

MetaVersus – Project Overview

Website: [MetaVersus](#)

Socials: [MetaVersus](#)

Video Demo: [MetaVersus](#) - The Metaversian Story (short)

Full Pitch Deck: [MetaVersus](#)

LinkedIn: [MetaVersus](#)

INTRODUCTION

MetaVersus is an immersive technology and gaming studio launching its first range of products in July, 2022.

Our initial platform is a hyper realistic virtual cloud gaming economy that offers the user an experience with incredible power and speed and fits within the current gaming industry flow.

Our goals are to fuse the worlds of traditional competitive online gaming (CoD, GTA, Fortnite) with the emergent world of blockchain, metaverse gaming and web 3.0 self sovereignty to create a new hybrid class of ultra-realistic, immersive and rewards driven online gaming experiences.

Imagine a Metaverse experience that's like Westworld, GTA, Tony Hawk Skateboarding, Free Guy, Bladerunner (and more) combined, with a rewards based, hyper-realistic and interactive virtual world where creators, gamers, musicians, explorers and brands come together to interact, compete, create, play, earn and trade all exclusively using our token, MTVS.

Our view and model is similar to that of the Linden Dollar at Second Life, VBucks at Fortnite and Robux on Roblox. Each has a multi-billion dollar revenue market just by using their internal ecosystems and assets.

MetaVersus is supported by its own proprietary marketplace which powers all transactions not losing revenue to secondary companies and keeping our products close to revenue generating models.

- Alpha (closed) release is scheduled for early July, 2022.
- Beta (public open) release is scheduled for September, 2022.
- Full release with client for laptop and mobile, March, 2023.

Both Alpha & Beta are focused on one world, MetaCity, but as the community grows we will build out other worlds with various immersive experiences, games, quests and activities. These worlds are already in development and progressing very well that aligns with our roadmap.

Ultimately, MetaVersus will have thousands of monthly active users competing, connecting, socialising, engaging and having fun with one another in various interactive spaces and games whilst at the same time interacting with the brands they love, their favourite influencers and users from all across the globe all harnessing the power of the MTVS token.

MetaVersus will be the metaverse experience others aspire to.

LEAD INVESTOR: ALPHABIT FUND

[PROJECTS - HISTORIC OVERVIEW](#)

TARGET MARKET

Target markets are numerous by definition, and for illustration some of the most obvious ones are listed below;

- Gamers
- DeFi users
- Crypto users
- NFT collectors
- Musicians / Artists
- Media creators
- Advertisers
- Brands

REVENUE GENERATION

MetaVersus has multiple revenue streams

- Land sales
- Land rental
- NFT sales
- NFT royalties
- In-Game asset sales (Clothing, Vehicles, Power-Ups, Portals etc)
- Event ticketing
- Experience & World creation
- Platform fees and taxes

ROADMAP OF METAVERSUS

July 2021

MetaVersus Founded

- Concept and idea created.

August 2021

Company Building

- Core Leadership Hired.
- Operations & Technicals Established.

October 2021

Technical Planning

- Functionality of NFT Marketplace.
- Virtual World Concept Design.
- Tokenomics & Ecosystem Functions Applied.

December 2021

Expansion of Development Team

- Hired Solana and Full Stack Development Team.
- Designers and Creatives Hired.
- Unreal Engine Team Expanded.

January 2022

MetaVersus Virtual World Alpha

- Started Creating The Alpha of MetaVersus.
- Implemented Arweave Decentralised Storage on NFT Marketplace.
- Further Testing of NFT Marketplace.

February 2022

Full Scale Development

- Virtual Worlds Created.
- Unique User Avatar Creator Implemented.
- Game Mechanics and Activities Implemented.
- Enabled Phantom Wallet Integration.
- V1 Website Live.

March-April 2022

Funding: Seed/Private Rounds

- Complete Seed Round.
- Complete Private Round.

April-May 2022

Community Growth

- Hire Additional Community Support Team Members.
- Grow Social Channels and Community Base.
- Strategic Marketing Plan.
- Onboard B2B Partners.
- Competitions, Rewards, Possible Exclusive NFT Drop for MetaVersus Community.
- Speak to Partners for Feedback on B2B Experience Development.
- Unreal Engine Team Scaled.
- Media Presence.
- AIBC Summit Toronto - Panel and speaker talk - Advertising company.
- METAMS Summit Netherlands - Speaker talk - Advertising company.
- Metaverse Summit - Virtual - Speaker talk - Advertising company.

June-July 2022

Community Growth

Market Condition Based: Public IDO/IEO & Demo MetaVersus Alpha Platform

- Planned Public IDO/IEO Date.
- Exchange Launch.
- Staking & Rewards Pools.
- Community Feedback.

- Access for NFT and Token Holders.
- First MetaVersus Live Event.
- Competitions and Giveaways.
- Partnerships Announced.
- Close Alpha to further develop.

July - August 2022

Alpha v.1.2

Continue Alpha Development

- Alpha Feedback Implementation.
- Mini-Game Suggestion.
- Solana Testing of NFTs In-World.
- Partnerships B2B.
- Pixel streaming Platform.
- Embedded Experiences In-App.
- NFT and Asset Creator Fund Applications.
- MetaVersus Ambassador Programme.

September - October 2022

Alpha to Beta Platform Launch

- At this point in development, we will look to launch the Beta MetaVersus platform inclusive of user activities, quests, mini games, and much more.

November 2022 - January 2023

Beta Platform Launch

- Depending on development and bug removal, during the 3 months of November to January 2023, MetaVersus will look to launch a special season Beta state of the platform.

For more information, please reach out to the team via email:

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