

Make NFTs available in
Social Media



SUMMARY

Blockchain games are the future of gaming.

THANK YOU