POCO WHITEPAPER



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I. GENERAL INFORMATION

1. GAME MARKET

Language following suit, the recent blockchain and cryptocurrency boom, while crypto gaming is still in its digital infancy, still manages to prove its future enormous potential.

The Global Gaming Market was valued at USD 173.70 billion in 2020 and is expected to reach a value of USD 314.40 billion by 2026, registering a CAGR of 9.64% over the forecast period (2021 – 2026). Due to nationwide lockdown, people are staying home, and some are turning to the gaming platforms to pass the time. These platforms are attracting more than hundreds and thousands of new visitors in online traffic. Mobile games alone have attracted more than 2,5 billion players in 2020, massively boosting the traditional gamers volume.

On the other hand, earlier this year, we saw Bitcoin summiting ~$65,000 along with a cohort of alt coins gaining in value, creating tremendous value to people worldwide. Out of these two was born crypto gaming, destined to go mainstream and possessing big potential in a planet with 3 billion gamers and half a billion unemployed people. Through the last decade, if Crypto Kitties had made a grand debut in 2017, setting the tone for the general market, then in 2021, big moves were made by Axie Infinity to win over even

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the gaming community. However, the blockchain game market is still too small compared to the entire gaming market.

A key differentiating factor from related offerings such as PUBG, LOL, and DOTA... is that NFT game players have the potential to earn income directly through online gameplay, as well as by supporting the game's ecosystem. 90% of competitive gamers are intrigued by the possibility of earning income while playing games. With Axie infinity, Alice... we have clearly seen the huge potential of the NFT Game market.

We are witnessing the dawn of a new day and age where the global pandemic has forever changed many aspects of people's lives, causing many to fall into unemployment while also accelerating the process of replacing traditional jobs. From the surface, this seems to be going in a negative trend but it coincides with the growing popularity when a large number of people, now staying at home, switching their focus into becoming crypto day trader or now, crypto gamer to look for a sustainable source of income. What better way to spend your stay-at-home days than to make money through playing the greatest and latest crypto gaming has to offer. Unlike traditional games where all your effort and achievement are at risk of going to waste once you get bored and decide to move to another game, for crypto gaming you can easily exchange all your NTF minted characters, gears for a token with actual market value.

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Players are then free to reap their earnings through gameplay or maybe even re-invest into another game. Poco strives to be the next, new and improved, second generation offering an enhanced alternative channel to the Play to Earn genre to a wider audience and community.

2. NFT GAME

NFT games are blockchain-based games with in-game asset encryption that allows players to collect them as non-fungible tokens (NFTs). Some of these games reward players with cryptocurrency, while others allow players to collect in-game NFTs that can then be sold for potential profit. Our Poco is one of those NFT games which provide players with tokens through skilled gameplay and donations to the ecosystem.

Poco was created aiming to expand and satisfy the growing crave for crypto gaming while, at the same time, satisfying everyone's entertainment needs. To do so, we create a virtual world filled with adorable Poco creatures along with an entire network of supporting ecosystems of exciting gameplay, diverse range of supporting gears and equipment and real time bidding and trade environment. And that's not all that we're offering. In order to build the perfect game in every player's dream, we will let players take part in building this awesome world with us. All digital assets and data will be open sourced, giving easy access to all enthusiastic to contribute building Poco with us while gaining a more unique and personal experience.

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Furthermore, all upgrades and add-ons from our dev team will be made through a community voting system to ensure only the best functions and features made it into the screen of our players. For Poco, we have bigger ambitions than just building a game, but also creating a social media channel and an earning platform, available to the worldwide community to offer a chance to succeed regardless of your background.

Utilizing Blockchain technology along with the NFT working mechanism, we are able to design a vibrant trading and exchanging environment where players can earn in multiple ways:

- Collecting and breeding and selling your Poco will earn token.
- Competing and winning in PvP battle, daily tasks and quests will also see your team winning tokens.
- Other collectibles such as gears and equipment as well as virtual real-estate can be purchased and traded to earn a profit.
- Our leader board system will also offer a reward pool to our best high ranked players.
- Our Poco tokens are available to exchange on different exchanges for other crypto or fiat currency.

3. COMPETITION

Poco is a game with several dimensions: Blockchain, Multiplayer, Social.

Blockchain games in this segment includes:

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Sandbox: An open 3d world, inspired by Minecraft. This game is based on the public Ethereum blockchain that allows a Metaverse where players can play, rent virtual properties "LAND", develop their own creations and spend ERC-20 tokens in the game, SAND, creating a marketplace the only one that monetizes your creativity and skills on the platform.

Its strong emphasis on decentralization, a key idea of cryptocurrencies, allows the use of its native token SAND in the game to implement its five functionalities: buy, trade, play, create and govern.

The main problem of the Sandbox is with decentralization. Since the developers used pre-mining, the question of SAND transaction processing on the platform remains open. There is no information so far on what kind of authentication algorithm will be used and how the platform will incentivize the processing nodes. It seems the recording of transfers to the blockchain is provided centrally.

My Neighbor Alice: an open world game with a strong visual identity based on positive images and cuteness, intended for non-blockchain skilled players as the 12 primary target group. Also catering for an underserved market, women, who are a large base of players but with less purposely created content. As a result, this game doesn't attract many male players.

Axie Infinity: A game with cute graphics, similar gameplay. It also intends to not only be for blockchain experts. And we are happy that

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Axie Infinity shares similar goals in letting users be part of controlling the games development. The gameplay of Axie Infinity is pretty similar to Poco but with the following development we have recognized and fixed quite a few problems of axie infinity. A disadvantage when comparing Axie with Poco is that the transaction costs in the NFT exchange are relatively high at about 4.25%. And the number of transactions is unlimited, leading to easy inflation in the long run. In contrast, Poco's transaction fee is much lower than Axie's, at around 3.5%. Plus, Poco will take measures to avoid inflation. For example, the upgrade mechanism.

Additionally, Poco is a first game for a large global audience of players in general. Absolutely no prior knowledge about cryptocurrencies is needed. Because of that, we compare mainly with the normal game market, and target the same players. A much bigger audience than previously seen in the field of blockchain gaming, and an associated larger opportunity for revenues.

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II. MISSION, VISON AND CONCLUSION

1. MISSION

Poco aims to be amongst the best Play to Earn games in its genre to offer to the crypto gaming community. Easy to play, easy to earn.

We are still in the early phases of crypto gaming and we aim to pioneer and expand the horizon to a wider global audience with our product. Blockchain and crypto gaming has so much potential ready to be unlocked as we hope to continue this exciting journey with you.

2. VISION

A bright future where work and play harmonize is our goal.

That is possibly done by empowering players and giving them potential financial opportunities to earn money.

Join us to fight and collect cute creatures, together we can make a better world. Welcome to our revolution.

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3. CONCLUSION

Poco is an amusing game, it also comes with social networking and job platform features due to strong community and play-to-earn chances on its initial success. With the benefits mentioned, this game is really for whoever is looking for a potential source of income in the time of Covid pandemic and further future.

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III. POCO GAME

We want **Poco** to be community-based games, which means everything will be decided through a voting mechanism to ensure only the best features and functions being added to the games for our players.

To further strengthen our community, multiple fan pages and forums are created solely for our players to discuss and share their thoughts on everything and anything related to **Poco**. Our team highly encourage and will also actively participate

Within different social media platforms to make sure everyone's voices are heard to the best of our ability.

To also be fair to our new joiners, certain support mechanisms will also be provided, such as lending out Poco to newcomers. For players who don't have time to farm level for poco they can rent out their poco to earn extra income. New players who can't afford Poco yet so they can get a good head start in the game earning tokens through battle like everyone else by renting poco from old players.

1. STORY

A long time ago, no one knew exactly when a magical world appeared, where only one creature existed, Poco. Before Poco appeared, the planet was totally covered in darkness, but then things changed quickly, bright colors began to spread everywhere. Poco will be identified based on the natural element it possesses. There are a total of 5 elements: Dark, Light, Fire, Water, Wind.

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Amongst them develop a rare breed of creatures that took a different turn in evolutionary path. A path that granted them mere godlike magical powers to have control over different natural elements.

With dominating power unlike no other, they continue to thrive and develop into their own society, Poco Universal. Legendary battles were held in honor of their strength and power, wisdom and courage. Yearly tournaments were held to decide the one true champion of the planet as they poured from all corners of Poco Land to compete.

However, there is a truth that their overwhelming power did not last forever and they find themself growing weaker through generations. Now, they battle to find the strongest amongst them to lead and keep their species out of extinction as they further evolve from different clans, mixing and improving their later generation to once again reclaim their godlike status and power

2. PLAY TO EARN

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5 ways to play and earn money from Poco game:

- Play games, do daily quests, join events.
- Complete to win in PVP battles, tournaments.
- Sell game materials collected from gaming and tournaments on the marketplace.
- Exchange, buy and sell the Poco characters on the NFT market.
- Send poco, items through the rental service on Poco NFT marketplace to get passive income.

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When spending your time playing games, doing daily quests, or joining our events players will have a chance to gain some rare items, game equipment, PocoLove Token. Those game resources will help users upgrade the skills of their Poco characters or play the role of the necessary factor of breeding the offspring. The new Poco will be exchanged on the NFT market at a good price. Besides, players also can bring those game items to sell on the NFT market directly to earn more Poco tokens.

3. POCO (NFT)

i. Poco's elements

Gacha (random) mechanic is implemented into Egg hatching, which results in a Poco (NFT) with:

- 5 Elements: Dark, Light, Fire, Water, Wind.
- 4 Class: Tanker, Mage, Archer, Support
- 4 Primary Stats: Strength (Damage, HP); Agility (Attack Speed, Armor); Intelligent (Magic Power, Skill Casting Speed, Magic Resistance), Speed (Speed. Affects turn order during battle)
- 5 Stats from Equipment : Critical Rate, Critical Damage, Dodge Chance, HP Regen, MP Regen
- 4 Skills: 1 Passive skill, 2 Active skills and 1 Ultimate influenced by Class
- 7 Rank: E < D < C < B < A < S < SR
- 8 Parts: Eyes, Nose, Mouth, Ears, Skin, Wings, Body, Tail.

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- 3 Forms: Baby, Master, Epic.
- Level: 1-29, 30-69, 70-100
- Arrange the team formation: 4 Pocos to be in your fighting squad

The elements that make up a Poco offer great customization in the power of Pocos or a squad in Play Mode. Players are allowed to be creative in fus, arranging teams and pricing their Pocos on the NFT Marketplace.

ii. Evolution and Rank System

- Every Poco will grow through 3 phases: Baby > Master > Epic.
- Appearance of a Poco consists of 8 Parts: Eyes, Nose, Mouth, Ears, Skin, Wings, Body, Tail. How each part looks will be different as the Poco evolves
- Every Poco will have 7 Ranks, ranging between: E > D > C > B > A > S > SR.

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iii. Rank System

Poco every time it reaches the level limit (30, 40, 50...100) will need to upgrade rank to be able to continue to level up (For example: Poco when reaching level 30 needs to upgrade to be able to continue to increase. level 40). When the level limit is reached, the ingredients to upgrade the poco are PocoLove token, 1 poco of the same type and luck. The higher the poco level, the lower the upgrade success rate

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will be. However, even if you fail to upgrade, you will only lose materials (Doesn't affect your poco).

Requirements for Upgrade

- Poco (same class), increasing progressively for higher ranks.
- Amount of Poco token (Poco), increasing progressively for higher ranks.

Result of Upgrade

- Fail: returning original Poco, losing token, poco bait.
- Success: receiving a higher rank Poco.

Stats improvement for successful Upgrade

- 10% Bonus stats will be added to Poco.
- For cross-class Fusion, the new Poco's Class will be determined by their new Body type.

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iv. Class System

- Pocos will belong to one of the 4 classes: Tanker, Archer, Mage, Support.
- A Poco's class will be classified from its core Stats and skill in its Body.
- The Stats include: Damage, Defense, HP, MP.
- Each part of Poco might develop with more than 1 Stat.

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v. Leveling System

- The maximum level for a Poco is 100.
- Leveling up requires Experience Point (EXP), which can be obtained from Daily quest, Battles and Story/Map roaming, etc.
- Poco's max level will be limited by its current rank (refer to below table). Players should prioritize Ranking Up their Pocos to unlock their potential.

vi. Stats System

Primary Stats

- Strength
- Agility
- Intelligence

Primary Stats are influenced by Class

A Poco's ace reveals its potential:

- Tanker: high Strength
- Mage: high Intelligence
- Archer: high Agility
- Support: balanced

Secondary Stats

Secondary Stats are reflected by Primary Stats

Strength:

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- HP.
- Defense: damage resistance to opponent's attack.

Agility:

- Speed: determine the attack order during the combat.
- Damage: attack damage, in relation to Skills and the opponent's Defense.

Intelligence:

- MP Regeneration: Mana regenerating after each turn.
- Resistance: chances to resist sabotaging effects from opponent's Skills.

Secondary Stats improved by Equipments:

- Critical Rate: increase chance of critical hit
- Critical Damage: increase damage of critical hit
- Dodge Chance: increase chance to dodge incoming attack
- HP Regeneration: HP recovery per second
- Life Steal

All Stats are influenced by Rank

- Upgrading Pocos will add 10% to their total Stats.

vii. Skill System

Each pure Poco receives 4 skill sets after being born:

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- 1 Passive: randomly when mint poco, influenced by Class.
- 2 Active: randomly when mint poco, influenced by Class.
- 1 Ultimate: randomly when mint poco, influenced by Class.

viii. Breeding System

Like real-life pets, Pocos can be raised then upgraded to higher skills or breed with other Poco to create new offspring.

Breeding a Poco costs Poco and some PocoLove Token depending on how many times the Pocos have been bred.

Breed Count	**Breed Number**	**PL Cost**
(0/5)	1	150
(1/5)	2	300
(2/5)	3	600
(3/5)	4	1200
(4/5)	5	2400

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ix. Poco Crop

Poco crop is the Poco's hometown, and is divided into individual plots of land which act as homes and farms for their Pocos. Plots can be improved over time using a variety of resources and crafting ingredients that can be found throughout the game.

In addition, land-owners might find seeds on their land plots, or use the Pocos that occupy the land plot to explore resource nodes on the map. When interacting with resource nodes Pocos can find resources that can potentially be used to upgrade an individual farm or Pocos.

Resource Gathering and Crafting

• Resources will appear in nodes in Poco Crop and will be used to upgrade both Farms and Pocos.

• Landowners will have the primary right to all resources arising on their land.

With seeds found, can be used to grow crops, and then harvest the finished product to receive tokens. Along with other resources, they can be used to expand and decorate the farm as well as to upgrade Poco.

In addition, the gameplay will be constantly updated along with the continuous organization of events so that players do not get bored.

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x. Poco Summon

We will let the users summon the first 20000 poco via NFTs. After the users summon all the first gen of poco, the only way to create new poco is breeding.

4. GAMEPLAY

i. Battle (PVP, PVE)

The arena can consist of 1 vs 1 battles. A Player can build their squad including four Poco warriors from their collection to combat opponents in each round. They need to defeat their enemies to gain reward for their effort. Matchups will be determined automatically by the system, and between players with similar point accumulations - however, there is no discrimination between player levels.

These games on Poco are in turn-based combat type that means players and their units act in turns when joining the combat, hence, to become the winner, players must build a powerful team with Poco warriors owning full skills (wind, water, fire, dark, light) and great tactics to combine those skills in the best way.

Concept

- A completed fighting formation requires **4 Poco**. Players are able to arrange Poco's position or select a pre-arranged formation before entering the combat.

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- The combat is turn-based, which means there will be specific order and target for each turn during the battle.
- The order of attack will be determined by Poco's speed.
- There is a time limit for each combat. In the case of failure to defeat all Poco of the opponent within the time limit, the attacking player will be considered to lose the combat. Player will be able to speed up the combat speed by selecting "x2"

ii. PvP Rank Mode

- PVP Rank is played with the model "*Attack and Defense*". When playing the game (online), players can use their "Attack" formation to engage in battles. When the player goes offline, his team formation will be put into "Defense" mode with his defending formation (pre-arranged).
- Successful Attack or Defense will result in increased points for the player's Rank. Failure in doing so will result in otherwise (losing Rank points)
- In the case of a failed "Defense", the player will be notified once online and is able to raid against the attacker.

Rank and Reward

There are 3 types of rewards: Mission, Rank Reward and Seasonal Reward. Qualified players will be rewarded with **Poco token** or **Special Equipments**.

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- Mission: can be daily missions and does not involve competition between players.
- Rank Reward: players are rewarded by their Rank, which are: **Apprentice < Elite < Noble < Poco Legends**. Rank Reward is available for 'Poco Legends' Rank onwards.
- Seasonal Reward: each game season is expected to last for 90 days. Players will receive their rewards at the end of each season based on their accumulated achievement.

iii. Bet Matchmaking

- In PVP mode particularly, there will be a "Pick Rival" window that generates random opponents arranged according to your Rank points (+- 10%). The number of opponents displayed is unlimited. Players can proceed into battle with any of the opponents displayed in this "Pick Rival" window.
- Displayed information of the opponent includes: Avatar, Name, User Level, Power Estimation, Rank Badge, Rank points.
- Before battle players can bet Poco tokens or Equipments. Whoever wins will take the reward.
- Players also can challenge any player they want to bet battle.

iv. Tournament

Tournament is a weekly event for all players in the Poco ecosystem. To be a participant, players need to purchase a ticket. The more tickets sold, the more valuable the reward increases!

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Rule of weekly tournament: Players will compete with each other to find the winners. The prizes will be distributed among them based on their rank.

Besides, Poco will rank the players with their total win combat on the monthly leaderboard, then award them to top 3.

Event	**Scope**	**Note**
Weekly	• Everyone can participate	• Online. • All participants receive prizes according to their performance. • Winners receive weekly cups, Poco token based on the number of tickets sold.
Monthly	• Only weekly cup holders can participate	• Online • All participants can receive prizes according to their performance. • Winners receive monthly cups, Poco token and rare NFT item.
Poco Cup	• Top rank players are directly invited. • Quarterly cup holders take part in	• Preliminary rounds are hosted online. • The main event will be hosted offline/ online

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	preliminary rounds to fill the missing spots.	depending on the situation. • Winners receive reward based on the rules of each prize.

IV. DEFI

1. Staking

- Poco will eventually release various staking vaults allowing token stakes to earn multiple rewards.
- Players can stake their $Poco tokens for passive income.
- Players can stake their NFTs for loot-boxes, the higher the price of their NFTs the higher the rarity of their loot-boxes and item, equipment.
- Earn extra $Poco with the add-on farming feature. The amount of $Poco gained from Farming depends on each Poco's Farming stats.

2. Farming

- Based on our farming and reward projections, we will allocate a fair amount of tokens on farming rewards. The amount of $Poco gained from Farming depends on each Poco's Farming stats... This will incentivize farmers to hold their tokens during

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the early stage of the game development while some significant game features will still be under development.

- Farming will progressively decrease as new features will be released.

3. Renting

- Owners of NFTs can put their unused assets for rent to generate better income.
- All NFT item can be rented to other players. The smart contract will make sure that the borrower cannot resell or destroy the object and makes sure that object returns to the owner when the rent period ends.
- Players who want to experience strong NFTs but cannot afford may rent the NFTs for a period.
- **Renting with collateral**: the transaction can be made directly peer-to-peer between players via smart contract. However, **the** renter must deposit an amount equal to the value of the NFT.
- **Renting without collateral**: we will take part in the transaction as a trusted 3rd party. With this method, no collateral will be needed, making it easier for Free-to-play players to experience the powerful NFTs.

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V. POCO ECOSYSTEM

Poco ecosystem could be separated into smaller functional pieces, all of them working together by utilization of 4 main assets fully deployed on the Binance Smart Chain main blockchain (and on sidechains).

1. Poco token (POCO) - Main currency

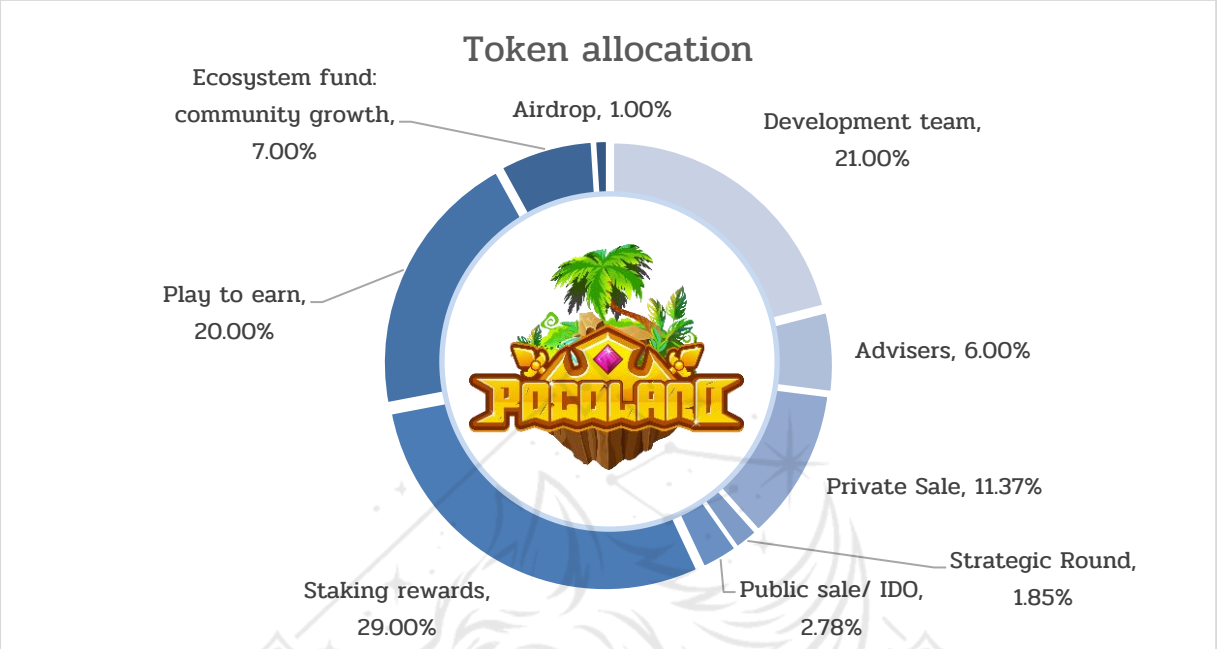
- Binance Smart Chain
- Open loot boxes
- Rewarded from Tournament
- Summon Poco
- Buy/Rent NFT Assets
- PVP Bet
- Staking/farming for interest

a. Token specification

- Name: Poco
- Symbol: $POCO
- Rate: 1 $POCO= 0,1 BUSD
- Max supply: 180,000,000
- Network: Binance Smart Chain
- Spec: BEP-20
- Smart contract:0x394bBA8F309f3462b31238B3fd04b83F71A98848
- Total supply: 180,000,000

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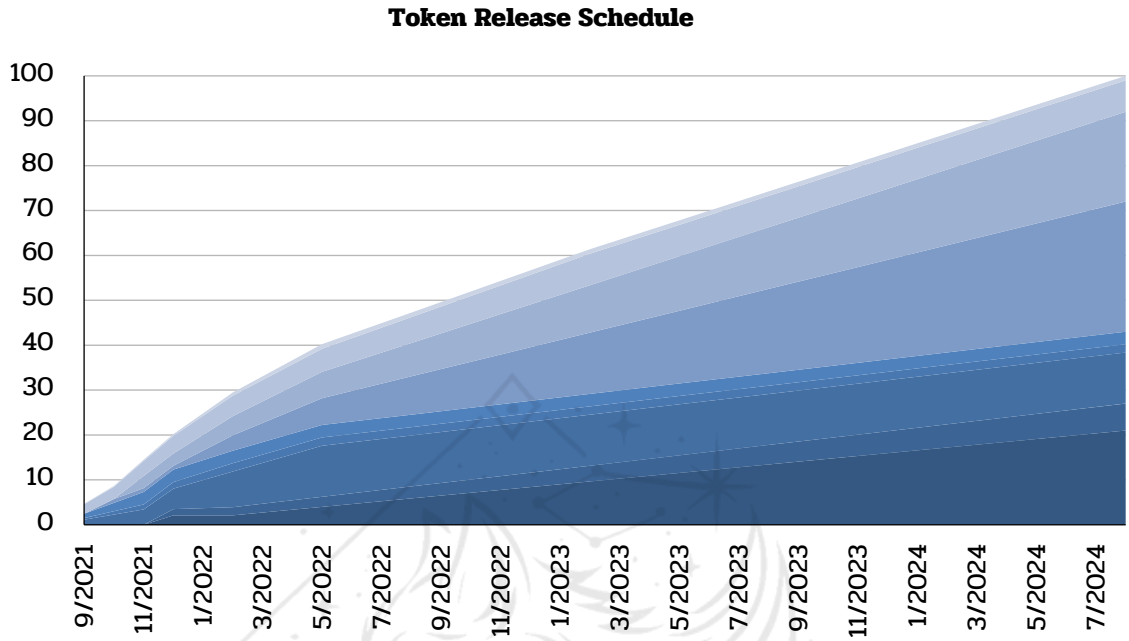
b. Token allocation



- Development team: (21%) - 37,800,000
- Advisers: (6%) - 10,800,000
- Private Sale: (11.37%) - 20,466,667
- Strategic Round: (1.85%) – 3,333,333
- Public sale/ IDO: (2,78%) - 5,000,000
- Staking rewards: (29%) - 52,200,000
- Play to earn: (20%) - 36,000,000
- Ecosystem fund: community growth (7%)- 12,600,000
- Airdrop: 1%- 1,800,000

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c. Token release schedule



- **Private Sale: (11.37%) – 20,466,667**

10% at TGE, 90% in 9 months block by block

- **Public sale/ IDO: (2.78%) – 5,000,000**

34% at TGE and 33% per month

- **Strategic sale: (1.85%) – 3,333,333**

20% at TGE and 20% per month after

- **Advisers: (6%) - 10,800,000**

0% at TGE, 3 month cliff then linear vesting over 36 months

- **Development team: (21%) - 37,800,000**

0% at TGE, 3 months cliff then linear vesting over 36 months

- **Staking rewards: (29%) - 52,200,000**

1 months fully locked, linear vesting over the next 36 months.

- **Play to earn: (20%) - 36,000,000**

2 months fully locked, linear vesting over the next 36 months.

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• **Liquidity and Ecosystem fund: community growth (7%)- 12,600,000**

30% Released at TGE, 3 month cliff then linear vesting over 24 months

• **Airdrop: 1%- 1,800,000**

10% released at TGE, 90% in 9 month block by block

2. PocoLove token - Main game reward

- ERC20
- Rewarded from PVP, PVE
- Breeding Poco
- In game upgrade
- PVP Bet

3. Poco Heroes - NFT Characters

- ERC 721
- Can evolve through battles
- Can be sold/bought on the Poco NFT marketplace or any other NFT markets

4. Poco Equipment – Include but not limited to poco's equipment, crop, skill, special effect, etc.

- ERC 1155
- Rewarded from PvE
- Generated by opening loot box
- Can be sold/bought on the Poco NFT marketplace

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VI. ROADMAP

Q1 - 2021

- Concept and Idea - Development

Q2 - 2021

- Design and prototype development

Q3 - 2021

- Strategic partnership
- Marketing and IDO
- Private sales
- Poco Farming
- Listing on CMC and Coingecko

Q4 - 2021

- Poco - NFT card released
- Poco - NFT market released
- CEX Application and Listing
- Poco Game released

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VII. OUR TEAM

1. FOUNDER TEAM

Founder & CEO - Quan Dang

Head of Marketing and Content Partnership. 5 years of investing in blockchain projects. 8 years of experience in marketing, community development and Business Management.

Co-Founder & CMO – Charlotte Nguyen

More than 3 years of investing in blockchain projects . 4 years of experience in marketing and human resource.

Co- Founder & COO – Huy An

8 years of experience in Sale and Operation, community development and Business Management.....

2. BLOCKCHAIN TEAM

Co-Founder & CTO - Paul Nguyen

More than 8 years in software development, 3+ years of comprehensive experience in Blockchain and Smart-contract

Project: Coinhe.io, Xpool, Vntrip, Mobile health.

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Senior Full stack Developer - Patrick Nguyen

More than 8 years in software development, 2+ years of comprehensive experience in Blockchain and Smart-contract

Project: Coinhe.io, Xpool, Yamato transport.

System Architecture - Jay Tran

More than 7 years in software development, 3+ years of comprehensive experience in Blockchain and Smart-contract

Project: Coinhe.io, Xpool, Sencoinex, Sen point...

3. GAME TEAM

CO-FOUNDER & CGM - DUSTIN NGUYEN

Experience: 9 years in game and server development, 6 years in project management, 1 year in NFT Gaming.

Projects: Mini MoFA 3D IoT System, Amobi, Lucky7 Online, Who Is Millionare Online, Vimob Studio, Efox Studio...

3D designer - Anh Nguyen

Experience: 4 years in 3D modeling, rigging, animation and cinematic events

Projects: Tiger Remix, Heineken Countdown, Central Park, King Palace Nguyễn Trai, Heroes Battle, Giant Weapon, Sword Blade IO,Archer Hero Run, Worm Dance, Mini MoFA...

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Unity Developer - Hiep Pham

Experience: more than 3 years as Unity Game Developer.

Projects: Tavern Cooking, Heroes Battle, Giant Weapon, Sword Blade IO,Archer Hero Run, Worm Dance, Mini MoFA, Shadow Shaman...

3D Artist - Hieu Nguyen

Experience: 6 years in 3D modeling, rigging, animation and cinematic events

Projects: Tiger Remix, Heineken Countdown, Central Park, King Palace Nguyễn Trãi, Heroes Battle, Giant Weapon, Sword Blade IO,Archer Hero Run, Worm Dance, Mini MoFA...

2D Designer - Hai Dinh

Experience: 4 years as 2D game artist

Projects: Heroes Battle, Giant Weapon, Sword Blade IO,Archer Hero Run, Worm Dance, Dumb Hero, Robi Island

Server Developer & Unity Developer - Quan Mac

Experience: 10 years in game and server development,1 year in NFT Gaming.

Projects: Mobifone, YoTV, MMORPG Games Servers...

Unity Developer - Tuan Nguyen

Experience: 4 years as Unity Game and Application Developer.

Projects: Socbay, Thinklabs, Viettel 5D Max, MPSoft...

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2D Designer - Mai Phung

Experience: 5 years as 2D Game designer

Projects: Tavern Cooking, Shadow Shaman, Guardian Knigh Z, Paper Cut, Idle Defense, Karden....

2D Designer - Phuong Duy

Experience: 4 years as 2D Game designer

Projects: Tavern Cooking, Shadow Shaman, Guardian Knigh Z, Paper Cut, Idle Defense, Karden....

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