Decimated Whitepaper

We are creating an online multiplayer sandbox game where players must use skill and intelligence to harvest resources, trade with other players, and survive in a hostile apocalyptic environment. DECIMATED is an online multiplayer sci-fi survival game which we are developing in Unreal Engine 4 and SpatialOS to achieve this massive scale, and meaningful persistence.

There are two factions of players: human citizens and cyborg cops, both of whom are played by real people.

We are using blockchain technology to manage in-game trading, digital scarcity and ownership of virtual items, which will be stored in a digital wallet on the players' smartphone. Our digital token is called ĐIO and can be earned or scavenged in-game, used to buy, sell or trade virtual items, upgrades and customizations.

DECIMATED will incentivize exploring and scavenging the environment, looting, missions and working for reward. Players can compete against each other, or cooperate to complete objectives and perform jobs in-game – as good citizens, or rogue citizens. All virtual items from clothing, weapons, construction equipment and technology will have value on the market, and can be traded with other players or in virtual shops.

Decimated Website
Decimated Whitepaper

Social

CRYP2NOVA

Archived copy · cryp2nova.com