DEVIL

INTRODUCTION

MARKET AND TARGET AUDIENCE

Devil is not intended to be used as a gaming currency by blockchain enthusiasts. It is, first and foremost, a game currency with a large global player base. It is not necessary that you have any prior experience with cryptocurrencies. As a result, we equate ourselves to the traditional game market and reach the same audience. A much greater audience and sales opportunities than has historically been seen in the world of blockchain gaming.

GOALS

We set the following goals, based on the unique definition, innovative ideas derived from blockchain thought, and a PR-friendly and user-friendly governance model:
-   Millions of users - We believe the game will compete in the market and share similar numbers to other games, reaching millions of players, thanks to its unique style and high interest in these types of games, as well as the unique aspect we offer.
-   We primarily aim to fully develop the potential of the blockchain economy while abstracting its complexities from users, as no prior expertise or interest in blockchain or cryptocurrencies is needed.
-   With our previous games projects, we have sold over half a million copies and are still going high, so we've already had some experience releasing games with millions of users.

Devil was created in the year 2020, and several primary components have now been completed. We are fully committed to achieving our development goals ahead of schedule and providing Devil Coin with the best platform and feature support possible.

KEY GAME FEATURES

Custom Coins can be used to represent game assets, and building a shop for in-game items or privileges is already simple with Devil. In-game properties are available for purchase on the marketplace and can be included in the game. Rooms, plants, vegetables, decorations, and cosmetic objects for the player's avatar are among them. Additionally, platform users can use the NFT creator to create assets and monetize their design skills! The in-game assets will be improved with DeFi capabilities.

BLOCKCHAIN FEATURES

The Devil token is the game's native currency, and it's also mirrored as an BEP20 token. Token holders will play, invest, and participate in the game.

There are several utilities of the token.:
- It can be used for inter-player payments.
- Devil tokens can be used to buy NFTs from the system.
- Completing tasks and winning competitions will give you Devil tokens in the game.
- Devil staking will provide users with a reward.

There will be a mechanism for moving the Devil token between the Devil and Binance Smart Chain networks, allowing users to use Binance Smart Chain exchanges to ensure liquidity.

The Devil token can be exchanged for an Binance Smart Chain token, and objects and their ownership can be passed to other blockchains such as the ERC-20 Ethereum.

In a decentralised application, the key function of a blockchain is to handle data in a stable and consistent manner. As a result, a blockchain can be thought of as a database, especially a secure decentralised database. The avoidance of double-spending is another important function of a blockchain, but this is a special case of data accuracy constraints.

Payments-oriented blockchains, such as Bitcoin, can use highly specialised (and optimised) data models. A framework designed to host a variety of decentralised applications, on the other hand, requires a general-purpose data model.

Nowadays, most blockchain systems (for example, Ethereum, NEO, and Fabric) use key-value data stores. In principle, this model is complete, allowing the use of high-performance data stores like LevelDB. This model, on the other hand, is very low-level and allows application developers to incorporate core features such as serialisation and indexing, which can be a challenging task.

To make matters worse, most blockchain platforms don't reveal all of the key-value store's features, such as the ability to use arbitrary-sized keys and iterate through them. For example, all keys in the Ethereum Virtual Machine (EVM) are 256-bit integers, making it impossible to iterate through stored keys. Implementing proper indexed data access on the EVM is challenging and inefficient as a result of these factors.

GAME INTEGRATIONS AND SDK'S

Open-Source SDKs
- Java
- C#
- C++
- iOS Swift
- Android C#

Unity Plugin
Unity, a popular cross-platform game engine, is used by over a million game developers. With the Unity C# SDK, you can create transaction requests, read account balances, create subscriptions, and query toplists.

Unreal Development Kit 4
UDK4 is a well-known game engine that has been used in both big-budget and independent projects. A C++ library with features similar to the Unity SDK will be developed.

TECHNOLOGY

The game backend infrastructure is the first layer of this project. The project was built with the intention of operating solely on the Devil platform.

The backend is a Devil hierarchical blockchain database that works with Unity to handle account management, token transfers, relational data, and user progress, among other items.

Its aim is to monitor the evolution of cross-chain playability and interaction with NFT's. Because of Devil's specific database features, it is possible to perform complex backend logic directly on the blockchain without requiring a lot of development time.

The client is the project's second layer, which was built in Unity. The procedural building framework takes up the most room. It's critical that it's enjoyable, enjoyable to play, and comparable to other building games on the market.

The second most important factor is the focus on gameplay loops and everyday tasks, with player retention in mind. We also focus on bridging the gap between the backend and the frontend, as well as login-registration edge cases and multiplayer scalability and stability.

The game's frontend for marketplaces and auctions can be implemented as a web application. Parts of the user experience may be created entirely in Unity.

The Devil token will be exchangeable for Binance Smart Chain and Devil native tokens. Devil created this bridge outside of the scope of this project.

TOKEN MODEL

The Devil token is the game's native currency. Token holders will play, invest, and participate in the game. Devil tokens have a small supply.

Payments – Devil is the game's currency, which players use to buy in game assets and virtual coins.

DeFi - Staking is a method of lending a currency in exchange for interest. Token holders will be able to engage in staking and win rewards since a portion of platform revenue will be distributed as staking rewards.

Governance - Through a decentralised organisation with proposals and voting systems, owning Devil allows the player to engage in the governance process. There are some network operations and implementation questions that should be determined based on token holders' preferences. Voters may earn incentives in order to motivate them to engage in the voting process.

Play to earn - A part of the tokens was set aside for user rewards. Devil tokens can be earned by completing quests in the game. This design aims to retain momentum and promote user engagement in the game.

ALLOCATION

Team and Advisors - These tokens are distributed to Devil's founding and non-founding participants.

There will only ever be 666 million Devil tokens made. The Devil tokens will be distributed as follows:

30% (30,000,000) to be sold by Devil to pre-sale purchasers pursuant to a Simple Agreement for Future Tokens ("SAFT") offering or through Devil Approved Affiliates.

30% (30,000,000) to be sold by Devil to crowdsale purchasers minus any bonuses applied in the pre-sale.

20% (10,000,000) reserved by the Company to incentivize community, beta testers, marketing and strategic partners.

20% (10,000,000) to be distributed by the Company to the Devil Coin Team and Advisors.

Unsold Tokens & Team Vesting
- Any tokens that aren't sold during the presale go on sale to the general public.
- For the first six months, team tokens are locked, and they will be vested for a total of 24 months. After six months, team members will earn 25% of their tokens, followed by 12.5 percent every three months. During the 24-month vesting era, the team list can be revised.
- Advisor tokens are locked for two months before being fully distributed.
- Unsold tokens from the crowdsale will be locked for six months before being distributed to the Marketing and Partnership pool.

ROADMAP

TEAM

Devil is an interactive mobile game studio, located in central Manchester, England. We designed games that expose players to new ways of engaging with digital technologies. We were established with the goal of creating great games for new technology.

Devil is a rebirth of our love for immersive experiences, as well as a move toward mobile technology and gaming.

Devil conducted a work-for-hire virtual reality project in partnership with a well-known UK based games company and obtained two grants from the Innovation Agency for a gaming empathy project.

Devil's team has a track record of success in software development, marketing, blockchain technology, and business operations. We have a good business reputation and a long history of cooperation.

PARTNERS

Devil can distribute Devil Coins as part of packs, in-game tournament rewards, and subscription incentives in partnership with game developers and prominent game servers with 20,000 players or more.