# BLOCKBURN WHITEPAPER

Table of Contents

Summary

The BlockBurn gaming network is a revolutionary step forward in both cryptocurrency and the mobile app gaming industry, allowing users across the globe to plug in and play against real players for BURN tokens. Players have the opportunity to develop their skills in order to earn more BURN tokens, increase their chances of winning the lottery jackpot and bringing more value to the token ecosystem.

1 Introduction

1.1 Current Gaming App Market

The overall global gaming market, was estimated to be worth around $135 billion in 2018. The largest sector of this massive figure is attributed to mobile gaming, estimated at around $63 billion, taking an impressive 47% share.
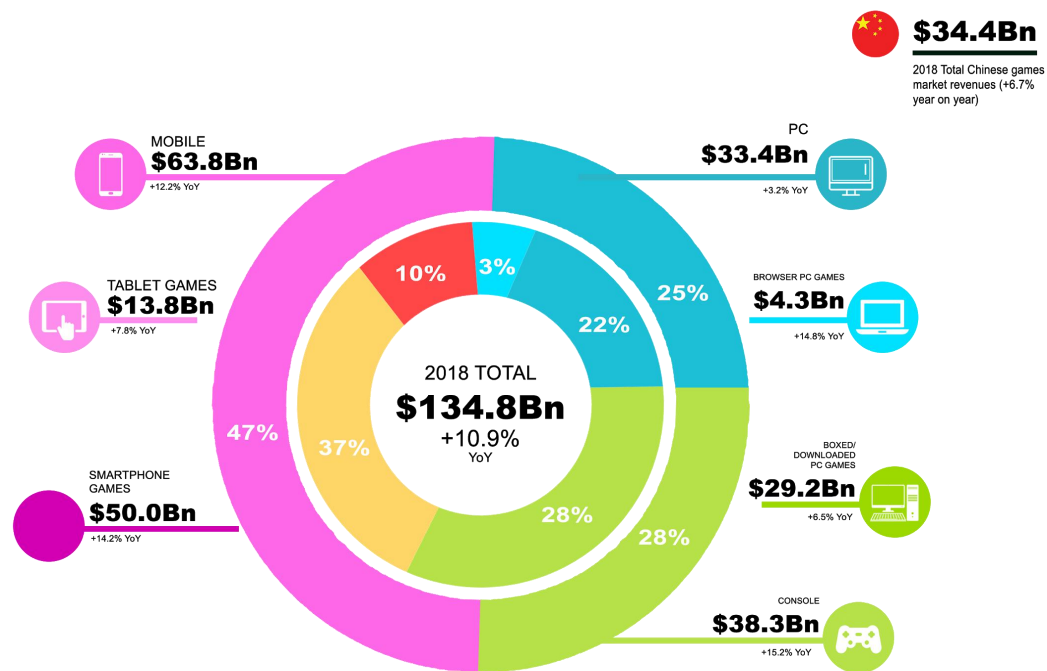
Mobile is also beginning to dominate gambling, with 70% of gambling transactions now being done online.

While mobile gaming and gambling are booming industries, mobile cryptocurrency gambling is scarce.

BlockBurn is creating a new and innovation form of mobile gaming and gambling, playing for cryptocurrency in a fun and engaging way.

1.2 The BlockBurn Gaming Network

The BlockBurn gaming network is an innovative arena for both gamers and gamblers alike. The economy of the platform will run on the BURN token, allowing users to bet their BURN tokens in fun multi-player action shooter battle gaming arenas. Users can also buy into the regular BlockBurn lottery for a chance to win the jackpot!

Our mission is to provide a highly refined and memorable gaming experience, where gambling is not the only important element. The games focus on highly entertaining and engaging gameplay, with stunning graphics, smooth animations, satisfying sound effects and intuitive navigation.

Players are able to customize their characters looks, as well as purchase character upgrades using the BURN token.

The gaming network implements a number of functions which will incentivize and encourage the player to hold and use more BURN tokens, resulting in a fuller gaming experience for the user and contributing to the overall value of the BURN token.

2. Business Expansion

We are working closely together with our closest partner - **Dutch Game Studio**, the pinnacle of mobile gaming development. Development of the game is underway and will be released by Q1 2021.

The first step in the development process of the mobile game, began with brainstorming themes of the game and it's function in the BURN tokenomics. Important aspects were considered such as visual appeal, brand building, player retention and value brought to the BURN cryptocurrency. After we had settled on the overall direction and specifics of the game, the gaming team began the development process.

The game will allow us to market into two very separate spaces; mobile gaming and the crypto space. Having the opportunity to cross into both spaces gives BlockBurn a unique advantage, allowing for growth in both industries.

Our marketing will begin and continue throughout development, during this time we will be releasing short teaser trailers as a way of building anticipation and giving the public a sneak peak into what is coming.

Upon the games release we are expecting big growth, at which time our marketing budget will be increased in order to maximise exposure of the game within both the crypto and gaming spaces.

3 Token Model

3.1 Gaming Token

The BURN token is used as a gambling token within the BlockBurn gaming network. It is set to disrupt the online gambling industry by creating a decentralised gaming network, with the BURN token as it's currency. It will be at the forefront of a new era of online gaming, one that is the nexus between gamers and cryptocurrency holders.

In order for players to participate in multiplayer matches, they must deposit BURN tokens into the wallet address of their gaming app. The funds can be used as wagers in multiplayer matches/tournaments. The winner of each match will win the collected pool of BURN tokens.

In order to support and generate supplementary value to the BURN token, holding more BURN gives you access to bonus features. Upgrades such as special weapons and character styles can be purchased with BURN, players are also able to unlock special characters with BURN. These are some of the ways in which players are encouraged to continue holding their BURN tokens in their account after a big win. Increasing the overall function of BURN within the gaming network will result in less players selling their BURN tokens after a win, but rather putting them back into the game.
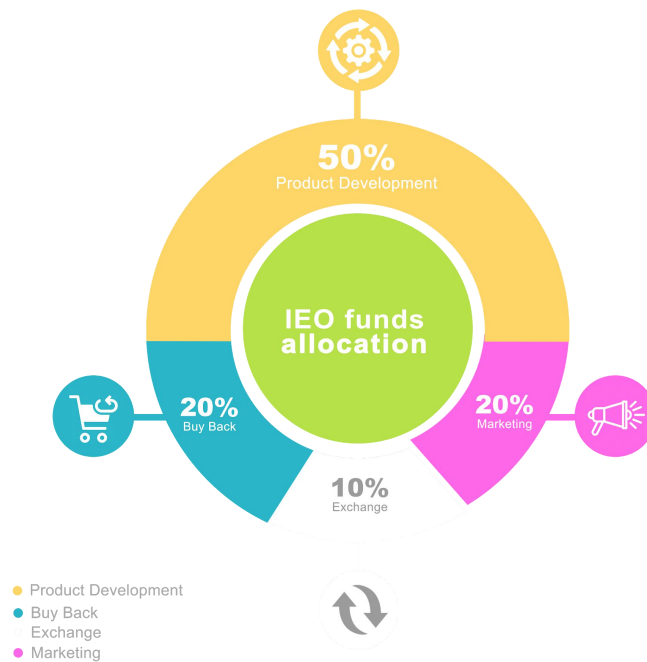
3.2 IEO

We will be raising funds through an IEO for the purpose of furthering development and project expansion. Please note that the funds raised are non for profit and will be allocated as follows:

Product development: 50%

Marketing: 20%

Exchanges: 10%

Token buy back (and/or token burning): 20%

50%
Product Development

20%
Buy Back

20%
Marketing

10%
Exchange

IEO funds allocation

- Product Development
- Buy Back
  Exchange
- Marketing

3.3 Token Distribution

The token distribution is layed out as follows:

Community: 45% (Community tokens are comprised as; free traded 'swap tokens', airdrops, bounties and future community events tokens)
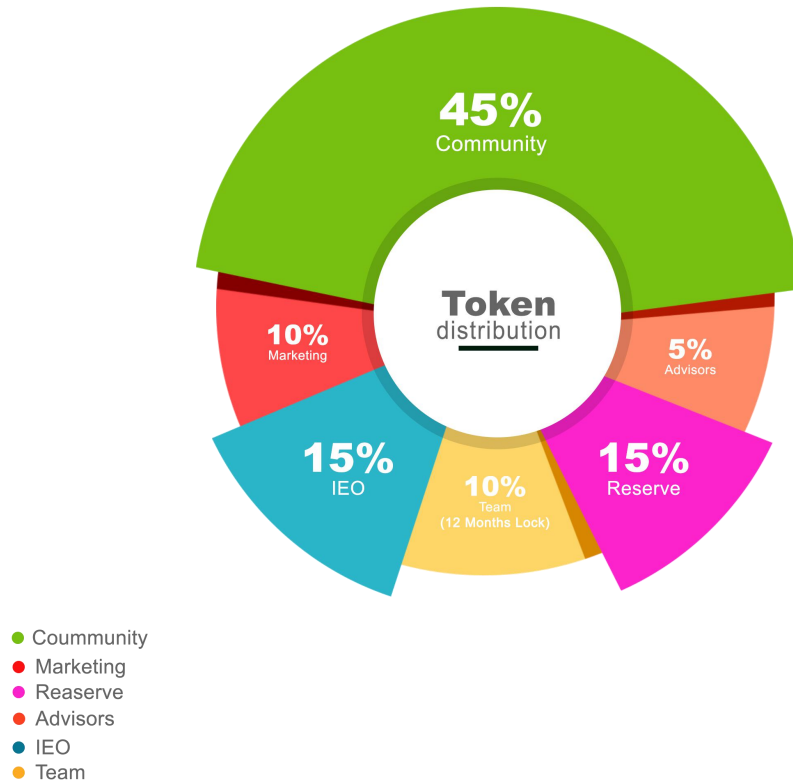
Reserve: 15% (Future staking,future Airdrop/Bounty)

IEO: 15%

Marketing: 10%

Team: 10%

Advisors: 5%

Token
distribution

45%
Community

10%
Marketing

5%
Advisors

15%
IEO

10%
Team
(12 Months Lock)

15%
Reserve

- Coummunity
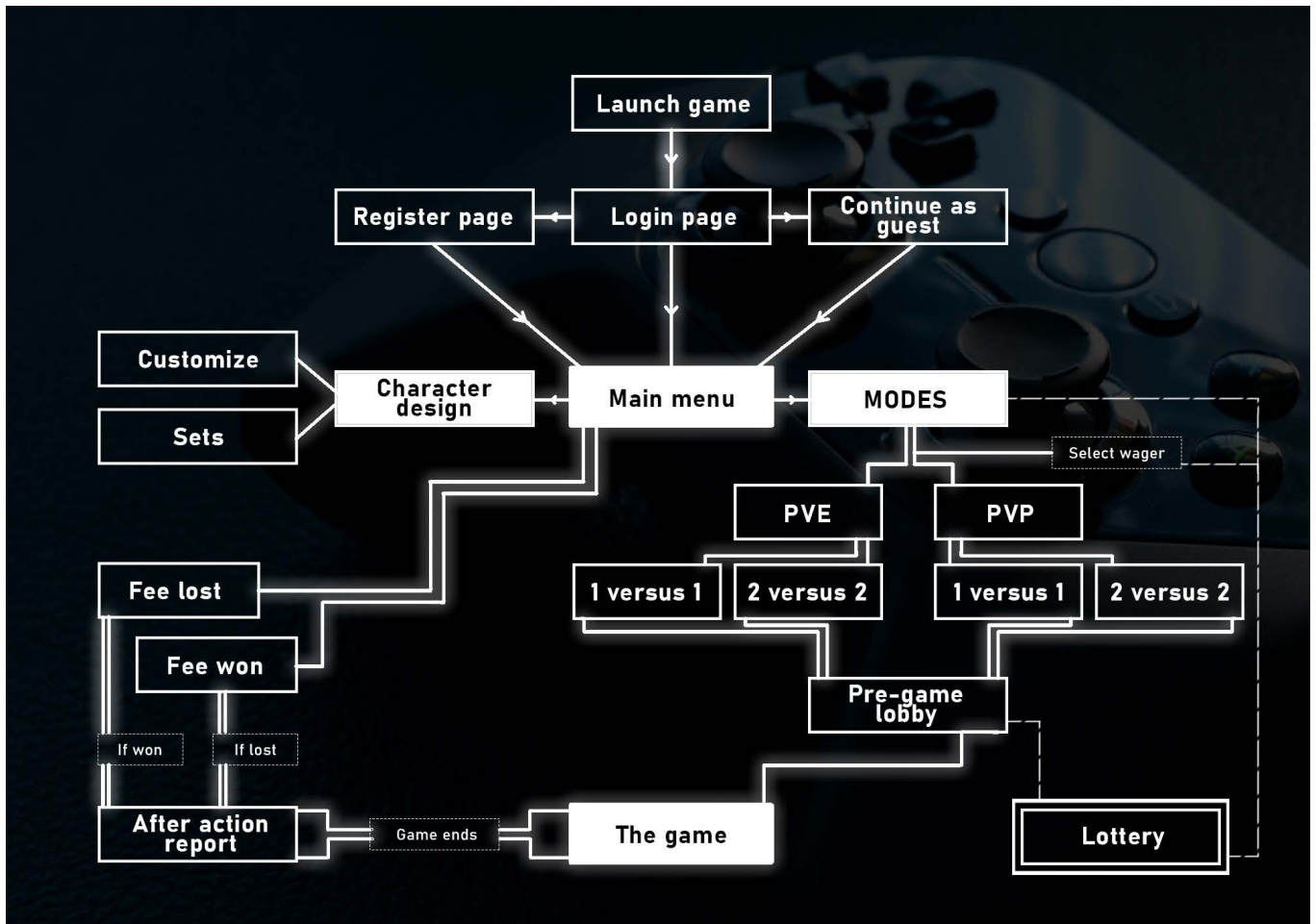- Marketing
- Reaserve
- Advisors
- IEO
- Team

4 Game Design

4.1 Game Flow

The game flow has been designed with user intuition as a guide. The gaming experience revolves around a reward system with clear set goals.
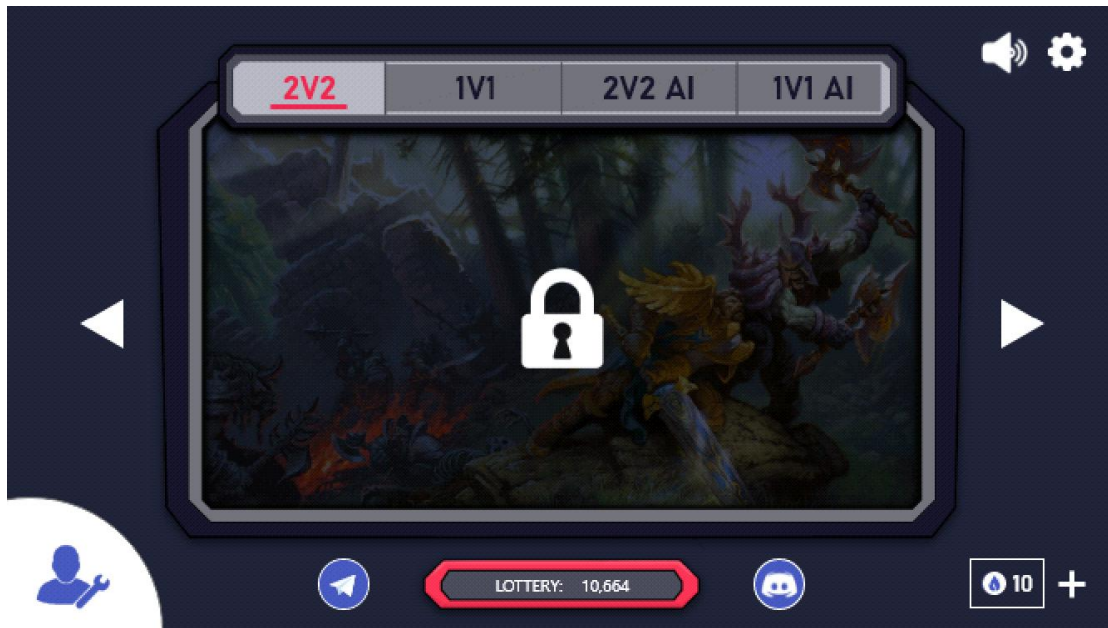
This flowchart gives a basic idea of the flow of the game:

Please note that images shown in this whitepaper are prototype only, the game is currently being developed and therefore we are unable to show the final product.

4.2 Main Menu

From the main menu page, users are presented with a number of options.

## *Main Menu > Wallet Creation, Wallet Management and Extras Marketplace*

Players are able to create a new wallet and manage their existing wallet by navigating to the wallet management page.

The wallet management page also acts as an extension of the marketplace. This layered value of the BURN token will be instrumental in supporting the overall value of BURN
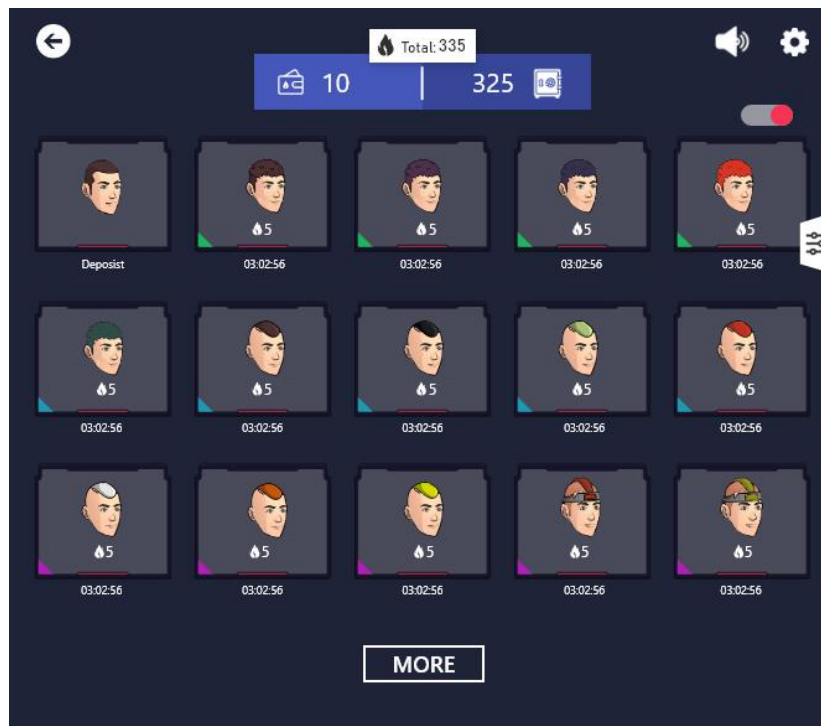
Main Menu > Character Customization

Navigating to the character customization room allows players to customize their character to their liking, this includes customizing; body type, skin color, hair style and clothing.
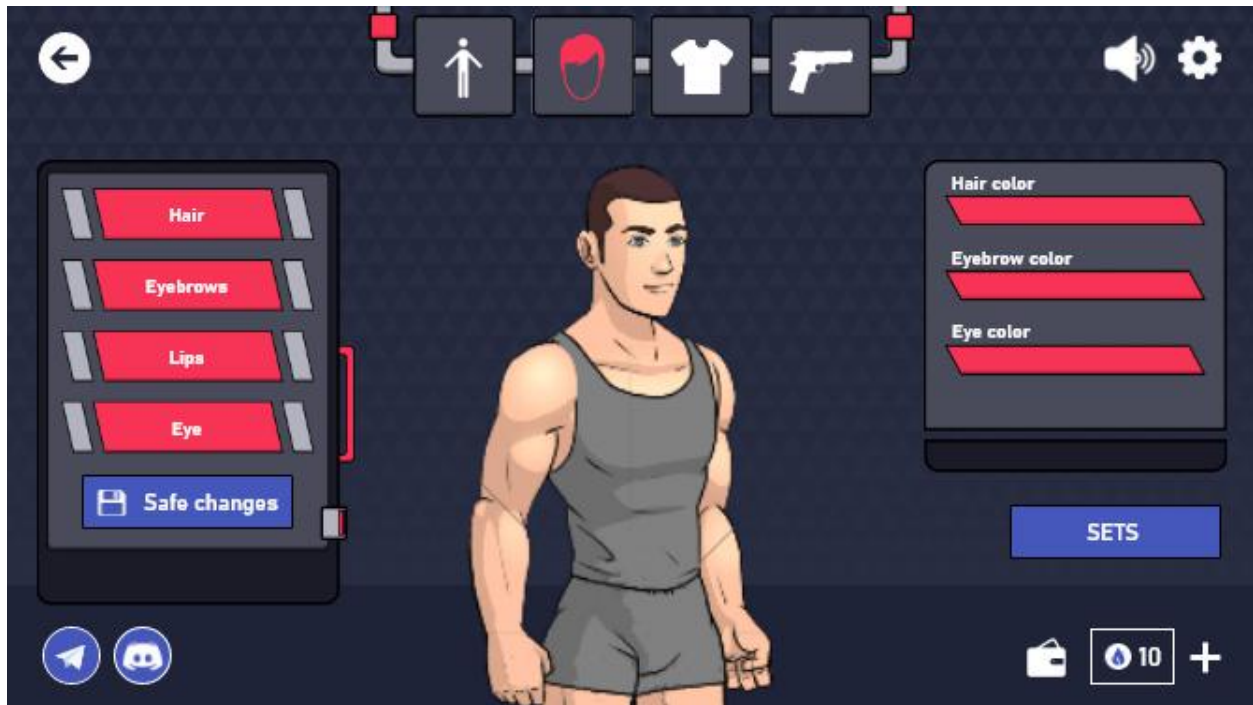
Main Menu > Game Mode Selection

The main screen showing in the center of the main menu is the gaming mode selection screen. This is the starting point for players to begin their quest to victory.

The free play mode:

In this mode of gameplay, the player is able to play against bots. Gameplay in this mode is just for fun or for training and no bet can be placed. The free play mode is a good preparatory step before moving onto competitive mode where bets are placed and games are played for wagers.

The competitive mode:

The competitive mode is initially locked until the player deposits BURN into his wallet, the player must possess more than 1 BURN token in order to participate in the competitive mode. When the player selects this mode, a prompt asks if they agree for the game to transfer the specified input (1,2,5 or 10 BURN) into the collective stake. The stake holds all entry tokens that will be given to the winner at the end of the game. The player can choose a variety of modes such as 1v1 or 2v2. After choosing the desired mode, the player will be transferred to the lobby. The winner(s) will be granted the full capacity of the **collective stake** (minus the 20% fee)**.** The

losers lose their tokens. When you have no more token, you can purchase more (they will be redirected to the new BlockBurn dapp).
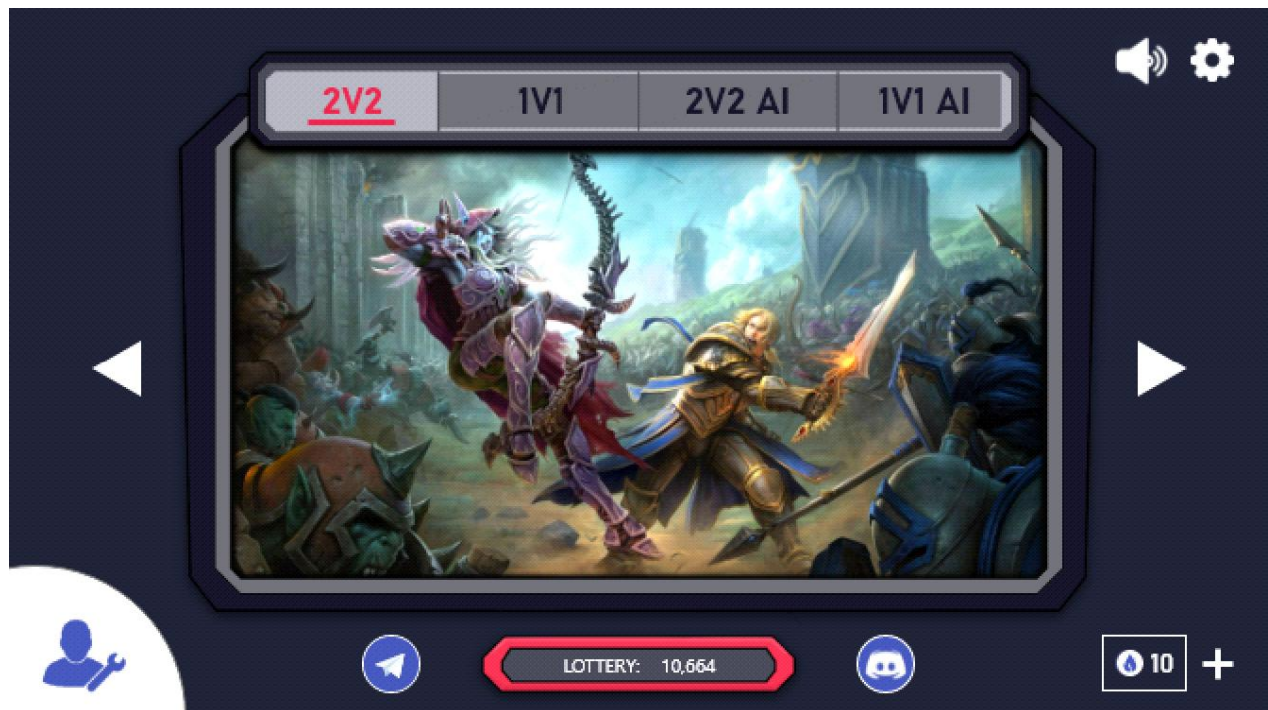
4.3 BlockBurn Lottery

The BlockBurn lottery gives players a chance to get lucky and win the jackpot. The current running jackpot amount is intuitively displayed at the bottom of the page. Players win go towards winning entry tokens to the lottery by winning battle matches.

How does the winner picking work?

The system that picks the actual winner is extremely simple. Every entry token counts as **one participation**. This means that someone with 7 entries is 7 times more likely to win compared to someone with only one token.
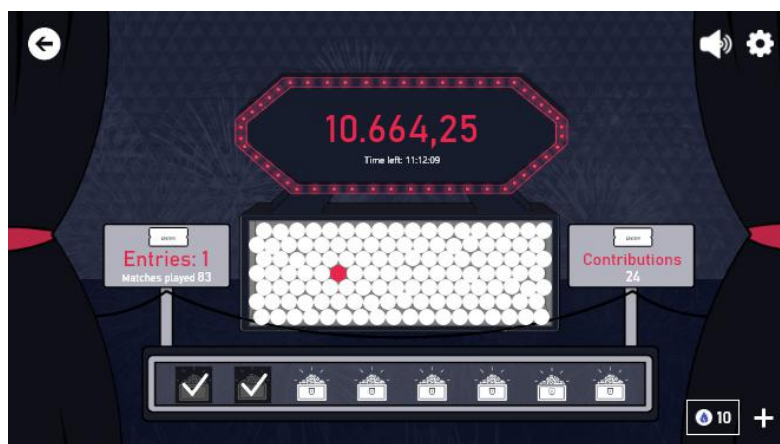
4.4 Pre-Game Lobby

This section contains:

- Waiting area

- Option to quickly customize your character

- Spectate on the other players stats

- Invite options

- Progression status towards achievements

- Chat
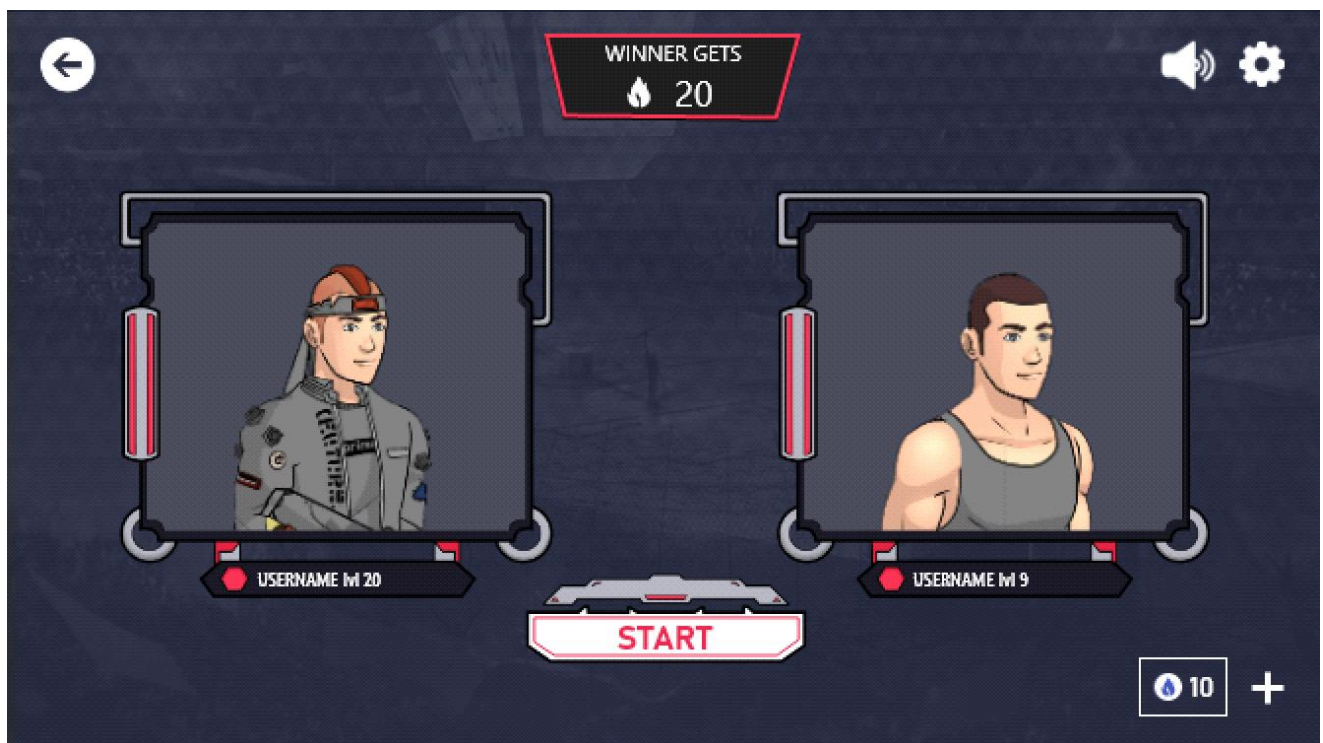
4.5 Lobby

In the lobby is where the player can either invite friends to **play with or** to wait until an opponent has been found. When teammates or enemies have joined/found the player can hover over the teammates/enemies and see the statistics of that particular person.

4.6 Gameplay

The BlockBurn game will be an an interactive arcade style shooter game, comparable to games like Brawlhalla. Players can use two different attacks; Quick and heavy.

Quick attacks are fast and don't cause a lot of damage, whereas heavy attacks take more time to execute but will give the opponent a run for their money.

Using these mechanics you try and get the other player out of the screen bounds. The more damage a player receives, the farther they'll be thrown back when hit. Once you diminish all their lives by doing this, you win the game.

4.7 After the Game

This block contains:

- Game results (won/lost)
- Statistics
- Progression achievements
- Lottery ticket gain if requirements are met
- Token distribution

Statistic Options:

- Kill count
- Death count
- Assist count
- Objective partition count
- Overall damage done count
- Overall damage received count
- Time played

After each match the jackpot will increase overtime through the fee that comes with the online pvp mode.

Example 1: Mike and John want to enter the PVP mode. They are notified that the winner will take both entry fees (entry fee in this case = 5 tokens). Both entry fees will be collected and stored temporarily (now 10 tokens). Mike wins.

Mike = 8 tokens
John = 0 tokens
Jackpot = 2 tokens

*Note: Jackpot System always take X% of the pot (**in this case 20%**)*

4.8 Customization Panel

The customization panel provides an expansive list of available character customizations. Giving users the ability to customize their characters adds another layer of experience to the game.

Users have the option to customize:

- Body types
- Facial features
- Clothing
- Weapons
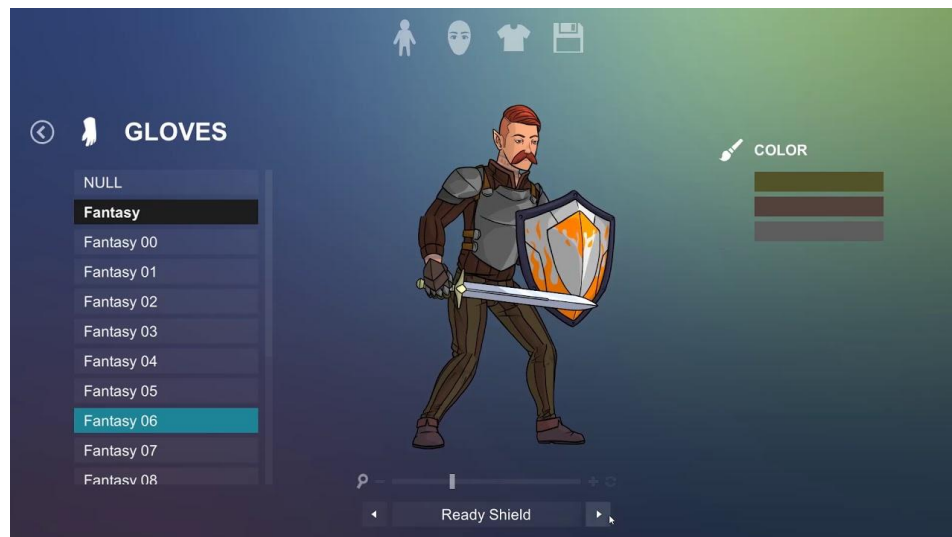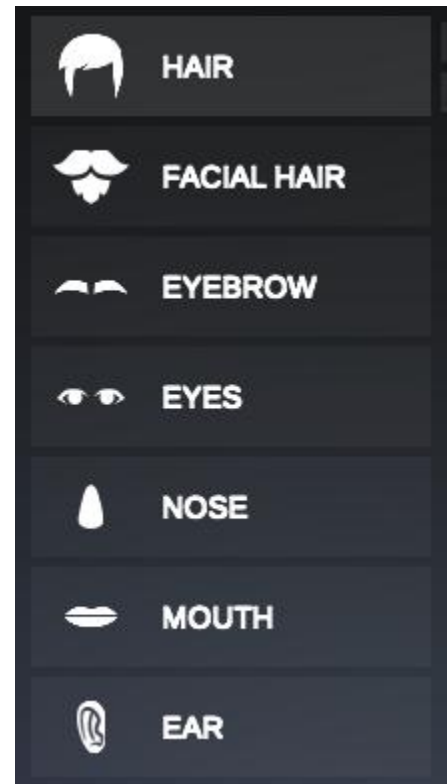- Choose color of objects

Body Types:
Both proportions and skin tone can be adjusted. Even the somewhat smaller details can easily be changed with the sliders provided.

Facial features /clothing

The face and clothing too, can be completely adjusted and more parts can be bought.

Weapons

Different skins for the same weapons (small or large) can be bought.

4.9 Shop System

To reward and incentivise players for holding their BURN tokens, we've devised a system to use these BURN as a spendable currency while also a store of value.

Players will be able spend their BURN tokens in character customizations, these tokens will then be held in a separate wallet, but not sold! Eventually the players will be able to "sell" their character item back to the game to get their spent tokens back. This way, "buying" character items becomes an investment of BURN, not an actual sale.
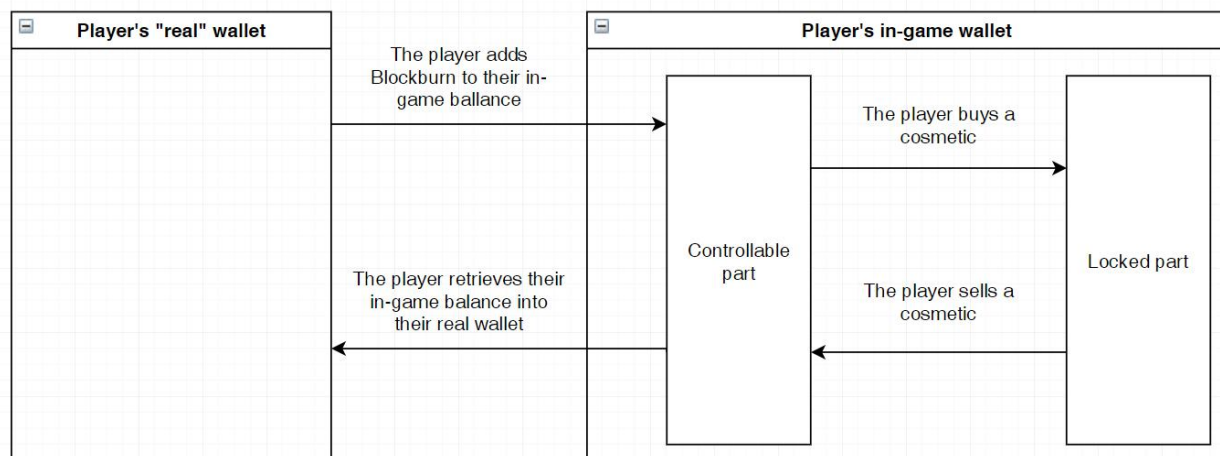
Representation of BlockBurn exchange in-game

To aid this idea, players will be able to choose the time period in which a players tokens are held in the locked wallet before being able to sell the tokens back to the game. So if you were to buy a particular item, you will be given the choice of how long the tokens will be locked away for. A week, a month, a year, you name it. Only after this time has ended, will they be able to return the purchased item in exchange for receiving their BURN tokens back. Longer periods will be cheaper to "lock", giving players more reason to invest in these items as long as they can, but with the eventuality of receiving their tokens back.

For example: if you "buy" a weapon, you either pay 5 BURN tokens for a week-lock, 4 for a month-lock, and 1 for a year-lock. After said time, you'll get the option to sell your weapon back in turn for the 5/4/1 BURN that you spent in the first place.

Flowchart: Player is buying a cosmetic

Player is buying a cosmetic (Weapon | Money)

Left branch:
- The player chooses a lock-time of a week for 5 tokens (cosmetic | 5 tokens)
- After a week, the lock is gone and the choice to sell now exists (cosmetic | 5 tokens)
- The player sells the item (immediately or whenever they want) (cosmetic | 5 tokens)

Middle branch:
- The player chooses a lock-time of a month for 4 tokens (cosmetic | 4 tokens)
- After a month, the lock is gone and the choice to sell now exists (cosmetic | 4 tokens)
- The player sells the item (immediately or whenever they want) (cosmetic | 4 tokens)

Right branch:
- The player chooses a lock-time of a year for 1 token (cosmetic | 1 token)
- After a year, the lock is gone and the choice to sell now exists (cosmetic | 1 token)
- The player sells the item (immediately or whenever they want) (cosmetic | 1 token)

Legend:
- Owned by the bank
- Owned by the player

4.10 Tiers

To encourage players to spend more BURN, a tier system integrated in the customization panel will assign varying values to different levels of cosmetic customizations. Think (for example) of tin, bronze, silver, gold, platinum and diamond.

All cosmetic customizations are distributed into these tiers, with the blandest and more boring gear being categorized under the lowest tiers and the 'god-like' gear being placed in the top tiers.

For example; A player has to spend 20 BURN tokens to get from tin to bronze, 50 to get from bronze to silver, 100 for gold, etc. If you lose "BURN spent" by selling items, you risk the chance of falling out of your rank.

5 Road Map

The mobile gaming industry is a competitive one, with such widespread global interest in gaming and gambling, for a new game to be a success there are a number of important factors that must be met.

With so many mobile games available, finding the right niche is imperative. BlockBurn gaming network is in a very unique position, in that it is essentially entering a completely new market, with currently next to no competition. But that in and of itself does not guarantee success, for the game to be a success there's a few important factors. It needs it's own identity, an intuitive user experience and good marketing.

We are currently in the gaming development stage. The overview in section 4.1 of this whitepaper will give you a broad outline of the current direction we are going in, but this is only a rough guide and as development reaches further the game will be further refined and modified.

The below gives a basic outline of the roadmap we will be following in the next year:

January 2020

01

Final Scope of Game Design

February 2020

02

- Launch of upgrded website
- Release of MVP
- Partnership with gaming company

February 2020

03

- $BURN Fork & token swap
- IEO
- Top Exchang Listings

March 2020

04

- Share final UI/UX designs for menu's
- Start Game development

May 2020

05

Share Animations / FX's

June 2020

06

Start Crypto API Integration (for Wallet and transactions)

July 2020

07

Finishing final UI/ character builder

August 2020

08

Dapp Release (Android & iOS)

September 2020

09

- Finishing up gameplay part (VS AI)
- Start multiplayer integration

October 2020

10

Implement test results (Menu + Gameplay (offline)

November 2020

11

Finishing up multiplayer integration

December 2020

12

Implement test results (Menu + Gameplay (online)

January 2021

13

Testing game with test group (BURN Community)

February 2021

14

Publishing first version of the BURN GAME