

# GITTACITY

OMNICHAIN

Play. Build. Socialize. Govern. Earn.

## WHITEPAPER 2.1.1

## Description

GittaCity is a unique virtual city where players can play, build, socialize, and monetize their gaming experiences using GITTA, the main utility token of the platform.

GITTA holders will be also able to participate in governance of the platform via a Decentralized Autonomous Organization (DAO), where they can exercise voting rights on key decisions of GittaCity ecosystem. As a player, you can create digital assets (Non-Fungible Tokens, aka NFTs), upload them to the marketplace, and drag-and-drop them to create game experiences with GittaCity Game Maker. GittaCity has secured over 15 partnerships including Polygon, Shima Capital, and Shaun the Sheep to build a fun, creative “build-to-earn” Gaming platform, owned and made by players. GittaCity aims to bring blockchain into mainstream gaming, attracting both crypto and non-crypto game enthusiasts by offering the advantages of true-ownership, digital scarcity, monetization capabilities, and interoperability.

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# Executive Summary



GittaCity is a virtual world where players can build, own, and monetize their gaming experiences based on omnichain using GITTA, the platform's utility token. Our vision is to offer a deeply immersive metaverse in which players will create virtual worlds and games collaboratively and without central authority. We are aiming to disrupt the existing game makers like Minecraft and Roblox by providing creators true ownership of their creations as non-fungible tokens (NFTs) and rewarding their participation with our utility token – GITTA. In the current game market, the centralized ownership and control of user-generated content limits creator rights and ownership. Central control over the trading of virtual goods created by players restricts them from generating fair value for their

creations. Compounding this, it can be difficult to prove creative ownership of works, especially as content is copied, altered, and built upon. With GittaCity, we aim to overcome these limitations while accelerating blockchain adoption to grow the blockchain gaming market. We will do this by building a voxel gaming platform where creators are able to craft, play, share, collect, and trade without central control, enjoying secure copyright ownership with the ability to earn cryptocurrency (GITTA). This copyright ownership will be established and guaranteed through the use of NFTs, where every in-game item will have a unique and immutable blockchain identifier.

# A User-Generated Content Ecosystem

GittaCity gaming ecosystem consists of three integrated products that together provide a comprehensive experience for user-generated content (UGC) content production.

- **VOXEDIT:** This simple to use yet powerful free 3D voxel modelling package allows users to create and animate 3D objects such as people, houses, foliage, and tools, and export them into GittaCity marketplace to become game ASSETS.
- **MARKETPLACE:** GittaCity's web-based marketplace allows users to upload, publish, and sell their creations (ASSETS) made in VoxEdit, as Tokens.
- **GAME MAKER:** Anyone who owns ASSETS, either by making them in VoxEdit or purchasing them, can utilize them with the third and most important ecosystem product, the Game Maker and the Game itself. Users can decorate their houses with ASSETS, and more importantly, implement interesting and nuanced gameplay mechanics by assigning predefined behaviors to the ASSETS through visual scripting nodes, turning a houses from a decoration experience into a potential full game experience.



# Blockchain Gaming with NFTs

GittaCity virtual world uses blockchain technology and NFTs to empower the players and creators. NFTs are an emerging segment in the global game market: virtual tokens for digital scarcity, security and authenticity. Each NFT is distinct or unique, it is indivisible and it is not interchangeable for another.

## Comparison of Fungible versus Non-fungible Tokens

Through the use of NFTs, GittaCity users will be able to benefit from:

- **TRUE DIGITAL OWNERSHIP:** Gamers are the true and perpetual owners of their digital items, even if the game was shut down or abandoned. With blockchain, every game item can be tokenized, allowing gamers to decide how they want to trade, sell, or gift their items.
- **SECURITY AND IMMUTABILITY:** Digital game items can be easily tokenized and traded in primary and secondary markets that are managed and facilitated by blockchain technology. Items based on scarcity and demand usually invite fraud and theft, but these

risks are minimised on blockchain because it is a distributed ledger.

- **TRADING:** Blockchain-based gaming platforms can provide users with ultimate control over their digital assets. They can buy and sell items freely without concern that they will be ripped off or that a platform will close and cancel all the value of their in-game items.
- **CROSS-APPLICATION INTEROPERABILITY:** Blockchain provides capacity for games to utilize shared assets. ASSETS, avatars, houses and any other game elements can be used in other games that allow it. These game items are no longer confined by a narrow digital ecosystem.

GittaCity metaverse uses several tokens to create a circular economy between all the profiles of users who will interact with its platform namely the players, creators, curators and houses owners. These are the houses, ASSETS and GITTA, a token based on the LayerZero protocol which will act as the official currency in the ecosystem when purchasing goods and services within the game marketplace (amongst other rights).

## What is GITTA and what is it used for?

GITTA is an essential part of GittaCity platform and GittaCity are working on establishing key mechanics that makes it intrinsically tied to GittaCity platform and its value. GITTA is an Omnichain utility token built on the Omnichain that serves as the basis for transactions within GittaCity, and has the following uses:

- **Access GittaCity platform:** Players spend GITTA in order to play games, buy equipment, or customize their House character—and can potentially collect GITTA through gameplay. Creators spend GITTA to acquire ASSETS, houses, and through Staking. Houses Sales drive demand for GITTA to purchase houses. Artists spend GITTA to upload ASSETS to the Marketplace and buy Gems for defining Rarity and Scarcity.

- **Governance:** GITTA is a governance token that allows holders to participate in Governance decisions of the platform, using a DAO structure. They can exercise voting rights on key elements such as Foundation grant attributions to content and game creators and feature prioritisation on the platform Roadmap. GITTA owners can

vote themselves or delegate voting rights to other players of their choice.

- **Staking:** GITTA allows for staking, which allows for passive revenues on houses: you get more GITTA by staking it. This is also the only way to get valuable Gems and Catalysts, needed for ASSET creation.

- **Fee Capture model** = 5% of all transaction volume carried out in GITTA tokens (Transaction Fees) shall be allocated with 50% to the Staking Pool as rewards for token holders that Stake GITTA tokens and 50% to the "Foundation."

- **Foundation:** The role of the Foundation is to support the ecosystem of GittaCity, offering grants to incentivize high quality content & game production on the platform. To date, the Foundation has funded over 15 game projects and granted 100 artists to produce NFTs ahead of the public Launch in December 2020. The overall valuation of the metaverse grows through the valuation of all games funded by the Foundation, creating a virtuous circle to enable funding bigger games.

## What do we plan next?

We have a strong product roadmap ahead and a top team to execute a strong vision to build a unique virtual city gaming platform where players can build, own, and monetize their gaming experiences and spread the power of blockchain as the lead technology in the gaming industry. All these together with what we have achieved so far resulted in TSB being awarded a recognition as the most expected blockchain game in 2024.

In the short term, we are launching the first houses presale and Game Maker. This will be complemented with the GITTA public launch. As such, we expect to have GITTA available for individuals and corporations in order to increase liquidity and availability of it with the main purpose to collaborate with the community growth and ecosystem flow.

In relation to the proposed GITTA offering, the community of creators and players will need to get access to GITTA. We plan to make it accessible to the community through multiple ways with controllable supply mechanisms, such as purchasing GITTA from multiple exchanges.

As the community increases in terms of the number of creators, players and ASSETS exchanged in the marketplace, there might be an increased need for GITTA within the ecosystem. Therefore, while the total supply of GITTA is fixed, the initial amount of GITTA offered will provide a scarcity effect reducing the GITTA available per capita and therefore fostering demand.

## Associated challenges and risks

It is the responsibility of any purchaser of GITTA to inform themselves of, and to observe and comply with, all applicable laws and regulations of any relevant jurisdiction. Prospective purchasers for any GITTA shall be expected to consider the risk factors identified in this section. If any of the indicated risks were to materialize, then they could have a negative impact on the Issuer's finances and operational performance which can hinder the ability of the Issuer to fulfil its obligations under this whitepaper.

The challenges and risks are identified by the board of administration of the Issuer as at the date of registration of this whitepaper. This does not exclude the possibility of there being other risk threats and the purchaser must be aware that the impact on the Issuer may be heightened due to a combination of several risks materializing simultaneously.

One of the main challenges in the project is the rate of adoption of the community of artists and creators to start exchanging assets, which will be a key point behind the demand generation of GITTA. As such, we are focused in developing a strong, multi-platform product that can spread massively by offering a tool to create voxel

art that is focused on solving problems and community needs. We are therefore developing strong communities in different areas of the world with a strong focus in Asia, where we believe the rate of adoption and learning curve will be steeper. The project success rate will be dependent upon the priority and preference of consumers and its ability to swiftly anticipate, identify and capitalise upon these priorities and preferences.

The Issuer operates in an emerging and disruptive industry that is under rapid and dynamic development. This includes, but is not limited to, the developments relating to the business itself, the underlying technology, and the regulatory and legal implications thereof. Specifically, in relation to public knowledge and understanding of emerging technologies, such distributed ledger technologies, smart contracts and other innovative technology arrangements, are still limited as at the date of registration of this whitepaper. The risks arising out of such may not be fully comprehended as of yet and new additional risks may arise in the future.

As the Issuer's undertaking is reliant on the continuous and proper functioning of its technology infrastructure, the Issuer is subject to a variety of risks relating to the proper maintenance thereof. These risks include, but are not limited to, cyber-attacks, data theft or



other unauthorised use of data, and other malicious interferences.

Certain parts of the infrastructure may be outsourced to third parties.

The Issuer is subject to various laws, including regulations and rules issued thereunder, and is at risk in relation to changes in the laws and the timing and effects of changes in the respective legislation. This includes changes in the interpretation thereof which cannot be predicted by the Issuer.

The growth of the Issuer and its undertaking is partially attributable to the efforts and abilities of the members of its management team and other key personnel, particularly its board of administration. If one or more of the members of this team were unable or unwilling to continue in their present position, the Issuer might not be able to replace them within a short time, which could in turn have a material adverse effect on the Issuer's business.

# GittaCity Platform

## Mission

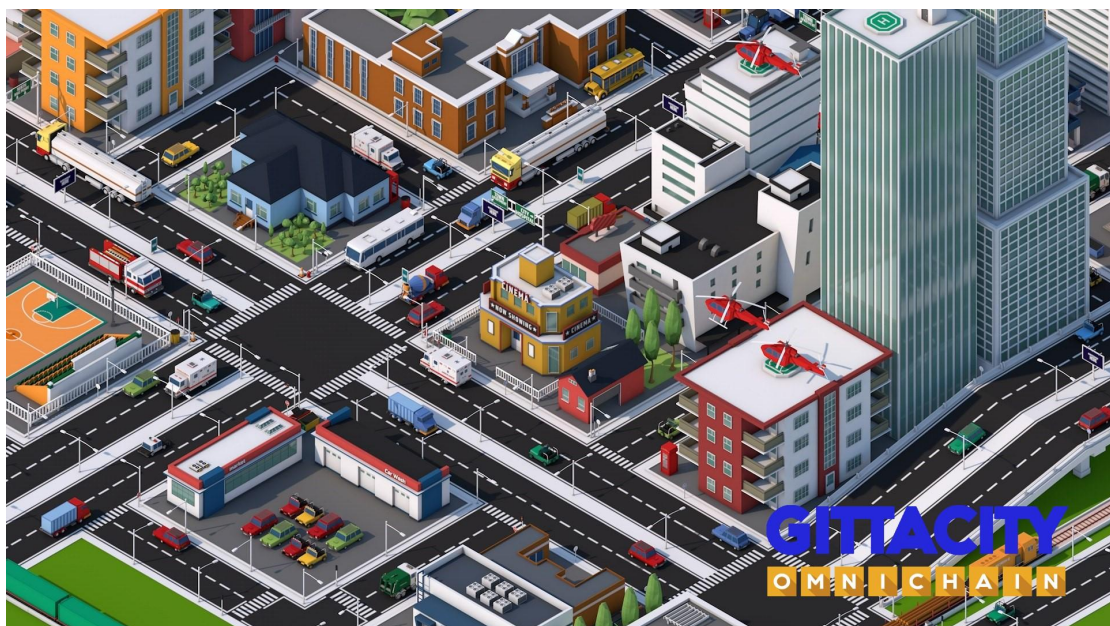
GittaCity team's mission is to build a system where creators will be able to build, play, share, and trade without central control, enjoying secure copyright ownership with the ability to earn GITTA.

GittaCity team believes these innovations are important, for while the current market for voxel-based creation games already has 500,000,000 Creators and 160,000,000 MAUs, it suffers from four key problems that could hinder future growth if not addressed:

- The centralization of user-generated content in dominant titles such as Minecraft and Roblox limits creator rights and ownership;
- Central control over the trading of virtual goods created by players restricts players from generating fair value for their creations, limiting what they can or cannot sell and/or taking a significant portion of the sales revenue;
- Given the nature of voxel art, it can be difficult to prove creative ownership of works, especially as content is copied, altered and built upon;

- Existing game marketplaces are based on fiat currencies, which do not support true microtransactions and are vulnerable to credit card fraud that can unbalance in-game economies.

## Game Overview



- Voxels, or volume pixels, are analogous to 3D pixels, with each voxel representing a value on a defined grid in three-dimensional space
- Non-fungible items are unique and cannot be replaced by another equal part or quantity, as explained in this article:

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At its core, GittaCity is an ecosystem for Players and Creators, consisting of three main components: a Voxel Editor (named “VoxEdit”), a Marketplace, and the Game itself.

GittaCity offers a unique way to create, assemble, and share 3D voxel models. We empower Creators with intuitive, powerful content creation tools. You can make your own 3D voxel objects, animate them, and publish/sell them in our worldwide marketplace. VoxEdit is our 3D tool that allows anyone to create or import their own voxel objects, work on them, and effortlessly export them to the marketplace where users can turn them into limited ERC-1155 tokens called ASSETS. ASSETS are virtual tokens for digital scarcity, security and authenticity. They are unique/limited as well as distinct and indivisible.

Blockchain allows creators to have true ownership and thanks to this technology we, in our capacity as developers, can finally reward players for their time and the hard work they put into content creation, allowing them to monetize and freely trade their ASSETS.

Our ASSET smart contract allows content to become the new platform, creating a new paradigm. This is because they offer multiple uses and are not confined to a single game. This "second-layer programmability" gives any developer the power to

bring a lasting and ever-growing value to the ASSETS, which can be shared cross-games, cross-platforms and cross-chains.

The Marketplace is the trading environment for ASSETS, where they can be given away for free or sold to other PLAYERS.

The Game is the overall game system where playable experiences can be enjoyed and shared. In the Game, not only can creators profit from their creations, players can play-to-earn by collecting resources, rewards, and tokens.

## Buildings

Buildings are blockchain-backed virtual tokens (using the ONFT standard for NFTs) representing physical parcels of GittaCity Metaverse. They allow players to own a portion of the Metaverse and thus be able to host content (ASSETS and GAMES).

GittaCity Metaverse is based on a map of 288,480,464 buildings (720\*720). Buildings are physical spaces in the Metaverse owned by players to create and monetize Games. Buildings are used to publish your game and can be rented to game creators. Every

building comes with a set of prebuilt terrains, but it can be terraformed and modified by the USER who owns it.

In the future, players will be able to combine buildings together to form ESTATES In the future, ESTATES will have the potential to be owned by multiple players to form DISTRICTS.



## **GITTA**

GITTA is an essential part of GittaCity platform and we are working on establishing key mechanics that makes it intrinsically tied to GittaCity platform and its value. GITTA is an utility OFT token built

on the Omnichain blockchain that serves as the basis for transactions within GittaCity, and has the following uses:

- Access GittaCity platform: Players spend GITTA in order to play games, buy equipment, or customize their Avatar character.

Creators spend GITTA to acquire ASSETS, houses, and through Staking. houses Sales drive demand for GITTA to purchase houses.

Artists spend GITTA to upload ASSETS to the Marketplace and buy Gems for defining Rarity and Scarcity.

- Governance: GITTA is a governance token that allows holders to participate in Governance decisions of the platform, using a DAO structure. They can exercise voting rights on key elements such as Foundation grant attributions to content and game creators and feature prioritisation on the platform Roadmap. GITTA owners can vote themselves or delegate voting rights to other players of their choice.

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## GITTA Stakeholders

We have developed a 4 Stakeholders approach to ensure that the success of TSB. Therefore, we will set through smart contracts, that revenues generated through GittaCity will be distributed across 4 stakeholders to provide support to the ecosystems of creators and players as well as to provide the resources needed to grow the market and develop high quality gaming experiences.

These 4 stakeholders are:

- **Foundation Pool:** Is designed to ensure that revenue generated through the game is redistributed to support the growth of the ecosystem. The token allocation of this Foundation pool will be progressively decentralised as we implement a DAO/Community driven solution towards a decentralized model for the benefit of the token ecosystem.
- **Staking Pool:** Is designed to provide incentives to token holders who are actively locking their funds in smart contracts. Its

governance will migrate from a centralized decision on year 1 towards a DAO mechanism in the coming years. Token holders that are also active players will generate an extra yield rewarding their activity.

- **Company Treasury:** This represents the GITTA that is owned by the company that comes from the proceeds of sales of company owned assets with a 12 months lock-up. The GITTA generated through this Treasury will be sold back to the market to pay operational expenses.

- **Company Reserve:** This is the initial company reserve of 600mm GITTA (20% of total Token Supply). This reserve will be fed with the proceeds of sales of company owned assets with a 6 month lock-up.

- **GITTA Revenue Streams**

TSB has 5 Revenue Streams where players/creators will exchange GITTA. That GITTA will be allocated as detailed below:

- (1) Houses Sales 50% locked for 12 months then being sold in auction sales and proceeds go to the Company's Treasury;
- (2) Company NFTs Sales 25% transferred to the Company Reserve with a lock-up period of 6 months;
- (3) Player Subscriptions & Services 25% transferred to the "Foundation" to support the growth of the token ecosystem.

## Benefits

Figure: The Flows of GITTA

The creation of a decentralized blockchain based gaming platform provides multiple benefits when compared to current, non-blockchain systems, as illustrated in the chart below:

True Ownership

- Assets stored in player wallets through tokenization of UGC;

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- User retention of copyright in perpetuity;
- Ownership not tied to a game;
- Creative authorship is immutable. Limited Ownership
- Assets stored in game systems;
- Copyright limited and items can be modified by third parties;
- Ownership is tied to the game;
- Creative authorship is hard to prove.

## Secure

- Less fraud possibility thanks to blockchain's record keeping technology.
- Server-based transactions;
- High possibility of fraud (13% average).

## Fair Revenue Share

- Creators will receive 100% of the selling price they set for their creations;

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- Multiple creators can automatically share payments and revenue.

### Limited Revenue Share

- Creators receive partial payment for items they sell; and
- Ownership limited to one player entity.

### Decentralized Trading

- Blockchain allows assets to be shared between users for collaboration; and

- Peer-to-peer trading Centralized Trading
- Centralized system limits collaboration; and
- All trades are controlled by 3rd parties.

- Market Overview

The current gaming market presents favorable conditions that offer GittaCity a unique opportunity to exploit on both PC/Mac and mobile platforms, as the opportunity to shift power and earning potential into the hands of players in the growing UGC gaming market will add significant value to their gameplay experience.

- The global gaming market is expected to reach: USD 171.96 billion<sup>3</sup> by 2025;

- The mobile segment, which is one of GittaCity's target platforms, is projected to gain momentum and exhibit a compounded annual growth rate (CAGR) of 7.3% over the coming years, owing to increasing smartphone penetration across the globe<sup>4</sup>;
- The online segment is estimated to witness substantial growth over the next eight years, expanding at a CAGR of 8.6% from 2020 to 2025. This can be attributed to increasing broadband penetration and growing online betting, gambling, and social network gaming<sup>5</sup>; and
- The Asia Pacific market is expected to gain traction, attaining a market size of USD 86.84 billion by 2025. Emerging countries such as China, India and South Korea are offering lucrative growth opportunities for market augmentation, which can be partly attributed to growing smartphone and Internet penetration in these countries.

# Gaming Creator Market

GittaCity team's mission is to build a system where creators will be able to craft, play, share, and trade without central control, enjoying secure copyright ownership with the ability to earn GITTA.

The genre of creator games with voxel graphics is dominated by two key industry players, Minecraft and Roblox. Minecraft, the leader in the category, saw player numbers grow over 30% year on year for the last five years, while Roblox placed sixth in the list of top grossing iPhone mobile gaming apps in the United States as of January 2022, ranked by daily revenue. Roblox is estimated to take in over USD 750,000 per day in revenue.

## Creator Market

A primary challenge facing voxel art creators in the current gaming environment is they have limited or no legal rights to the intellectual property they create. This can result in artists or creators spending days or even months creating their in-game worlds while receiving little or no financial benefit.

Another hurdle facing players is establishing creative ownership of their works, especially if another player or entity copies the original work, modifies it or builds on it. Without a system for identifying and tracking the ownership of an item from first creation, it's almost impossible to tell if work is original or copied.

Lastly, the common reliance on fiat currencies and credit card transactions means the element of credit card fraud is never far away. Currently, the ratio of illegitimate transactions in games can be as high as one out of every 7.5 items sold as the result of credit card fraud, potentially disrupting the entire in-game economy.

By registering every ASSET created as an NFT, GittaCity allows creators true ownership of everything they create. Creators retain copyright and ownership of everything they create and can sell and trade items while receiving all the benefits for their work. As transactions are made via blockchain in Ethereum, credit card fraud is eliminated. Aside from addressing all of these issues, GittaCity aims to bring even more value to the crafted items of CREATORS. For the first time ever, CREATORS will be able to see how their uploaded ASSETS come to life when they see them used in a houses as part of great experiences.



## Player Market

Issues such as ownership or compensation are of less concern to players who primarily come to games to play and buy items rather than create and sell them. However, another issue directly affects these players is that they spend real-world money to buy items in-game, but they have no way to recover this money.

For instance, if they stop playing a game, all the items they bought in it immediately become worthless. If the game is shut down for any reason, such as a decline in popularity that makes it less profitable, all the player's in-game purchases vanish into nothing.

This is especially true in free-to-play (F2P) games. Purchases are a one-way street. Players spend money to buy things in the game, but have no way to recover their value if they no longer use an item, and have no way to sell it to another player legally so they receive no compensation if the game is taken off the market.

## Market Solution

The game's player-centric innovations and improvements over current titles in the market make it probable that GittaCity can expand its audience beyond the 40,000,000 players who have downloaded previous versions of GittaCity and the game's current 1,200,000 MAUs.

The first stage of this process is the creation of a semi-decentralized gaming community with some elements under the central control of GittaCity and other elements decentralized to the creators and players themselves.

# Roadmap

GittaCity has been operating since 2022, and it follows that this issue of GITTA is one of the next steps in its journey towards creating this decentralized game.

## Q4 2022

- The GittaCity project team was established;
- GittaCity Foundation received two big partnerships:
- Dreamworks brings Shrek to the game;

## Q1 - Q4 2023

- Funding: We have closed a seed round with a total of USD 1,500,000 raised;
- Team: We have assembled the right senior team to execute our vision: 22 resources located in our 3 offices with 11 in France, 6 in Korea and 5 in Japan;
- Dapp: We have completed the first phase of internal testing of GittaCity;

### **Q1 - Q2 2024**

- **Community:** We plan to increase the number of community users to 10,000 on our Twitter and Discord. Launch two rounds of GITTA airdrop.
- **Smart Contracts:** All our smart contracts is available publicly on Github and audited by Certik.
- **Fundraising:** GittaCity Foundation will hold a pre-sale and IDO for GITTA tokens at the appropriate time and list them on the CEXs and DEXs.
- **Europe Presence:** Grow over 1,000 highly engaged creators and members.

### **Q3 - Q4 2024**

- **Game Public Beta – Public Beta Launch of the Games Platform,** with dozens of games available to play (supported by the Foundation)
- **Events – Launch of the First Season event with play-to-earn mechanisms**

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- Multiplayer – Socialize, Chat and Interact with friends in

GittaCity hubs

- Buildings Public sale – Regular buildings sales and Support for Game Maker

## 2024-2025

We are aiming to become one of the leading established key players in the space of virtual worlds with blockchain-based digital buildings, reaching over 1,000,000 members over the next five years. To achieve this, we will be working on:

- Marketplace: We will be working on engaging features that will be driving long term engagement and interactions with GittaCity platform, allowing creators to work and collaborate together in teams establishing more advanced collaborative workflows, as well as features enabling any creator to run its own presale for games, organize its own contest with prize pools, define rules of each DAOs with its sub-community and more;

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- **Game Maker/Player:** We will be releasing the Game Player on multiple platforms, starting with mobile (iOS and Android) in 2025 and expanding to console thereafter. We will improve the meta-gameplay to create come back design and providing incentives for players to explore and participate in the economic loop (Create, Trade, Play), fostering the Play-to-Earn (Monetize your skill and time by collecting resources, rewards, and tokens) as pillars of the economy. Players will have individual goals and objectives for the meta- gameplay but we will also include collective objectives to create communities and competition. GittaCity houses can work as common hubs for players, provide different experiences, advertise & shops, chat rooms, and other featured experiences;
  
- **Blockchain and Tokens:** We will be opening even more our blockchain technology to other Developers (marketplace, smart contracts, etc.) so they can build additional services, dApps on top of our API and smart contracts.

A more detailed roadmap can be found below:

## 2024

- Partnerships – New IPs and Premium NFTs to be announced
- Foundation – Launch of the Foundation DAO with GITTA staking for voting on Creators Fund management
- Game Maker – Official Release 1.0 and major updates with more gaming packages, Behaviors and Visual Scripting
- Game – Official Release 1.0 and major updates
- Buildings Public sale – Regular houses sales will continue
- Events – Additional Seasons with big rewards to earn
- Multi-platforms – Availability of Game on smartphones and tablets devices
- Multiplayer – First user-generated games with multiplayer modes
- GITTA – Staking mechanisms for Yield generation and curation

## 2025

- Partnerships – New IPs and Premium NFTs to be announced

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- Games Platform – Over 1,000 Games available
- Multi-platforms – Availability of Game on consoles
- Buildings Public sale – Regular houses sales will continue
- Game Maker – Co-Building Mode - creating games with Friends,  
Custom Scripting with programming 3rd layer and major updates  
with more gaming packages and Behaviors
- Events – Additional Seasons with big rewards to earn



# ASSETS Marketplace

The marketplace will use smart contracts to control item auctions and transactions. This open marketplace for creators and developers will allow for the free trade of in-game assets between the platform users. Additional benefits of this marketplace are that economic principles of supply and demand become automatically integrated into the system, allowing the community to determine the fair price of user-generated ASSETS. The true strength of this marketplace, however, is that creators of such ASSETS can finally generate true tangible real-world value from the voxel content they create.

The ASSET tokens in our marketplace will require several pieces of information in order to properly be displayed as a sellable good.

These pieces of info are:

- **Name & Genre:** In order to better identify the ASSET being sold, and to help potential buyers in finding it in the marketplace, the ASSET will require a name and a genre;

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- **Description:** The description will help creators add specifications like size, model, potential uses or even attach a short piece of fictional lore to the ASSET;
- **Thumbnail:** The marketplace will show what the ASSET itself looks like via several thumbnails of the ASSET. We will include a feature in our voxel editor that will automatically generate these thumbnails for the creators;
- **Price:** The creator will have total control over the price the ASSET will have on the marketplace. This price will be set in GITTA.
- **Value:** Creators will define Rarity, Scarcity and Attributes thanks to the Gems & Catalysts system.

Once all these requirements are met, the ASSET will be successfully displayed on the marketplace and be available for purchase.

- **Modeling:** Having other software that also lets you model your own voxel art – what makes the modeling in VoxEdit different is that it is aimed at artists. That commodity is thanks to a user-friendly interface, powerful tools to let the artists model anything they want, but also stay connected with them all the time to hear their feedback, what would be nice to have, and especially what would make their life using VoxEdit much easier.
- **Animation:** Here is where VoxEdit stands out. VoxEdit uses a skeletal system with hierarchies, like the ones used in professional 3D software like Maya, 3D Max, Cinema 4D, etc, allowing the Artist to rig anything they want and be ready for animation. It is the only voxel modeling software that allows to model AND animate your ASSETS.

Once the skeleton is made, the artist can create any type of animation moving the different parts of their model with an easy-to-use timeline. The timeline works like a video editing software timeline, using layers to represent what part of the model you are moving and creating key-frames to set the position, rotation

and scale. The magic happens thanks to the interpolation of these key-frames that the timeline does in the background.

- Exporting:

VoxEdit allows the artist to export their creation in .VXM and .VXR, formats that our Marketplace and games use to create a super smooth communication between the three parts. Besides that, it also lets export in the standard formats such as .OBJ and also .DAE and .GLTF for the models with animations on it.

## Economy

We are excited by the opportunity to build new kinds of business models with this player-powered economy, both in terms of revenue model and token model.

GITTA will provide immediate liquidity to players and investors. The valuation of the GITTA token is calculated on what players will be able to build/play/trade/win inside our metaverse. We are aiming at replicating real-world economy systems, with players able to buy, rent, hire, vote, stake, etc.

The main flows of income will be the following:

- Company ASSETS token: Sales of ASSETS created and developed by the company (houses, ASSETS, Attributes, others);
- Transaction Fees: TSB to charges 5% of all transaction volume carried out in GITTA tokens (Transaction Fees) to be allocated 50% to the Staking Pool as rewards for token holders that Stake GITTA tokens and 50% to the "Foundation."
- Player Subscription Fees: Revenues that we will generate via various subscription models to gain access to exclusive in-game features, Premium ASSETS etc.

## Tokenomics

GITTA is the utility token used throughout GittaCity ecosystem as the basis of transactions and interactions. It is an OFT utility token built on the Omnichain. It will be used across the ecosystem by gamers, developers, and publishers, allowing Creators and Players to exchange ASSETS and Games and build a user-based platform

of rewards while developing an ecosystem where Creators and Players will share various truly unique gaming experiences.

User generated digital ASSETS are represented as ERC-1155 tokens. To ensure the everlasting scarcity and verifiable scarcity of non-fungible items, we use the ONFT token standard. This standard allows a smart contract to track token-ownership at the individual token level: each item has a unique identifier and, optionally, unique properties stored as metadata.

## The Team

We have assembled the right senior team to execute our vision: 22 resources located in our 3 offices with 11 in France, 5 in Korean and 6 in Japan.

Miles Madrid - CEO and Director of GittaCity

Miles Madrid is the Co-founder and CEO of Omnichain Protocol as well as GittaCity. Board Member of Animoca Brands and a longtime social- gaming entrepreneur. He is an advisor for startups in gaming, social media and software. Arthur began his career building a P2P delivery platform for Media companies, one of the first Distributed Computing Software (DCIA) platforms.

Sophie Simmons – COO and Director of GittaCity

Sophie Simmons is the Co-founder and COO of GittaCity.

Passionate for blockchain technology, gaming and education, she is a very active speaker and evangelist on the opportunity

Non-Fungible Tokens brings to gaming. She is now building the metaverse with GittaCity, one of the 2022's most anticipated and top ranked blockchain games, that is empowering players through NFTs, enabling them to own, buy, sell and trade their 3D creations on their Marketplace and use them in their Game Maker.

Molly Adams - CFO of GittaCity

Molly Adams is the Co-founder of the 1st online payment company in Australia and has +8 years experience in Finance, Tech, and Gaming. MBA from Harvard University with focus on Finance and Execute Program at MIT in Entrepreneurship.

Lucas Woods - CTO of GittaCity,

Lucas Woods has spent more than a decade leading mobile gaming studios. While at Gamefi Argentina, he managed the studio and a team of 80 people.



## CONCLUSION

GittaCity decentralized platform allows players and creators to own a piece of our gaming metaverse (buildings), participate in the governance and economy (GITTA), while creating and enjoying a simple way to benefit from their playing time.

In the coming year, our experienced and dedicated team will build an unique way to play in a virtual world where you can play, create, collect, earn, govern, and own anything in the game.