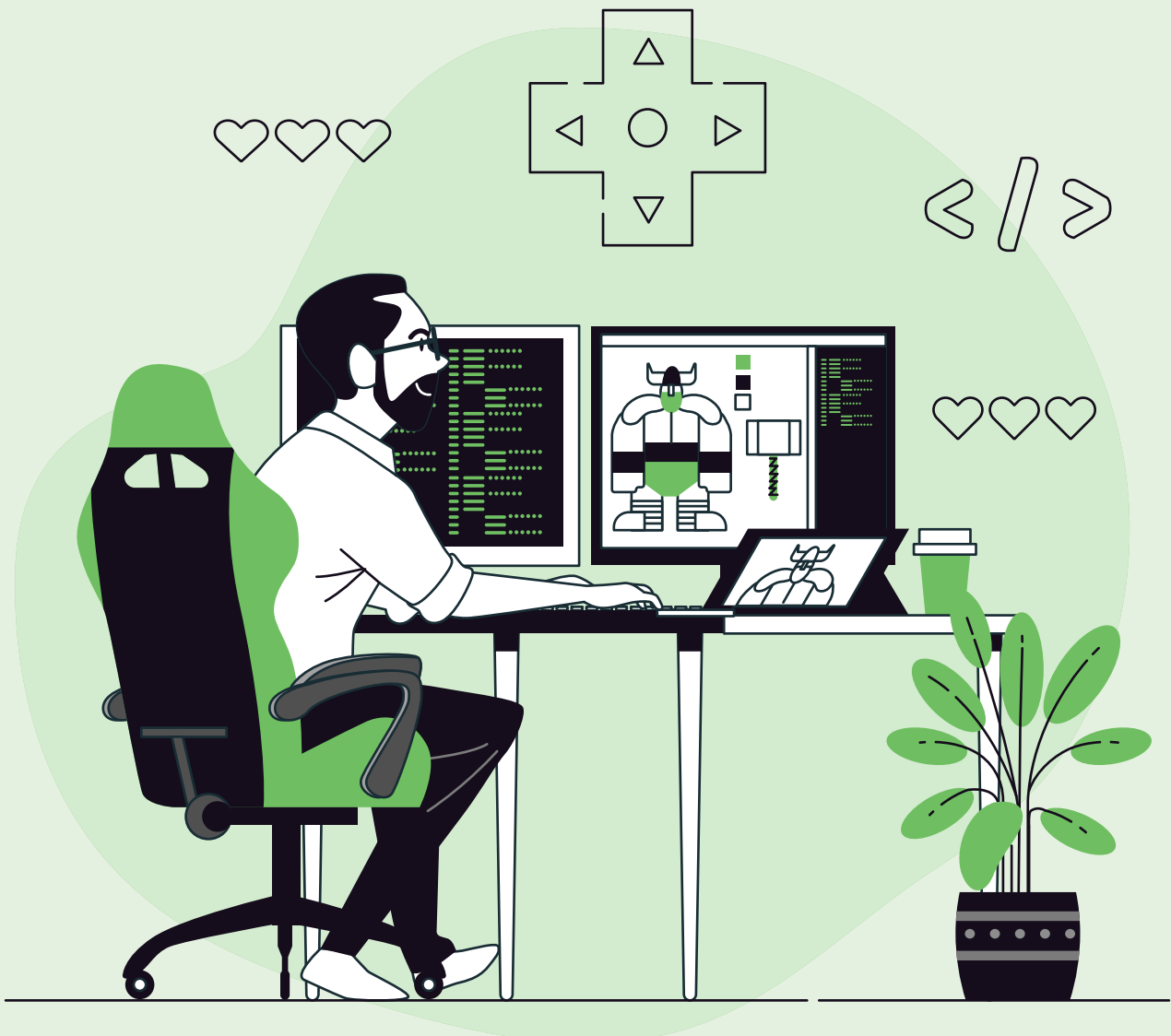




ARSENAL

TECHNICAL PAPER 1.1

Part of Fabwelt Ecosystem



ARSENAL

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ARSENAL

Arsenal is a 3D First Person Shooter multi-player game developed by Fabwelt for the Fabwelt Gaming Ecosystem and Metaverse. It has a "Counter-Strike" look and feel and it's fully integrated with blockchain technology. It utilizes in-game NFTs as assets, collectibles and utilities. Pay to Play and Play to Earn is integrated in such a way that attracts everyday players, as well as professional players around the world to get incentives and fun.

Arsenal has different game modes like Free for All, Deathmatch, Capture the Flag etc. Various maps are included along with the other features to maximize gameplay and fun!

Some of the features mentioned in this tech paper are in-development and not integrated yet.

TECHNOLOGY

Unity

Arsenal is developed with Unity version 2020. It utilizes Photon Network for its multi-player mode and chat functions. Servers are located worldwide and certain regional servers can be chosen in the game to prevent high pings. New servers can be created by players and clans and can control certain server settings like map, game mode, maximum players, bots difficulty, etc.

Blockchain integration

To connect a player's blockchain wallet, we integrated the Chainsafe WEB3 Unity plug-in SDK. With this plug-in, it's easy to connect games developed with Unity to various blockchain networks. Metamask or WalletConnect can be chosen for blockchain connection to Arsenal. Once connected, the gamer's wallet address will be used to access NFTs in-game and to enable Pay to Play and Play to Earn.

Arsenal will be available on a wide variety of platforms like WebGL, Desktop, Mobile and Consoles.

MAIN FEATURES

XP Levels

Arsenal utilizes a player level system based on Experience Points (XP). There's a total of 74 levels to achieve. These levels will indicate the player's degree within Arsenal. Higher levels can be achieved depending on how active the player is and the points earned every game. The XP level system will be used to unlock certain weapons and add-ons. For organized tournaments, the player's level will determine the level of opponents that he will compete with for the prize pools.

Clan system

To enhance gameplay and fun, Arsenal implemented clan system. Every gamer can set up his own clan and add members. Below are the main features:

- Clan Scores
- Clan Rankings
- Clan Description/Information
- Clan Privacy
- Customized Clan Menu
- Clan Invitation
- Membership Request
- Members Roles (Leader, Officer, Commander, etc....)
- Clan Search
- Tags
- Kick Option
- Player Filter
- Requirements for Clan Creation

Clans can organize tournaments internally. The tournament settings can be set by the organizing party like map, game mode, max players, entry fee, prize pool, house %, etc.

Clans and the members can be recognized throughout Arsenal via name tags, profile pictures and weapon camos.

Weapon Customizer

Many weapons in Arsenal can be customized with different items like:

- Scope/Sights
- Grips
- Nozzles
- Clips
- Camos

These customizable weapons and items come in the form of NFTs and can be acquired on the Fabwelt NFT Market for WELT tokens or earned by reaching certain levels (XP). Special and super rare items can only be earned by staking WELT on the DeFi portal.

All NFTs for weapon items can be traded freely on the blockchain.

For weapon camos, Arsenal utilizes a special camo design feature. Players can design their own weapon camo, mint it as an NFT and use during gameplay or trade it on the blockchain.



Shop

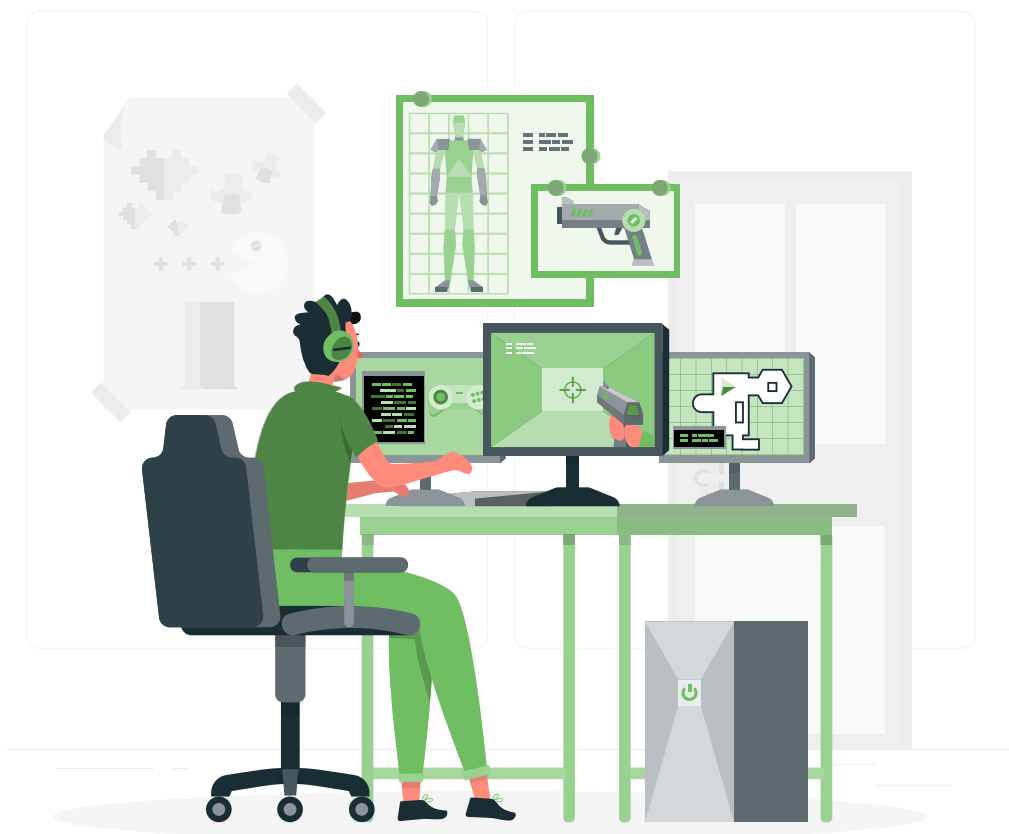
An in-game shop was made available to buy various items like simpler weapons, weapon add-ons, simpler players skins etc. These items can only be bought using WELT tokens.

Characters

Players can change their in-game player skin and weapon loadouts. Different unique player skins will be minted in

the form of NFTs and can be acquired through Fabwelt NFT market. New skins will be made available eventually and continuously. Special and super rare skins can only be earned by staking WELT tokens on DeFi portal or by reaching certain XP levels. Skins in Arsenal can be composed of a new looking humanoid character or a whole different character like alien or humanoid turtle.

A player can also customize the weapon loadouts for its character.



PLAY TO EARN ECOSYSTEM

Each game Fabwelt launches will have its own sustainable ecosystem.

Entering Arsenal

To enter Arsenal, a minimum amount of 1000 WELT tokens is needed. The WELT tokens can be held in the player's wallet or staked by the player on Fabwelt's DeFi portal (<https://defi.fabwelt.com>). Staking certain amounts of WELT will give players more benefits as explained in the "Tiered Points System" section. After wallet connection and minimum amount of WELT is checked, all features will be available. A player can choose 3 types of P2E scenarios: Free Play, Automated Tournaments and Fabwelt organized Tournaments.

Free Play

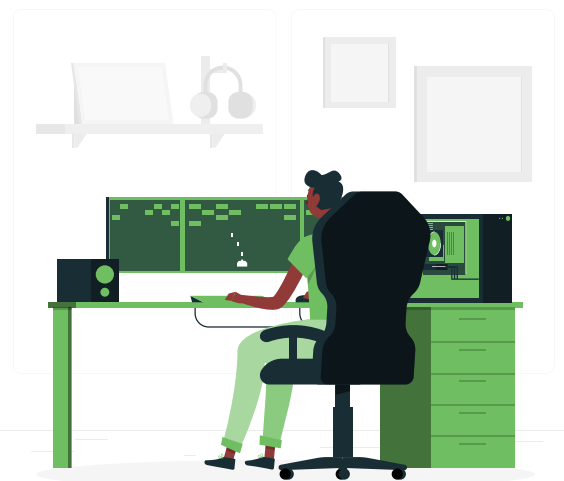
Players can create new rooms or can join existing Free Play rooms. Several game modes are available to boost gaming experience like Free for All, Team Deathmatch, Capture the Flag, Elimination, etc. (additional game modes will be added in the future). You can play against bots or other players. The bot's difficulty level can be set based on your preference.

Points can be earned differently based on the number of kills, headshots and result of the game. At the end of every game, points are converted to WELT tokens accordingly. The ratio is determined by the Tier system that can be seen in "Tiered Points System" section.

Automated Tournaments

Automated tournaments are 24/7 tournaments organized automatically within Arsenal. They exist out at randomly selected maps and game types. There is always a tournament available. It requires a minimum of 3 players to start a tournament. Every player needs to pay WELT tokens to enter the tournament. The prize pool is equivalent to the total amount of paying players minus 10% that goes to P2E & staking wallet rewards. The prize pool is distributed as follows:

- Free for all mode → 1st - 50%, 2nd - 30% and 3rd - 10%
- Team modes (TDM, CTF, ELIM) → Players of the winning team get equal shares



Clan Tournaments

Clans can organize their own tournaments with customizable settings and conditions like entry fee, map, game mode, max player, etc. Clans can compete with each other for ranking and earnings.

Fabwelt Tournaments

Fabwelt usually organize big tournaments periodically. These tournaments will be based on player levels. This way we can assure that players are competing equally.

Game Points

There are various ways to earn points and WELT tokens when playing Arsenal. Every 150 points gained on the game will be converted to 1 WELT token. In short, the ratio is 150pts:1WELT. Here is the current pointing system in the game:

Points earned when playing against bots:

- 1 point for normal kill
- 1 point for a headshot kill

Points earned when playing against other players:

- 20 points for normal kill
- 30 points for a headshot kill

Extra points can be earned by:

- Winning the game → 150 points
- Killstreak:

1st to 2nd Kill	0 point
3rd Kill	5 points
4th Kill	10 points
5th Kill	20 points
6th Kill	40 points
7th Kill and beyond	50 points



Tiered Points System

Players can incentivize their earnings even more with the Tiered Points system. This system contains multipliers that are pegged to the amount of WELT tokens the player staked on the DeFi portal.

Level	Rank	Staked WELT	Multiplier
L1	Sergeant	at least 10,000	X2
L2	Lieutenant	at least 20,000	X3
L3	Captain	at least 30,000	X4
L4	Major	at least 50,000	X5
L5	Lt. Colonel	at least 80,000	X6
L6	Colonel	at least 130,000	X7
L7	Brigadier General	at least 210,000	X8
L8	Major General	at least 340,000	X9
L9	Supreme General	at least 550,000	X10

Example:

Player got 30 kills against real players in a game where he had 10 headshots and got 2 killstreaks of 4 and won the game. The player has 30K WELT tokens staked on the DeFi portal.

Normal kills:	$20 \times 20 = 400$ points
Headshot kills:	$10 \times 30 = 300$ points
3rd Killstreak:	$5 \times 2 = 10$ points
4th Killstreak:	$10 \times 2 = 20$ points
Winning the game:	150 points
Total points:	880 points
Multiplier:	$880 \text{ points} \times 4(30K \text{ staked}) = 3520$
End total:	$3520 / 150 = 23$ WELT tokens

