



WELCOME TO

METAVERSER WORLD

METAVERSER WHITEPAPER V2.0



ABOUT METAVERSER

Metaverser is a virtual world that enables users to have fun while playing inside its metaverse and earn income from different play-to-earn games.

The game mixes the world of finance and gaming, providing gamers with opportunities to generate an income while they play. Gamers will have more control by adding real-world value to their online entertainment.

They can participate in the game challenges, earn MTVTs and NFTs, and sell them at the marketplace and cryptocurrency exchanges. Assets are minted as non-fungible tokens (NFTs) and can be often traded on platforms outside the game's universe.

The magic of Metaverser is that whales are not the only winners in the game. Only the gamers with the right strategy and a certain amount of luck can get the final victory.

Gamers can travel in the game using ports, train stations, and airports, complete missions, and earn real money alongside fulfilling their sense of curiosity in the process.

Whether users are serious card players or DeFi enthusiasts, they can find their own happiness in Metaverser.

Introduction

There has been a substantial rise in the number of advocates of blockchain games in recent years. There are prominent business players in this absorbing field, and a promising future is foreseen in the process of its development, but all the same, we are still in its infancy. There is still so much potential to improve many of the capabilities and diversify the graphics, rules, and playing techniques. Many analysts today attribute the weakness in current blockchain games to cryptocurrency experts' insufficiency at designing digital games professionally, game developers' lack of proficiency at expert concepts of cryptocurrencies, and unfamiliarity with their rules and potentialities. Some even believe that the defects in these games have forced them to practice using blockchain, digital ownership, and monetizing in cyberspace. This is what shows the fun aspect and graphical capabilities in these types of games need to be modified as much as possible so that they can compete against the games offered by famous gaming companies.

On the other hand, designing a blockchain architecture and presenting a blockchain-based program is far different from what gaming requires. The main challenge is to integrate these skills in a way that the gamer enjoys the game, and while playing to earn and invest, he gets to demonstrate his creativity, too. The shortage that is now strongly felt in the blockchain games environment is the repeated game process and the limited choice of entertainment to keep the fans interested in blockchain games and motivate them to continue playing in this space.

Another big problem with most games is their reliance on the Ethereum cryptocurrency network. Although this is a good thing in terms of security, the high transaction fee in this network has become a serious flaw reducing their popularity because only a handful of people are willing to pay \$ 20 to \$ 80 to buy something worth \$ 5 to \$ 10.

Another problem with some blockchain games is that many people who buy NFTs seek gamers with adequate time to play to earn using their tokens. The problem that arises here is, no systematic strategy has been figured out for gamers to cooperate and apportion the gain from that between one another. NFT holders have to trust other gamers on whose activities they can get more tokens. As there are no specific rules, they usually agree on a plan to share the gain, which itself causes problems most of the time.

Metaverser Strategy

To guarantee the high quality of the Metaverser game and for every single gamer to enjoy participating in the game, instead of considering the blockchain game architecture prior to the expert subtleties of the game development, since the very beginning in the Metaverser product roadmap being Q1 2020, professional lead game designers and creative directors were hired by the design team and developed their organization. Afterwards, an economy designer expert also joined the team. This GDD is the fruits of the collaboration between this group alongside the Metaverser blockchain experts team designing the techniques of playing to earn, which has significantly boosted the quality and the level of graphics of the Metaverser game compared to other blockchain 3D games.

As people's identity is a vital factor in the Metaverser, therefore, we are having a partnership agreement with the Readyplayer.me platform to help users create their avatars in the best way possible.

Varied actions and challenges have been added to the game to make a radical change in terms of upgrading the fun aspect of the game. While playing, gamers face a variety of cars, weapons, and other items of equipment with which they carry out different missions. In addition, for Metaverser to be an appealing open-world game, gamers must start from a small town in the countryside and then go to nature, deserts, and even coastal areas and lakes to play water games and go on challenging missions related to each part. Therefore gamers do not get bored during the game, and the game process takes place on a fun platform. It is not the whole story, though. Such locations in the game expand day after day. This privilege of Metaverser preserves the dynamics of the game to a great degree and breaks the monotony.

Metaverser provides richly varied methods for play-to-earn. In this game, same as most current blockchain games, playing cards is possible for gamers as well as buying NFT tokens to invest with a view to inflating in the future. Additionally, some activities, missions,

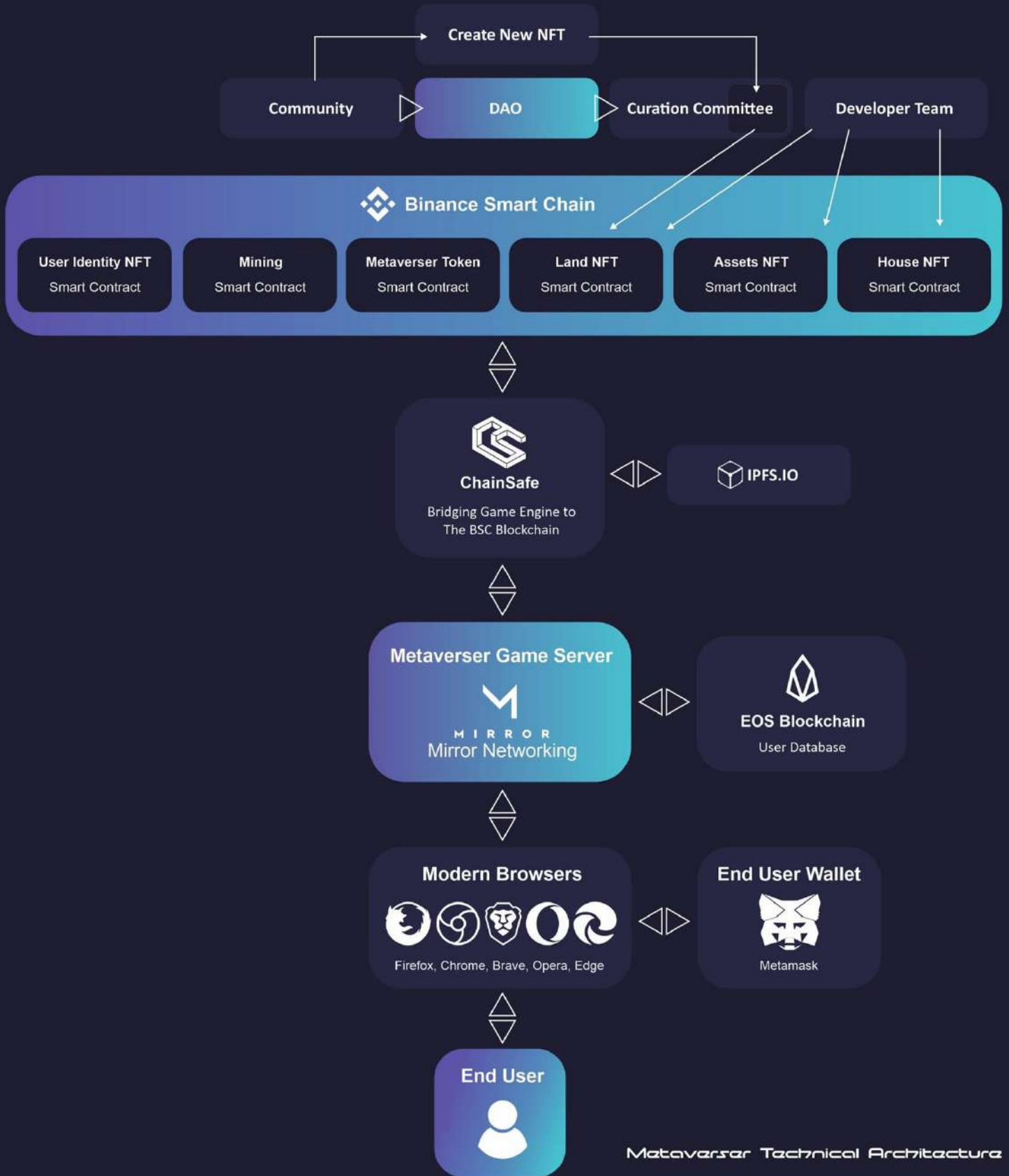
challenges, and entertainment enable the gamer to play to earn in different ways. This way, the gamer completes the missions one after another and then wins tokens as a result. In many popular games so far, gamers have won points that could be only used in the world of the game. In Metaverser, in contrast, gamers are rewarded with MTVT tokens which can be converted into the world's common currencies in an exchange office. For instance, there are a variety of competitions in the game with grand prizes, and by winning them, the gamer can receive his prize in the form MTVT tokens and get them cashed at an exchange office.

Above all, the phenomenal benefit of Metaverser is that for the first time, gamers can mine MTVT tokens. In Metaverser, same as the real world, gamers can buy different cryptocurrency mining machines and extract the game tokens. In fact, gamers in Metaverser buy the NFT tokens of mining hardware. Then either they can locate these machines in their homes in the game and do the mining or place them in the city data center, and by paying tokens to rent that space, earn MTVT tokens to get income. This will be added to the revenue that gamers receive through the inflation of the NFT tokens of mining machines.

Blockchain:

Binance Smart Chain (BSC) network has been used to resolve the high transaction fee of cryptocurrencies such as Ethereum in many games in Metaverser. The privilege of deploying Metaverser on the BSC network is that the transactions have a small fee, in the range of a few cents. Additionally, it has a growing trend in attracting more users, and it is also considered a promising cryptocurrency.

In Metaverser, NFT holders can give their NFTs to another gamer for a certain amount of time through a control panel assigned to them on the website. The gain will also be automatically managed in the form of a Rent-to-Play on the same control panel. So the percentage and the regulations under which gamers tend to share this gain will be completely clarified.



Game Engine

The Unity engine has been employed to design the game, and Mirror networking has been a major help to design the multiplayer online game. Unity is an integrated platform with flexible strategies to create, manage and develop digital games. Mirror is a high-level networking API for Unity supporting different low-level transports. In Mirror, server and client are both one project. So we use the same code for both of them instead of having one code base for the server and another code base for the client.

One of the reasons to choose Unity is that it supports many platforms such as Android, IOS, Windows, PlayStation, Xbox. Unity also supports WebGL, which allows users to run the games right into web browsers. Blockchain games require constant interactions with the gamer's wallet. So that they can make in-game purchases or take the tokens they have won out of the game and receive them in their wallets. This wallet is usually a MetaMask wallet. Therefore, the best platform for MetaMask is the blockchain games, which are executable in web browsers, and WebGL, which is available as a component in modern browsers such as Firefox, Google Chrome. Assuredly, running the game on other platforms such as cellphones will become feasible in the next phases during the Metaverser design process.

Unity also provides Metaverser with the VR technology through the XR Interaction Toolkit component.



Unity
Game Engine

unity.com

Blockchain

Binance Smart Chain (BSC) is used to maintain and manage game NFTs. For doing so, the mining smart contract and the ones for asset, land, house, and user identity NFTs have been implemented on the Binance Smart Chain network.

SafeChain Software Development Kit (SDK) has been employed to connect the game engine to the BSC network. So the gamer connects to the BSC blockchain network quickly after he enters the game and gets his desired NFTs quickly.



**Binance
Smart Chain**

binance.com

Decentralized Autonomous Organization (DAO)

Members of DAO are the ones who vote on many events in the game to make decisions. DAO is a group of people who own the Metaverser game tokens, including NFTs and MTVTs. DAO also votes on the principal issues in the game and manages some actions by selecting a few people on the Curation Committee.

In Metaverser, gamers can design the assets they are willing to offer and add its NFT to the game. To do this, they must insert the 3D file of the objects they want in IPFS. IPFS is secure decentralized storage and a peer-to-peer hypermedia protocol designed to maintain and raise human awareness by making the web upgradeable, resilient, and more open. Gamers then give the received URL to Curation Committee to check the technical and content quality of the submitted file before adding it to the game. After that, the verified asset file will be placed in the marketplace of the game.

When users enter the game, they first get connected to the BSC blockchain through SafeChain, and then it will determined what assets they own. Now the game engine tries to find the files of each asset on the server. Next, if the game engine reaches an NFT whose asset has been created by another gamer, it will use the file URL in IPFS. This way, the game engine gets connected to IPFS and receives the three-dimensional asset file from IPFS that is supposed to be used by the gamer. Then SafeChain will be used to connect the game engine to IPFS.

MTVT Token Utilities

1. Metaverser has created an attractive world for its audience. Due to the diverse and evolving events in Metaverser, different people will get attracted to attend Metaverser. In this regard, the presence of people in Metaverser will require its audience to have a certain minimum amount of MTVT in their wallets. This number varies according to MTVT price, and at the time of launching the Metaverser, this minimum amount will get announced. As the price changes, this number will change and will get announced through the website.
2. Different services will get provided in Metaverser, which requires MTVT tokens to purchase these services.
3. Prizes are awarded in Metaverser in two ways:
 - I. In-game \$BABA tokens that can only purchase and sell NFTs in Metaverser. Also by having the earned NFTs and selling them in the Marketplace, you can earn \$MTVT.
 - II. In Metaverser, you can also earn \$MTVT directly by participating in specific challenges.

A 3D avatar created based on your features

At the beginning of the project, Metaverser team wanted to create avatars using AI technology by receiving a photo from the user considering the facial features of that person, However, this matter changed during an agreement. On March 20, 2022, under a cooperation agreement, readyplayer.me, a prominent platform in avatar creation, provided the technical team of Metaverser with an API, and got added to the Metaverser panel. Readyplayer.me presents a 3D customizable avatar to the user by analyzing the user's image.

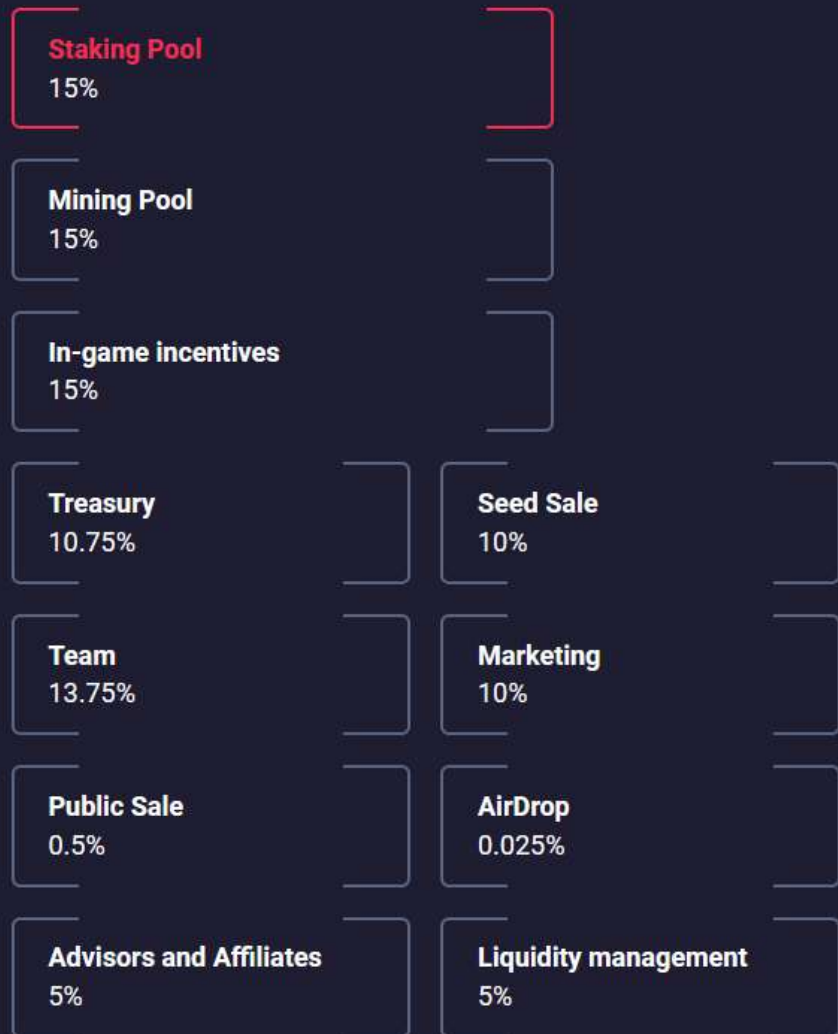
An important advantage of this cooperation is that many avatars have already been created in readyplayer.me, because of its other collaborations, so people who have an avatar on this platform can enter Metaverser with the same avatar



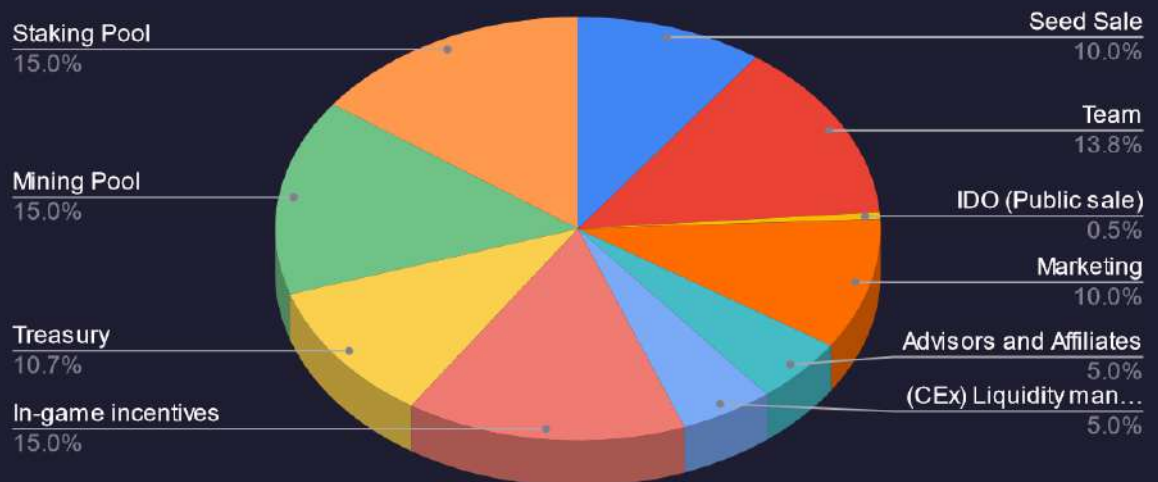
Roadmap



Tokenomics



Allocation

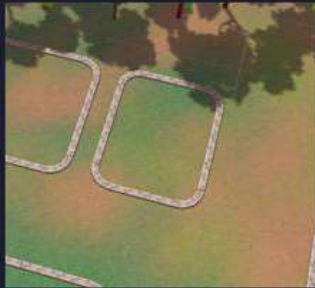


Lands & Houses



20*24 meters land
2 bedrooms
480.000 mtvt

buy



8*12 meters land
2 bedrooms
96.000 mtvt

buy



two-storey house
2 bedrooms
900.000 mtvt

buy



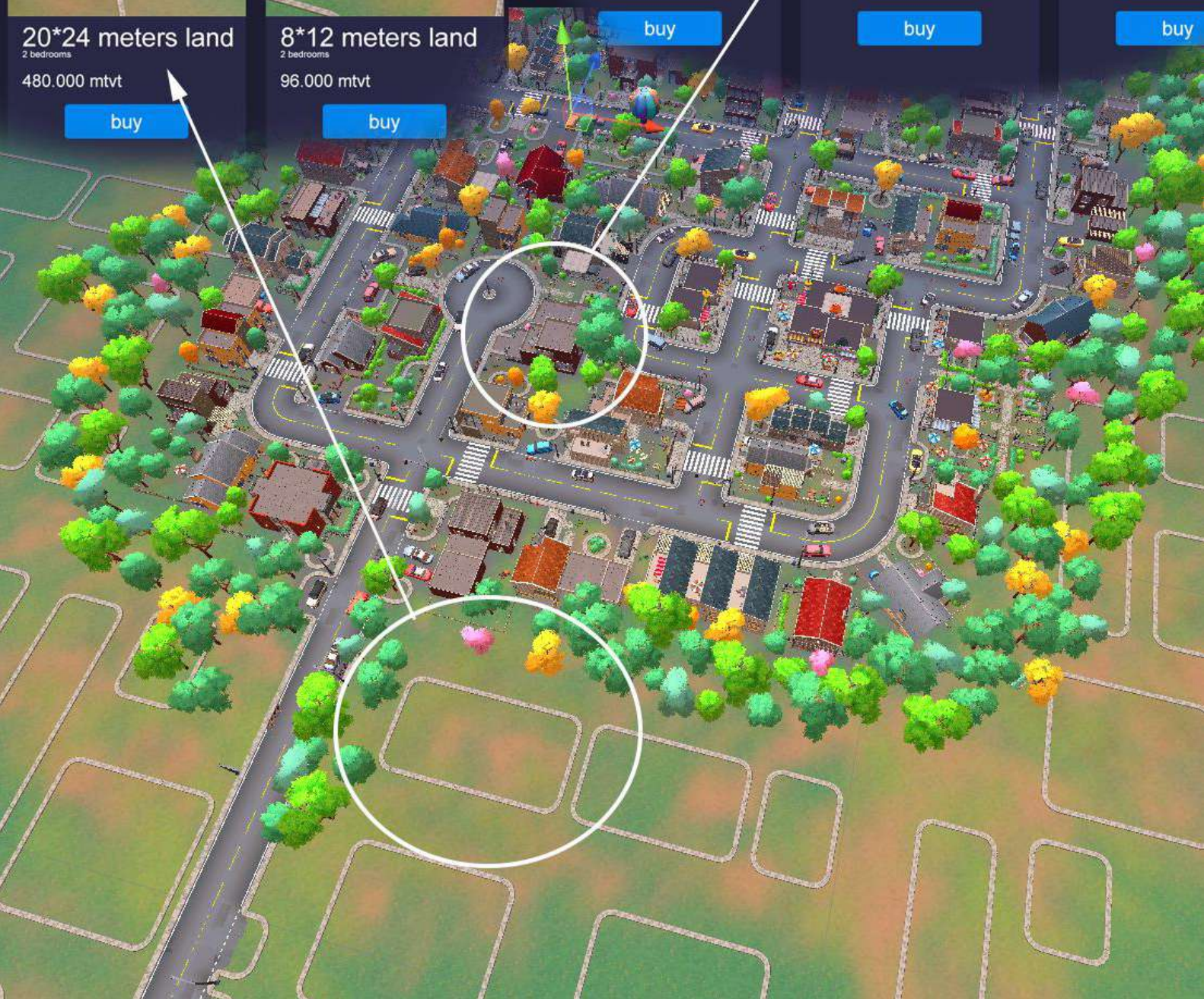
two-storey house
2 bedrooms
900.000 mtvt

buy



Small house
2 bedrooms
190.000 mtvt

buy



Metaverser includes multiple locations with 11,100,000 square meters of total supply for sale, which in the first phase of development we're focusing on growing the community in one of them named "Hombaba Island".

"Hombaba Island" consists of different areas such as suburbs, desert, nature park, and airport. Among these areas, the land is sold in the suburbs. The suburb includes 3273 lands in total size of 1,440,000 square meters, of which only 95 land construction have been done. These lands are located in the central area.

The land on which the construction is done in the form of home NFT will be put up for sale in the marketplace, and the remaining 3178 vacant plots will be put up for sale in the form of land NFT.

Metaverser has a tool for online home design that users can use to do home design and interior design. Finally, the designed house will be mint in an NFT on the Binance Smart Chain. After that, if they own land, they can put that NFT on that land, and from then on, the house belongs to that person. Otherwise, they can put this NFT up for sale in the marketplace. By selling the designed home to other users who have land and need to buy a house, they can earn money, which is one of the best ways to play-to-earn in Metaverser.

The total land of the suburbs is square in the dimensions of 1200 meters by 1200 meters with a total of one million and four hundred and forty square meters, of this space, 60 thousand meters have already been built in which 71 houses in about 20 thousand meters. Currently, only 555,000 square meters of land can be build, and the rest is urban. These 555 thousand meters are divided into 3178 lands of different sizes.

Metaverser users can use the Metaverser Home Designer tool to design their homes for free. Several home appliances such as some tables and chairs, etc. can be used for free in this software, and if they use these, in the end, he only has to pay for the mint price and no

additional costs. But some items are luxurious and memorable, and in the future, their invoice must be paid to mint. These objects are divided into two groups, objects and tools designed by the Metaverser group itself, and on the other hand, objects created by Metaverser users.

The user-designed equipment is provided to the Curation Committee (a committee formed under the auspices of Dao). That committee has the task of approving those objects, and after approval, these devices are placed in the Home Designer software and can be used at the user's suggested price so that the designers can use them. When the user buys them, the cost of the Metaverser fee (tax) will be deducted, and the amounts of those objects will be paid to the designers online.

When a landowner buys an NFT of a house, and that home is on their land, they can no longer sell the ground alone and can only sell the house unless they destroy that house, and then they can sell the land or build another house on it.