P&E BLOCKCHAIN NFT GAME

Frutti Dino Whitepaper

MONOVERSE

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Summary

Frutti Dino is a multiplatform NFT P&E(Play & Earn) simulation roleplay game by Monoverse. The game stars a diverse lineup of dinos with unique types and colors, which are created by material called Frutti Ampoule (Utility Token).

Players are on a mission to defend their habitat from invaders. On the road, players are able to collect various possessable values. Each digital asset that players earn is stored as a token or NFT in a wallet. Within Frutti Dino's intuitive ecosystem, players can conveniently manage their digital assets and interact natively with the blockchain system, other gamers, player support, and creators.

The irresistibly charming game characters motivate players to keep playing and grow their collections. Each dino is an NFT character, and their monetary value can go beyond just game income. We intend for characters' IPs to be licensed through franchising and spin-off game launches. Our ultimate purpose is to grow into a multi-metaverse platform where production and consumption inflates and deflates to balance a steady economy system.

To achieve these objectives, the most important task is to develop a value-cycle-based gaming blockchain ecosystem. For such an advanced gaming system to run smoothly, both the limitations of conventional PLC games and the shortfalls of NFT games should be addressed.

The following missions and purposes will be completed stage-by-stage as the game takes form.

Mission and Purpose

① To evolve into a next-level play-to-earn game overcoming the current limitations of blockchain-based games
② To create an intuitive NFT game that's attractive to the mainstream public with high-quality graphics and gameplay
③ To retain game asset value through transparent algorithms and inflation management to keep current players and attract new players
④ To enable multi cross-game trade & play that lets players liquidize their digital assets.
⑤ To suggest new paradigm for Game De-Fi and establishment of continuity of the game user's Play to Earn rewards system

It is crucial for all stakeholders, from the game studios to game platform companies, and game players, to reconsider and recognize how we evolved the game environment, for us to complete these missions. By fulfilling our purpose, we believe Monoverse will be a springboard, pushing the NFT gaming ecosystem forward.

1. Project Concept Background

1.1 Our Direction

Since the late 2010s, NFT games have emerged in various genres with solid market results. Among them, play-to-earn NFT games are one of the most significant players shaping the NFT gaming market. Strong market conditions have directly influenced the NFT gaming sector's size and quality. Yet there are still problems to be solved due to the NFT gaming market's formulaic nature, which doesn't consider the nuances of real-life experiences. The market still lacks competitiveness among games. At Monoverse, we aim to be a key pioneer in the NFT market with a multi-faceted and diverse approach that realizes the vast potential of NFT games.

1.2 Item Trade & Migration

In conventional gaming, there have been attempts to make trading part of the game content. Yet many of these cases haven't been completed due to item ownership issues and regulations on transactions. Because of this, most players turn to 3rd party platforms to trade instead. Allowing such transactions to happen in the game could be a huge risk for game developers. Yet, for players, there's no way to make real-life gains from valuable game items without resorting to external trades. To resolve this problem for both parties, we use blockchain technology for safe and simple trading. As a result, game assets will have a determined value within the game's transparent ecosystem.

1.3 Earning vs. Playing

Many of today's NFT games focus on the "how to earn" element of "play-to-earn" than the fun and enjoyment of gaming. Players, of course, have the freedom to decide their own gaming objectives. But, as developers, we believe it's possible to create a game that balances both playing and earning. By thoughtfully considering the player experience, gameplay efficiency, and required playtime, we're creating an NFT game that's both fun and lucrative.

1.4 NFT Expert Group

Early NFT games focused more on owning game items than gaming. Many of these games were short-lived due to poor playability and failing to keep players engaged.

To avoid this, Frutti Dino has involved gaming and blockchain experts through the whole game-planning process. The aim is to create an entirely new gaming ecosystem that retains players through a fun and exciting game experience.

2. Introducing Frutti Dino

2.1 Game Overview

Frutti Dino is a casual SRPG (simulation role playing game) where players use NFT-based dinos with unique, bold personalities to defend their habitat against wild mutants with genetic deformations. Dinos have their own individual abilities on which players can base their strategies. To broaden their collection, players can breed new dinos or adopt from other players. It's also possible to enhance their ability levels and appearance using materials acquired through the game.

The game features a marketplace to trade and sell dinos. To maximize their earnings, players can also lease out their dinosaurs or carry out expeditions.

Mini-games, which are also available to play pre-launch, give players extra ways to accumulate game items, build experience, and increase the value of their dinos.

Frutti Dino is platform-independent and can be run on practically any operating system, with mobile optimization for seamless gameplay, whatever the device.

2.2 Game Structure

Frutti Dino's gameplay system was created to boost the value of NFTs in an exciting and immersive way. The player's choice of game modes and methods of play influence how the game progresses. Manual, automatic, and semi-automatic modes can be used simultaneously for more efficient earnings.

For example, when players create expedition teams, they can acquire various assets through their teams, even without playing. This passive asset income can be used to upgrade dinos and increase their value. With so many variable ways for each player to strengthen their dino collection, PvP mode becomes even more exciting and unpredictable. Rewards are earned according to the strength of the dino collection.

All aspects of Frutti Dino works within the blockchain ecosystem, which is composed according to the structure below.

<Basic Structure of Frutti Dino>
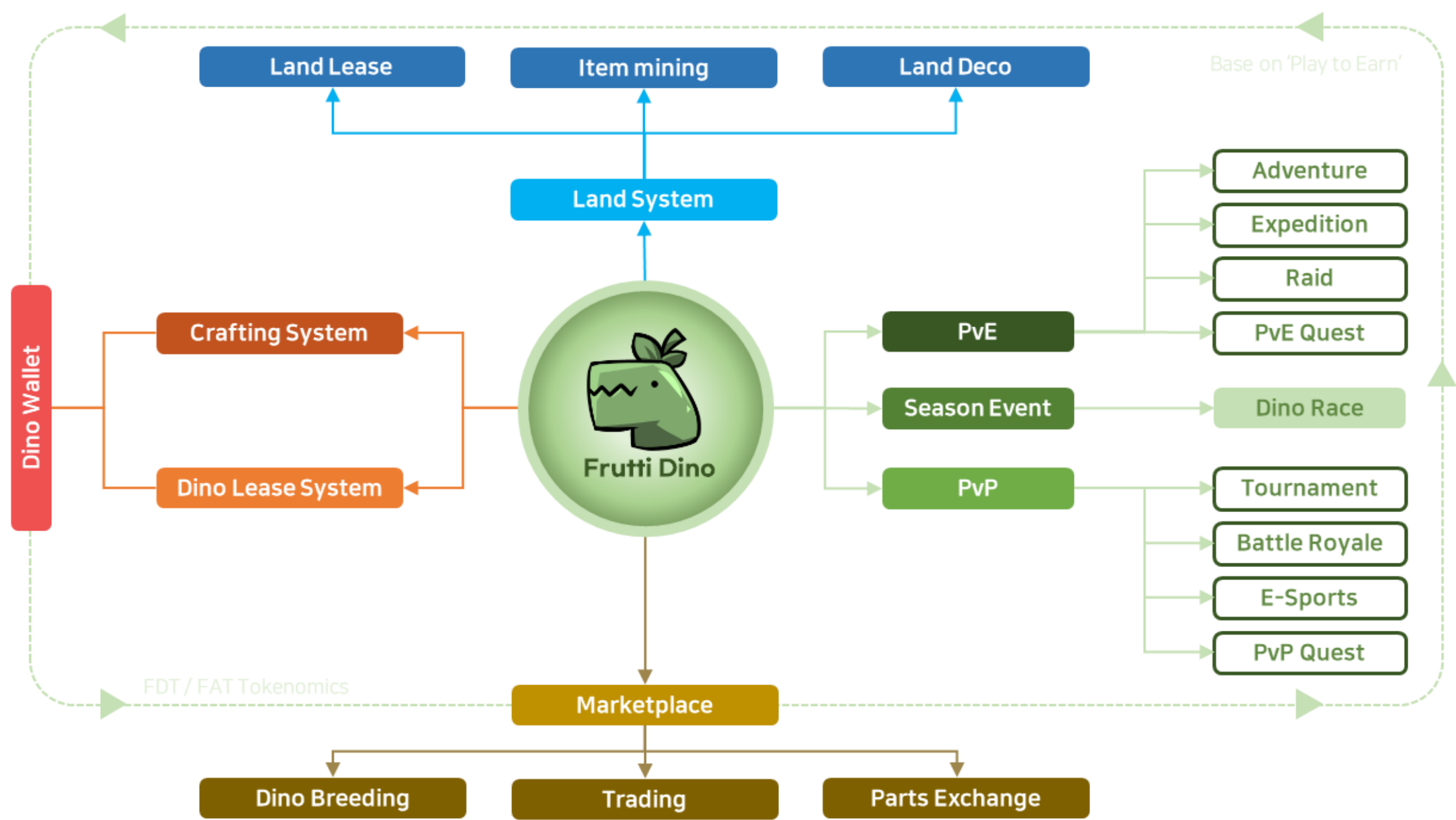
2.3 Dino Characters

Futti Dino is a unique creature created by young Dino eating the Frutti Essence of Frutti Amber from Amber Tree. Dino can be grown, upgraded, and destroyed by users.

2.3.1 Frutti Dino Life Cycle

[Egg]

Eggs are made from breeding, and the colors and shapes indicate the dino's traits.

[Sprout Dino]

After an egg hatches, it becomes a Sprout Dino. Although dinos are born with genetic traits, some attributes may vary as they grow. At this stage, variation is mainly influenced by Teen Dino transition timing.

[Teen Dino]

During this peak growth phase, the Teen Dino develops around 80% of their traits before transitioning into an Adult Dino.

[Adult Dino]

Adult Dinos are fully formed and can join battles. Although their traits are finalized, it's possible to use partial upgrades or send them to the marketplace for adoption.

2.3.2 Dino Talents & Classes

Dino's stats and visuals are determined by whether they are a carnivores, herbivores, or omnivores.

The battle class is based on the fruit ampoule used during breeding, and a dino could be a Tank (Tankers), Deal (Dealers), or Supporter.

Other than dragon fruit, each fruit is strong and weak against other fruits and is concentrated in ampoules when breeding dinos.

Role / Attribute	Day	Night	Dawn	Eclipse
Tank	Durian (Rare)	Coconut	Pineapple	
Dealer	Orange	Blueberry	Rambutan (Rare)	Dragon Fruit
Supporter	Watermelon	Melon (Rare)	Banana	

<Frutti Dino Strength & Weakness Chart>
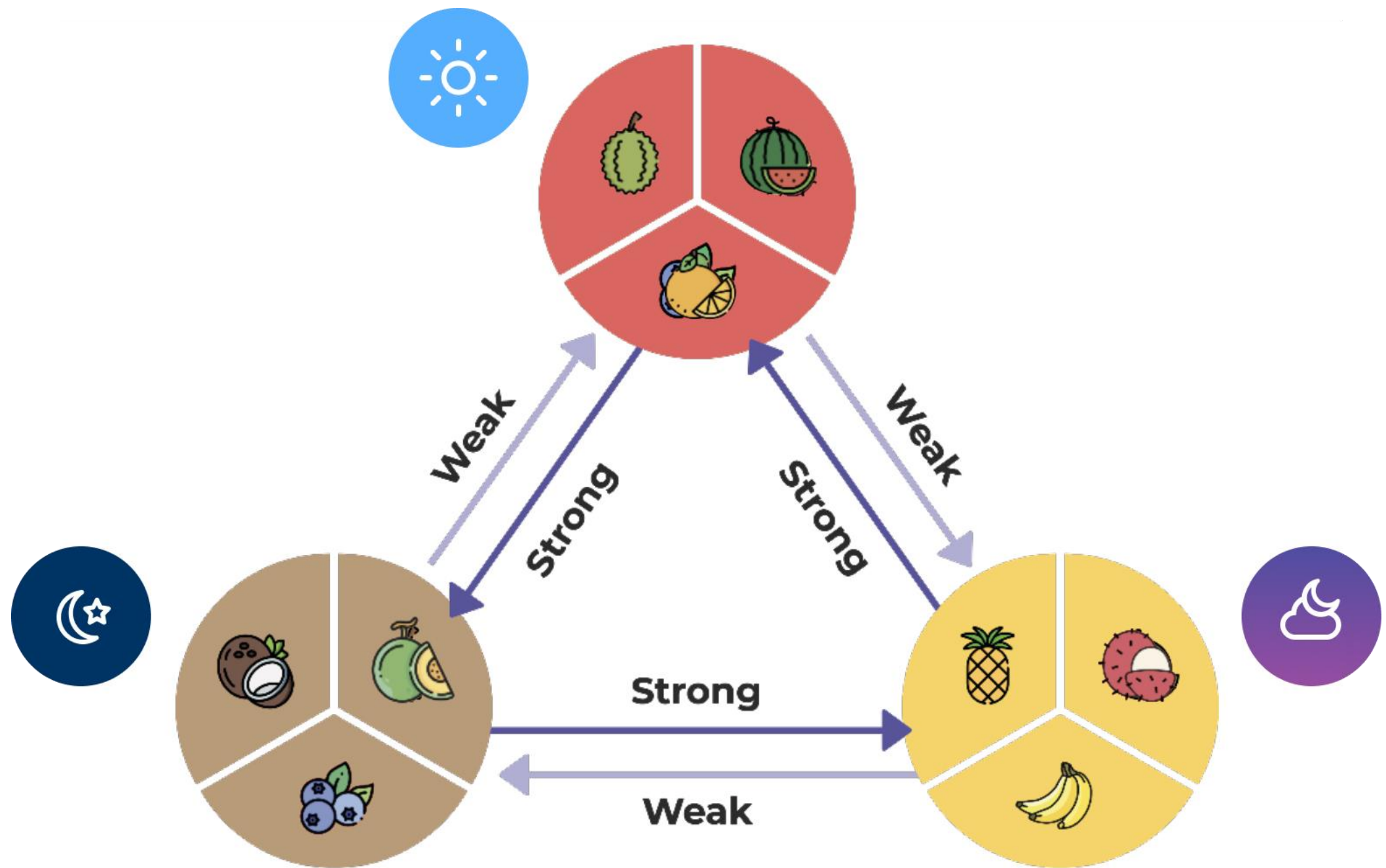
2.3.3 Dino Body Parts

Dinos' varying physical characteristics go hand-in-hand with the unique nature of NFTs.

As well as the three talent categories, three roles, and ten fruit attributes, each dino also has different body parts. There are ten possible characteristics for their horns, mouths, eyes, backs, tails, wings, body patterns, and body colors.

This makes an almost infinite number of possible dino types that can be bred and then enhanced further through partial upgrades.
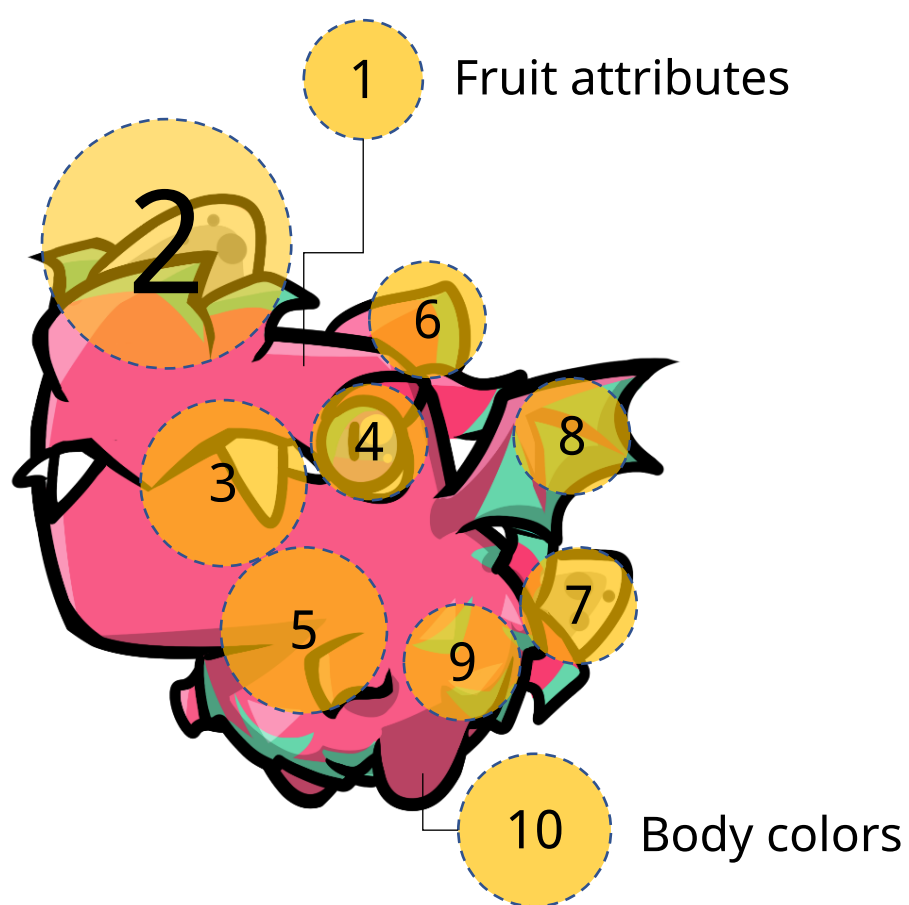
No.	Parts	Characteristics
1	**Fruit attributes**	Generates ultimates based on fruit attributes
2	**Horns**	Generates Dino Skill 1
3	**Mouth**	Generates Dino Skill 2
4	**Eyes**	Increases basic stats
5	**Body**	Increase basic stats per attribute Carnivores: +10% attack Herbivores:+10% endurance Omnivores: +5% attack; +5% endurance
6	**Back**	Increases basic stats level
7	**Tails**	Generates Dino Skill 3
8	**Wings**(for Dagon Fruit Class)	Increases basic stats
9	**Body patterns**	Decorative
10	**Body colors**	Decorative

2.4 Breeding System

2.4.1 Overview

Frutti Dino basically can be made through breeding. Fruit genes are passed onto dinos to form their external appearances and characteristics, creating practically endless possibilities. The diversity of the Dino Kingdom makes the game even more enticing to players who eagerly wait to see what their next dino will look and act like. When dinos are born, they're assigned a certain number of breeding seasons. This could be anything between four and seven and varies between different dinos. More details on dino breeding will be released later on when the breeding is available.

2.4.2 Mutation

Breeding outcomes can usually be predicted since they're based on genetic probabilities. However, mutations do occur on rare occasions, and these mutants are born with attributes not found in their parents.

2.4.3 Genetic Evolution

In rare cases, when a parent's genetic value surpasses a specific amount, their offspring could be born with evolved physical attributes. However, there's a low probability of cases like this, and dinos born under these conditions look more unique and have stronger abilities.

2.4.4 Legendary Dino Breeding

Dinos with legendary genes cannot pass that genetic information down to their offspring. Except for the Genesis Legendary Dinos, the possibility of creating legendary Dino is low and can only be done through crafting.

2.5 Game Systems

2.5.1 Lease System

New players can borrow dinos from existing players through a lease system since marketplace trading and breeding can be expensive. The intention is to lower the barrier to entry for new players while letting existing ones earn via rental fees. As the Dino Lease System exists within the service, it's easy for borrowers and lenders to transact without external communication.

<Lease System Flow>
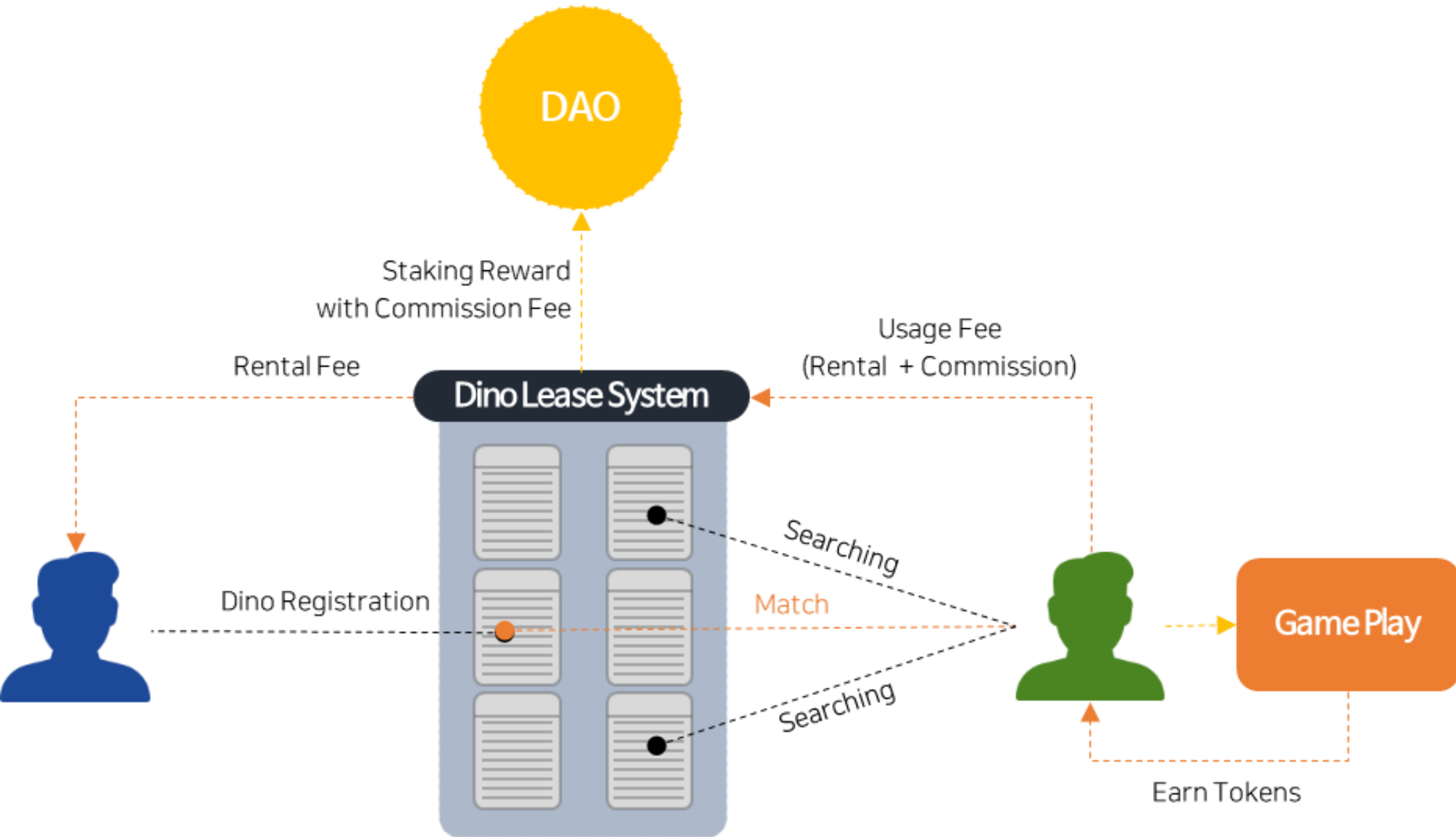
2.5.2 Expedition System

Frutti Dino has an expedition system where players can collect rare items even when not playing.
To use expedition mode, the player must form an expedition team. The regions explored could be public land or private land and can be chosen by the players.
On expeditions to private land, it's possible to collect rare items which boost dinos' performance levels. However, exploring private land comes with limited fees that must be paid to the player who owns that land.
Players should also consider that expeditions can take longer than expected.

<Expedition System Flow>
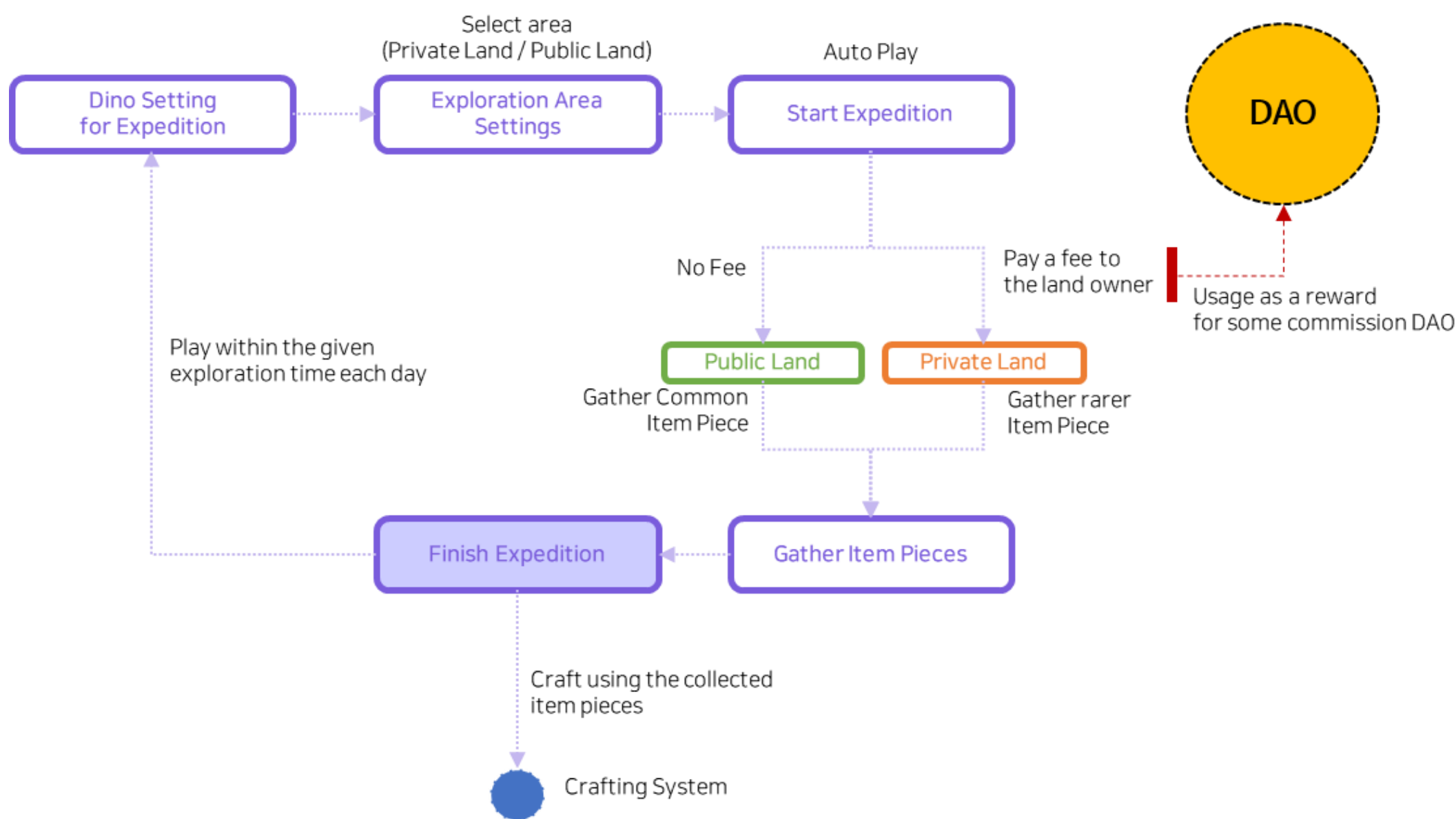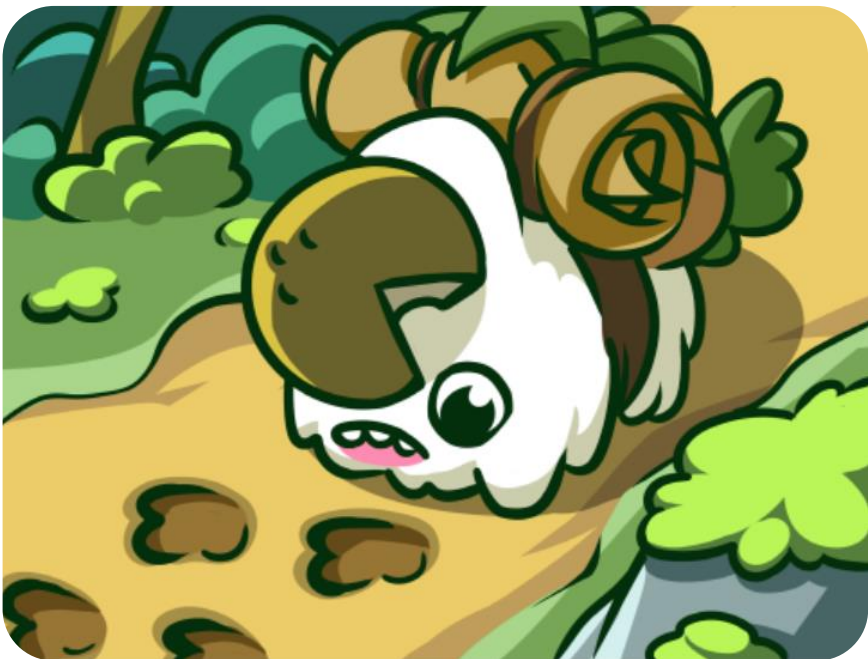
2.5.3 Crafting System

Players can create dino parts with rare materials and natural resources excavated during expeditions. The dino's physical appearances and attributes can improve using parts upgrades. In the future, there will be a system to disassemble dinos and turn them into NFT parts.

Crafting System

Common	Rare	Legendary
Common Item Pieces	Common & Rare Item Pieces	Common, Rare, & Legendary Item Pieces

Get the Item Pieces at the next

Expedition
Raid
Market Place

+	+	+
Recipe Scroll Not Required	Rare Recipe Scroll (NFT)	Legendary Recipe Scroll (NFT)

+	+	+
Production Fee	Production Fee	Production Fee

DAO

Staking Reward with Production Fee

Common Dino Parts	Rare Dino Parts	Legendary Dino Parts

Use A Partial Upgrade Or Sell On The Marketplace

<Crafting System Flow>

2.5.4 Partial Upgrades

Partial upgrades let players boost their dino's appearance and performance and also increase the value of their NFTs. Worthwhile upgrades require effort, time, and also luck.

Upgrades produce rarer appearances and attributes than biological traits inherited through breeding. These factors cannot be inherited and remain specific to that dino.

2.5.5 Dino Lands

Dino lands are places where players can train dinos to improve their stats. There are also diverse natural resources to pick up. When these items are used with expedition materials for crafting, players can create unique new parts to make dinos even stronger.
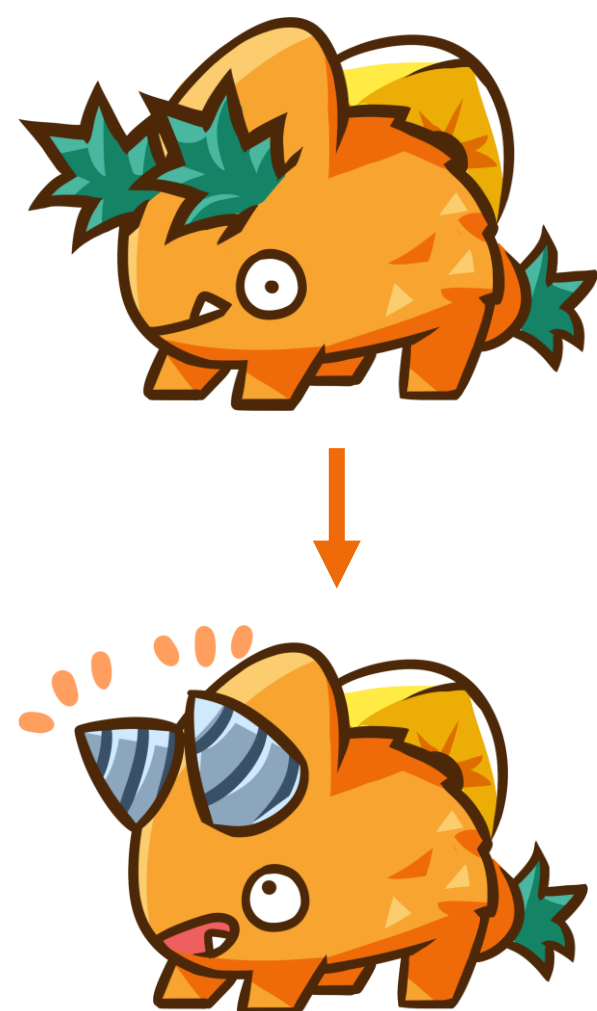
If a player owns land, they can rent it out to others for a leasing fee, and earn rewards which can be tokenized.

Until the game begins to unfold, it's impossible to know all the stories dino lands will hold.

3. Frutti Dino Ecosystem

3.1 Overview

Monoverse is a pioneer of play-to-earn NFT games and carves the way for those that come next. Through our game development, we'll create an advanced play-to-earn blockchain ecosystem focused on user experience with simple processes and features.
Native game content will be created with consideration for the market volatility of both internal and external economic systems.

Frutti Dino features two BEP-20 based tokens that determine the value of game assets and are the basis of the ecosystem. These tokens will also make the game more popular.
The Frutti Dino Governance Tokens sustain the ecosystem's operations and circulation to create a flourishing tokenomic environment that players can benefits from.

3.2 FDT Governance Token & FAT Utility Token

3.2.1 FDT Token Assets

FDT (Frutti Dino Token) is Frutti Dino's governance token, based on BEP-20 for ecosystem maintenance. FDT also connects game to real-world systems and influences the entire value system. Players can become part of the DAO governance through FDT staking. As FDT holders, they can use their tokens to influence decisions on maintaining and advancing the Frutti Dino Ecosystem. There are also rewards associated with this role.

The FDT will increase in value as more people join Frutti Dino ecosystem since they will be the basis of Frutti Dino's Dinoverse token economy. The fixed initial supply will not be surpassed and additional FDT will not be issued arbitrarily as the game progresses.

3.2.2 FAT Token Assets

FATs are BEP-20 based utility tokens issued separately to players from the FDT governance tokens. Frutti Dino will offer various ways for potential players to earn and use FATs to entice them to play the game. These game features include the Expedition System, Crafting System, and Lease System. The amount of FAT that players can acquire will vary according to their choice of game contents.

FDT Token   FAT Token
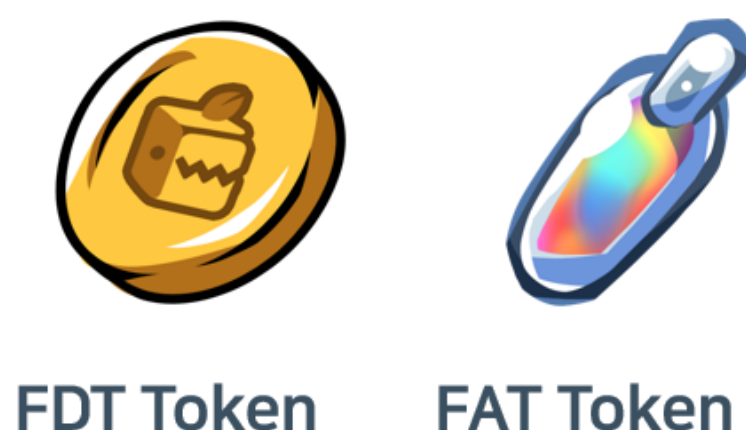
3.3 Frutti Dino NFTs

Within Frutti Dino, bought and earned game items are issued as NFTs that generate value for players.

3.3.1 Dinos

Each dino is an NFT created through breeding with other dinos. However dino values can also increase utilizing dino burning system.

3.3.2 Dino Lands & Land Objects

Dino lands are NFTs that can be traded and leased through the marketplace. Players can decorate these lands and make tradable NFT land objects.

3.3.3 Dino Parts

Parts collected throughout the game can be crafted into dino parts to trade as NFTs.

3.3.4 Recipe Scrolls

Recipe Scrolls appear randomly in the game. With some scrolls rarer than others, it enables players to start crafting dino parts with higher rarity. These are also NFTs tradable with other players.

3.4 Play-to-Earn Features

Frutti Dino plans to offer a variety of play-to-earn games that satisfy players varying tastes and have different reward systems.

3.4.1 PvE (Player vs Environment Games)

① Adventure Mode: rewards are granted through basic gameplay after completing stages which can be tokenized. Automatic play is also being planned for easier and smoother play.

② Expedition Mode: Players can collect items that increase in value even when they are away from the screen. Materials are used to make parts or upgrade dinos. Corresponding parts are also tradable.

③ Raid Mode: Players can join raids to find more valuable items within specific time slots throughout the week. Specific materials can only be found through raids.

④ PvE Quest: Players can earn tokens by completing different quests.
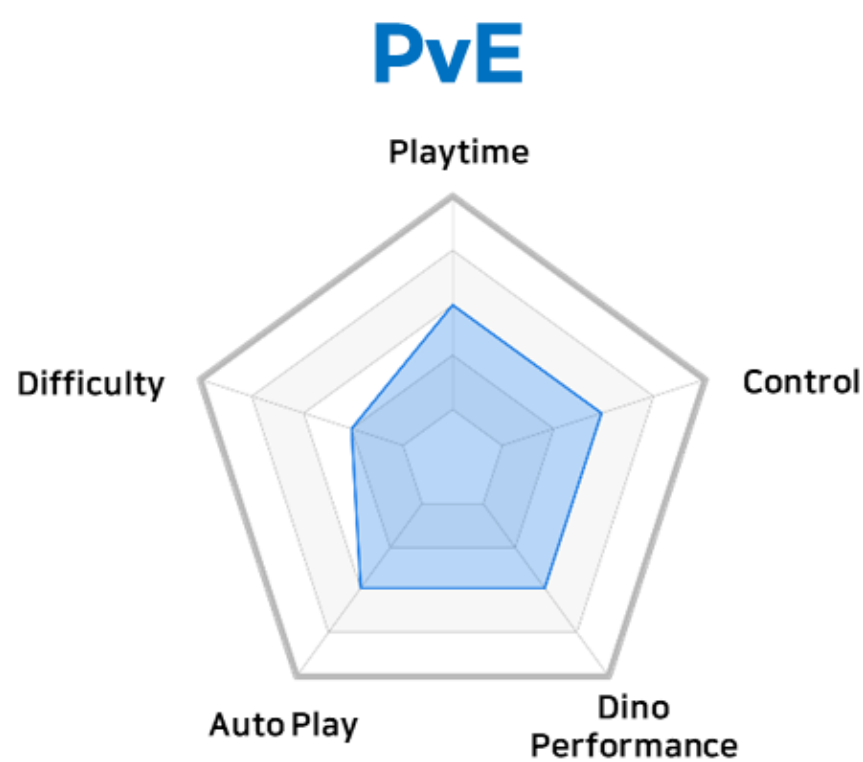
PVE-Adventure	
Playtime	5
Control	2
Dino Performance	2
Auto Play	2
Difficulty	0

PVE-Quest	
Playtime	3
Control	2
Dino Performance	3
Auto Play	1
Difficulty	0

PVE-Expedition	
Playtime	1
Control	1
Dino Performance	5
Auto Play	5
Difficulty	4

PVE-Raid	
Playtime	1
Control	5
Dino Performance	5
Auto Play	0
Difficulty	5

3.4.2 Season Events

① Dino Race: Players who own dinos with special attributes can join races to earn tokens. Non-participants can still be compensated by guessing the correct Dino Race winners.
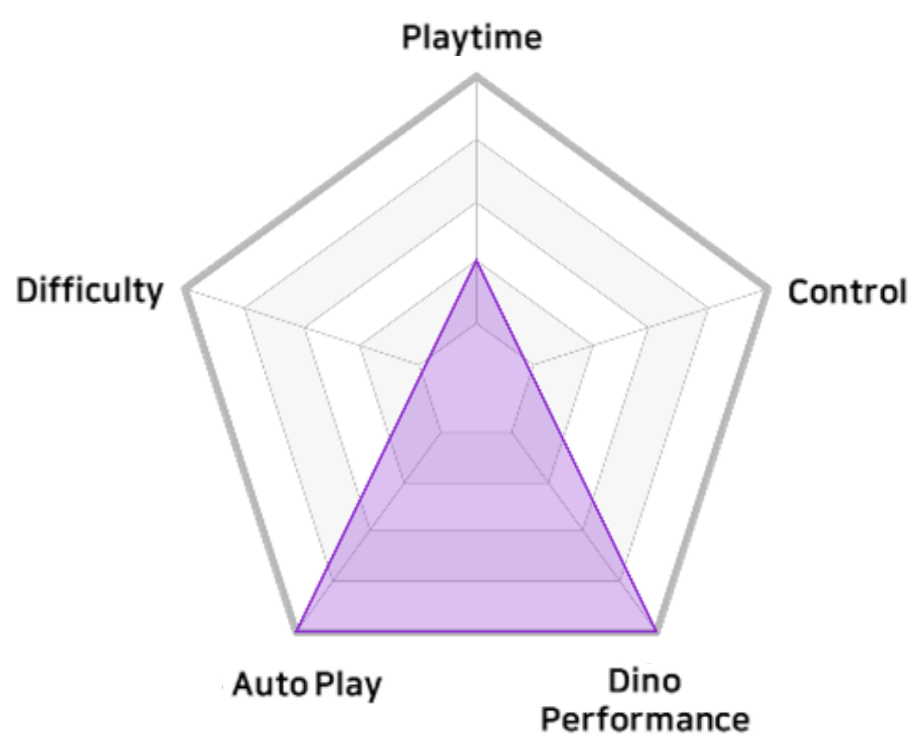
Season Events - Dino Race	
Playtime	2
Control	1
Dino Performance	5
Auto Play	5
Difficulty	1

3.4.3 PvP (Player vs. Player Games)

① Tournaments: Tokens are awarded based on the rankings of regular battles.
② Battle Royale: The last player standing receives a token reward.
③ Esports: During esports events, tokens are awarded to prize-winners.
④ PvP Quest: Players receive tokens for completing quests.

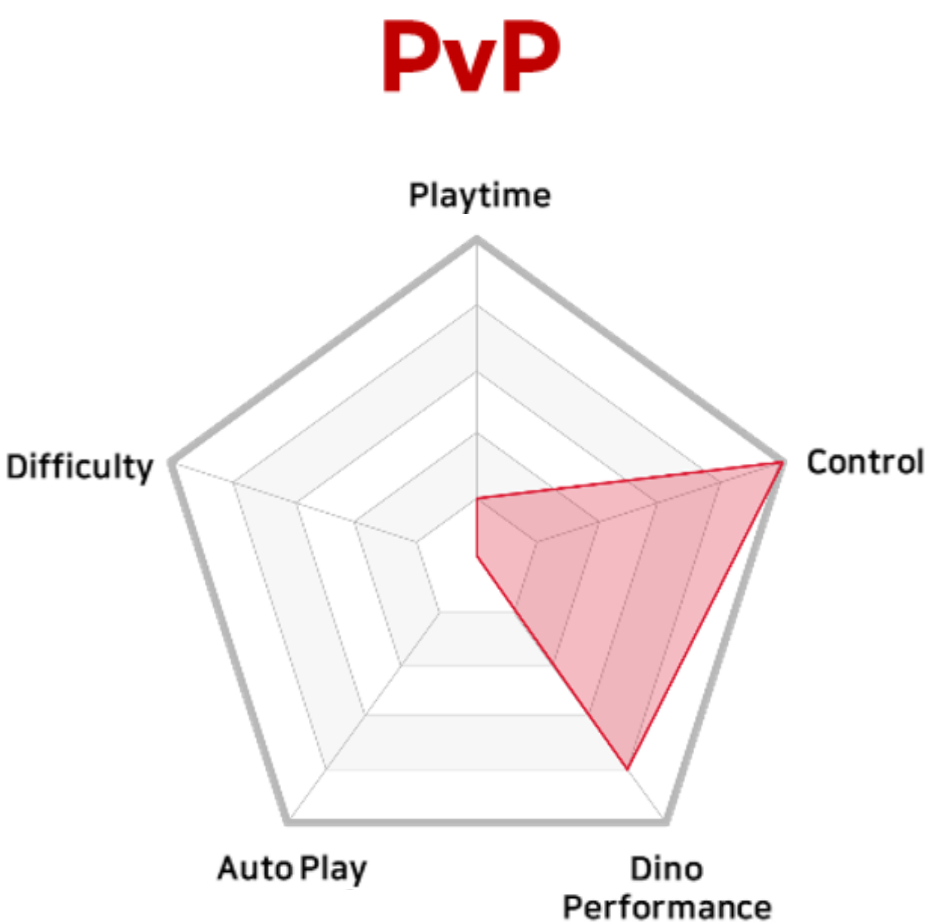| PVP - Tournament	
Playtime	1
Control	5
Dino Performance	5
Auto Play	0
Difficulty	0

PVP - Quest	
Playtime	1
Control	5
Dino Performance	5
Auto Play	0
Difficulty	0

PVP - E-sports	
Playtime	1
Control	5
Dino Performance	5
Auto Play	0
Difficulty	0

PVE-Battle Royal	
Playtime	1
Control	5
Dino Performance	5
Auto Play	0
Difficulty	0

3.4.4. Marketplace

The following items can be traded in the marketplace for additional income:
① Eggs and dinos acquired through dino breeding
② Dino lands
③ Dino parts made through crafting
④ Minted Dinos (from mini game)

3.4.5 Dino Lease

① Dino lease: Players can lease their dinos for rental income.

3.4.6 DeFi and DAO

① DeFi participation: Players can use the DeFi services within the ecosystem.
② DAO: Members receive DAO reward compensation through governance token staking.

EXTRA
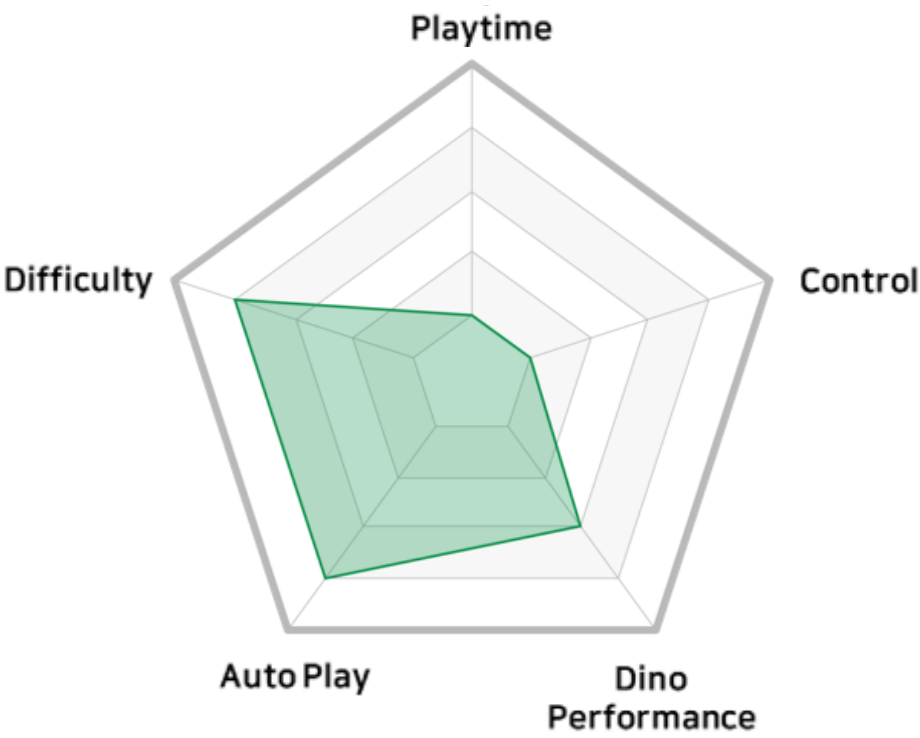
Land Exchange	
Playtime	1
Control	2
Dino Performance	1
Auto Play	1
Difficulty	1

Dino Lease	
Playtime	1
Control	1
Dino Performance	5
Auto Play	1
Difficulty	0

Crafting	
Playtime	2
Control	0
Dino Performance	2
Auto Play	0
Difficulty	3

Dino Breeding	
Playtime	1
Control	1
Dino Performance	5
Auto Play	0
Difficulty	1

FRUTTI DINO

3.5 Frutti Dino Ecosystem

Frutti Dino has an ecosystem where values circulate through various transactions inside the game — we call it Dinoverse.

In Dinoverse, the Frutti Dino & Game DeFi system and the game users & DAO are the two axes. Through the Dinoverse services, users can create and trade using FDT (the governance token) and gain operational earnings and income through NFTs and Staking. These activities are the core of what drives Dinoverse's tokenomics and grows the ecosystem.
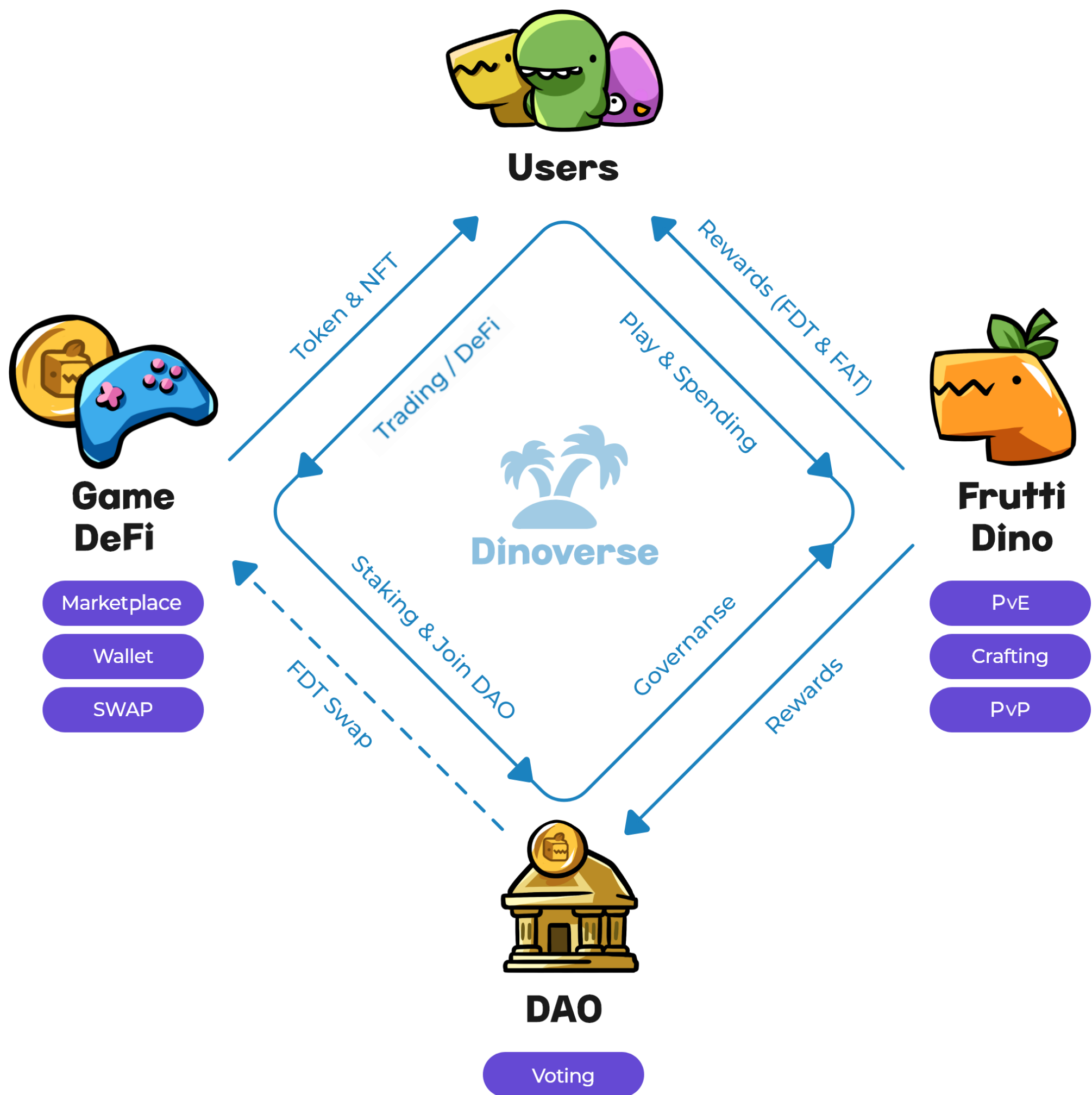
4. Token Allocation

The total amount of FDTs to be issued is **one billion units** allocated for each category to run the Frutti Dino Ecosystem.

4.1 Token Overview

Token Allocation	
Token name	Frutti Dino Token
Token Ticker	FDT
Total supply	1,000,000,000

4% (Private Round)

5% (Pre Round)

10% (Partners)

7% (Public Round)

5% (Team)

1% (IDO)

20% (Reserved)

12% (Ecosystem)

6% (Marketing)

15% (Staking Rewards)

15% (Gameplay)

Total Supply : 1,000,000,000
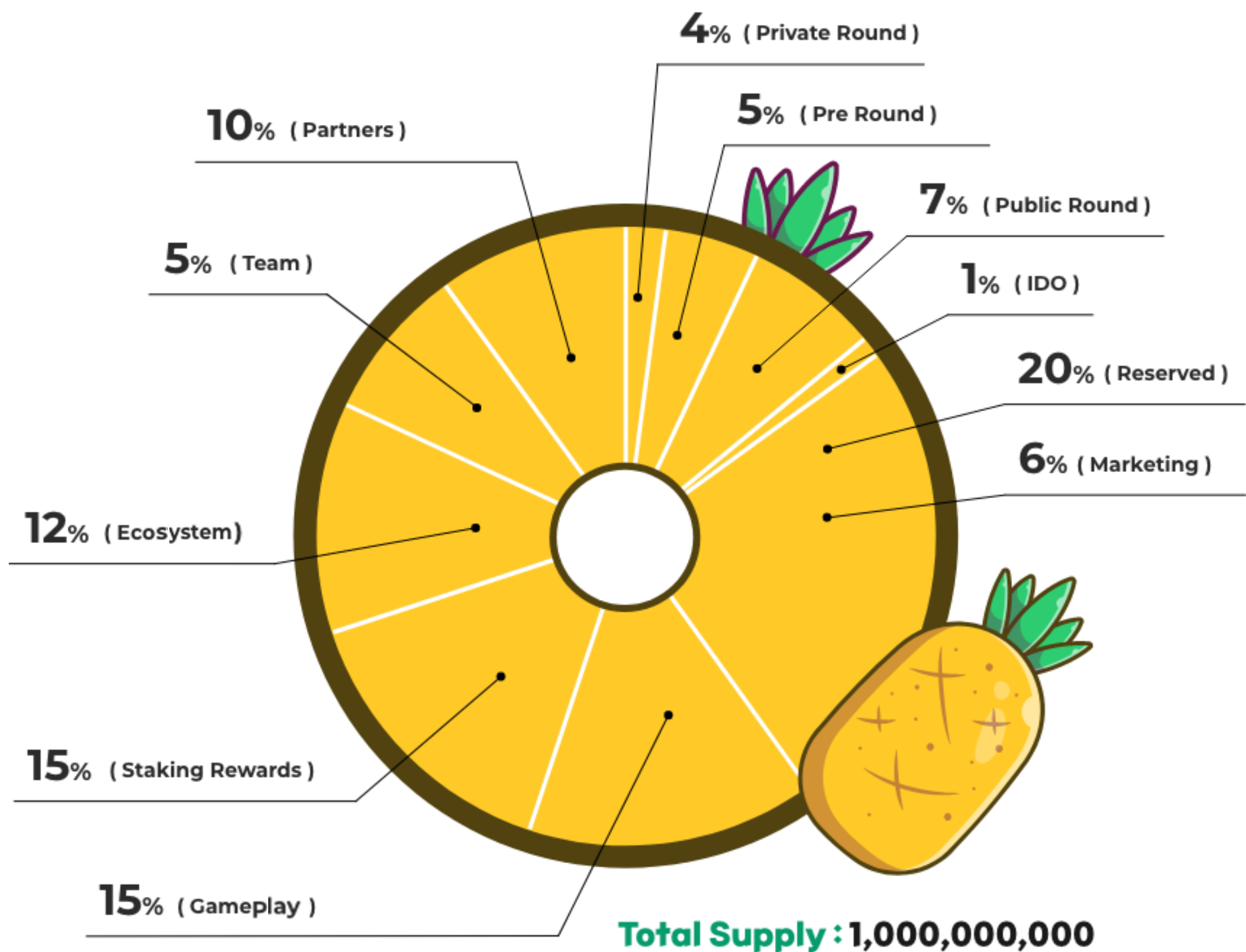
4.1.1 Token Unlock Schedules & Vesting Plan

Type	Ratio	Amount(FDT)	Unlock Schedule	Vesting Plan
Private	4%	40,000,000	9 Months	10Months
Pre Round	5%	50,000,000	6 Months	5Months
Public / IDO	8%	80,000,000	4 Months	5Months
Reserved	20%	200,000,000	2 Year	None Vesting
Game Play	15%	150,000,000	None Lock up	None Vesting
Staking Rewards	15%	150,000,000	None Lock up	None Vesting
Eco-System	12%	120,000,000	None Lock up	10Months
Team	5%	50,000,000	2 Year	20Months
Partners	10%	100,000,000	6 Months	10Months
Marketing	6%	60,000,000	6 Months	10Months
Total Amount	100%	1,000,000,000		

* After each round, the remaining tokens are burned as the basic principle.

4.1.2 Token Addresses

Type	Adress
Contract Adress	0x3a599e584075065eaaac768d75eaef85c2f2ff64
Private Round	0x677d8a47D009227368b96BeB98c7d7a9123E1FE0
Pre Round	0xac96BCb4D6D724d231Eb1769ff07c9396B2D8198
Public Round	0xf26FcB1A9D2FAB694Db00d670659D41F92b48844
IDO	0x8f9FbAa052442fd737b2C769747e262204996cc4
Reserved	0x2135dC472dc5aB67214041707E009577D85d5386
Gameplay	0x61C8da44464b4AE225237A4F34A6593765B7429b
Staking Rewards	0x6d1EA4fa69E812918A7BE60083F345C1685829AE
Ecosystem	0xf83943c5dc5077D134283202E1cfA46FaC705506
Team	0x21F1EBA9Cbc3FA1A8fb76f2bd9308eF47A39D363
Partners	0x124a02f1e9Fb269126536FcDB28241a470062884
Marketing	0xb6180674e07EE4f672dbc1907E89341f0caF6C49

4.2 Token Sales

FDT Pre-sales will begin after Private sales. When Dino NFTs are issued, the breeding Site will open, and public sales will commence.

- September 2021: Private Sales
- October 2021: 1st FDT Presales
- March 2022: 2nd FDT Presales
- Q3 2022: CEX listing (Scheduled)

4.3 Token Distribution

Token distribution will follow the FDT allocation with plans for periods like lock-up, vesting, and burning.

4.4 Smart Contracts

Smart contracts will be in place for vesting and divesting FDTs, FATs, and NFTs in Frutti Dino. Under certain conditions, burning will be implemented for more efficient operation.

5. Our Technology

Blockchain technology goes beyond the trade of simple assets and now expands into businesses through smart contracts and has real-life use cases throughout society. Prior to Frutti Dino, our team members were involved in planning and developing various blockchain technology services.

We are merging the expertise we gained from past experiences in both blockchain and gaming to make Frutti Dino a next-level play-to-earn game. Our token economy also exists as an ecosystem where participation and rewards flow in a virtuous cycle.

5.1 Gaming & Blockchain

To create a successful NFT game with a flourishing ecosystem, it's essential to have the technological ability to make big ideas real. Every member of our Monoverse team was chosen for their experience in the two main business pillars — blockchain and game development. They have been involved in various successful projects from which they bring invaluable knowledge.

Our Game Team is highly-accomplished, having spent many years at global game development and Publishing companies. Their experience planning and running game economy systems with many simultaneous players is Invaluable when constructing an NFT game.

Our Blockchain Team is made up of full-stack developers and top-class engineers with collective experience across practically every conceivable development area. Regardless of the difficulty, this team proficiently creates blockchain asset exchange services, wallet solutions, exchange solutions, the NFT platform, links to 3rd party solutions, mainnet development, and more.

With experience developing games based on coin platforms, they have the technical knowledge of each platform's advantages and disadvantages concerning fees, processing speeds, and extensibility and optimize accordingly. As many have been in NFT gaming since 2019, they have the insight to construct a more stable and reliable service. To bring Frutti Dino to life as a smooth-running play-to-earn game, we are establishing the following blockchain ecosystem:

- Create a **private blockchain** for play-to-earn game development and construct a **proprietary ecosystem**
- Creation and establishment of NFT game and game system for the multiplatform gaming experience
- Development of bridge chain connecting public chain and our private chain
- Development of own SDK to enable third-party NFT games
- Development of independent platform to service P&E NFT games.

5.2 Game DeFi

Monoverse will create a Game DeFi service framework that allows players to conduct trades and other economic activities simply and without barriers.

In conventional gaming, many players run into problems when trading items, such as ownership disputes, trade inconveniences, escrow issues, syncing problems, and more. As NFT games are built on blockchains, these problems are diminished.

Most of our Game DeFi services are already developed, and others will follow according to the game roadmap.

5.2.1 Game DeFi Services

Monoverse plans to include the following within the Game DeFi service:

- Token swap service for convenient use of FDT token
- FDT / NFT staking dashboard
- Gamification of Game Defi service which combines investment with game contents
- P2P trading service
- Governance voting

These services will be the basis of our Game DeFi and be upgraded continuously alongside the game's expansion.

<An Illustrative Example of Frutti Dino's Game DeFi Service Composition>
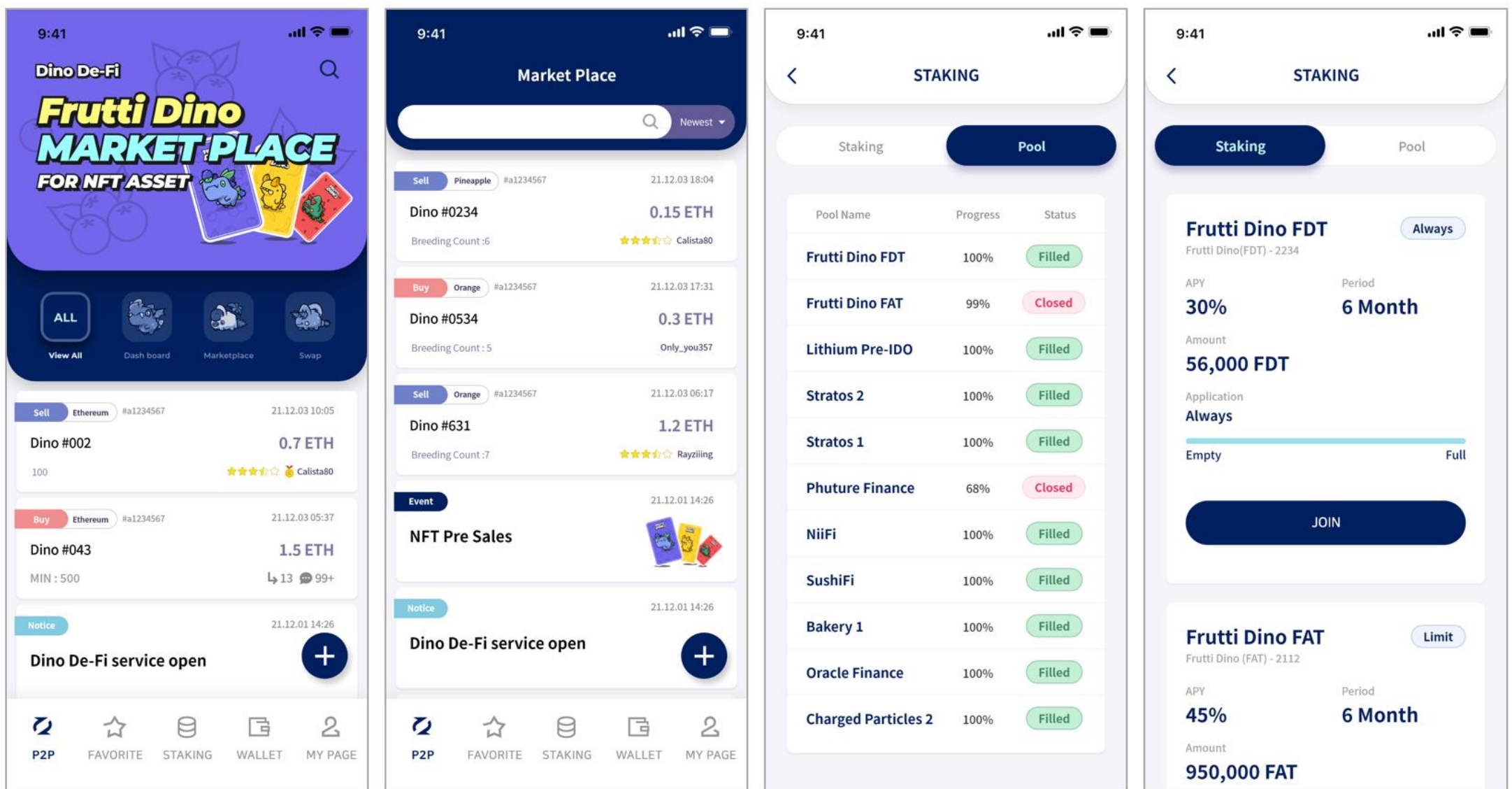
5.2.2 Game DeFi Benefits

The barrier to entry for NFT games is a massive hurdle for potential new players and is only slightly more accessible to those with blockchain experience. Many consider such a burden a rite of passage into the blockchain world, but it does discriminate mainstream audiences looking for casual gaming experiences.

To take full advantage of NFT gaming, players must understand the services and how to access them. Yet game developers often take this too far and create overly simplified services.

Frutti Dino will feature a full Game DeFi to resolve these challenges. The all-in-one format will be intuitive to all users and enhance the gaming experience.
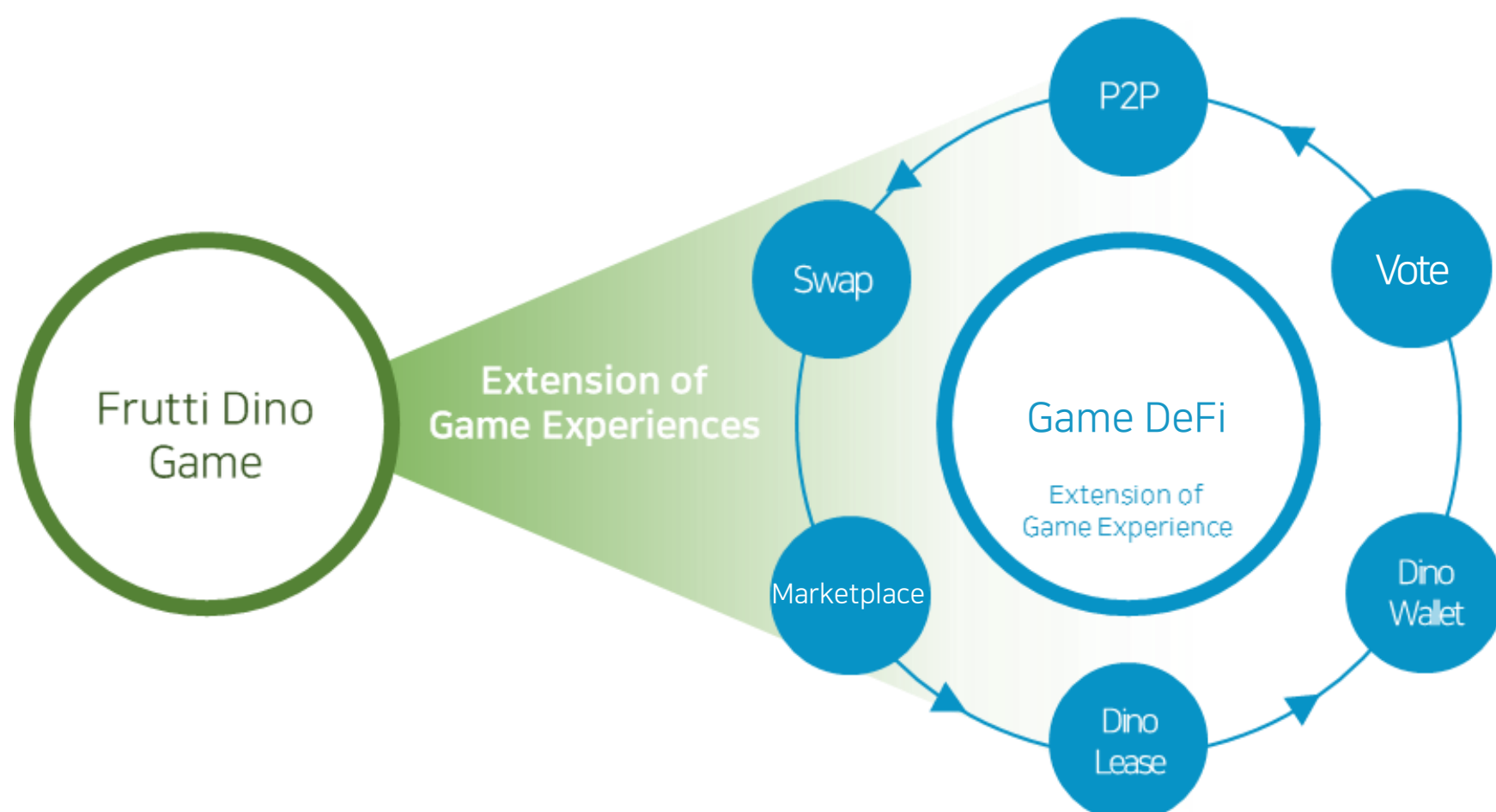
6. Participatory Dinoverse Governance

All Monoverse games are built on decentralized blockchains and developed for all to enjoy. Players of conventional games usually have complaints, but we're dedicated to making sure Frutti Dino players' voices are heard. We intend to create a DAO that communicates policies clearly from the onset.

The Frutti Dino DAO will feature a Game DAO, Ecosystem DAO, and All-Round DAO. Rather than having a governance just as a formality, the game will largely depend on their input. DAO members will be involved in many aspects of Frutti Dino, from game content to updates, the economy flow, and the blockchain ecosystem.
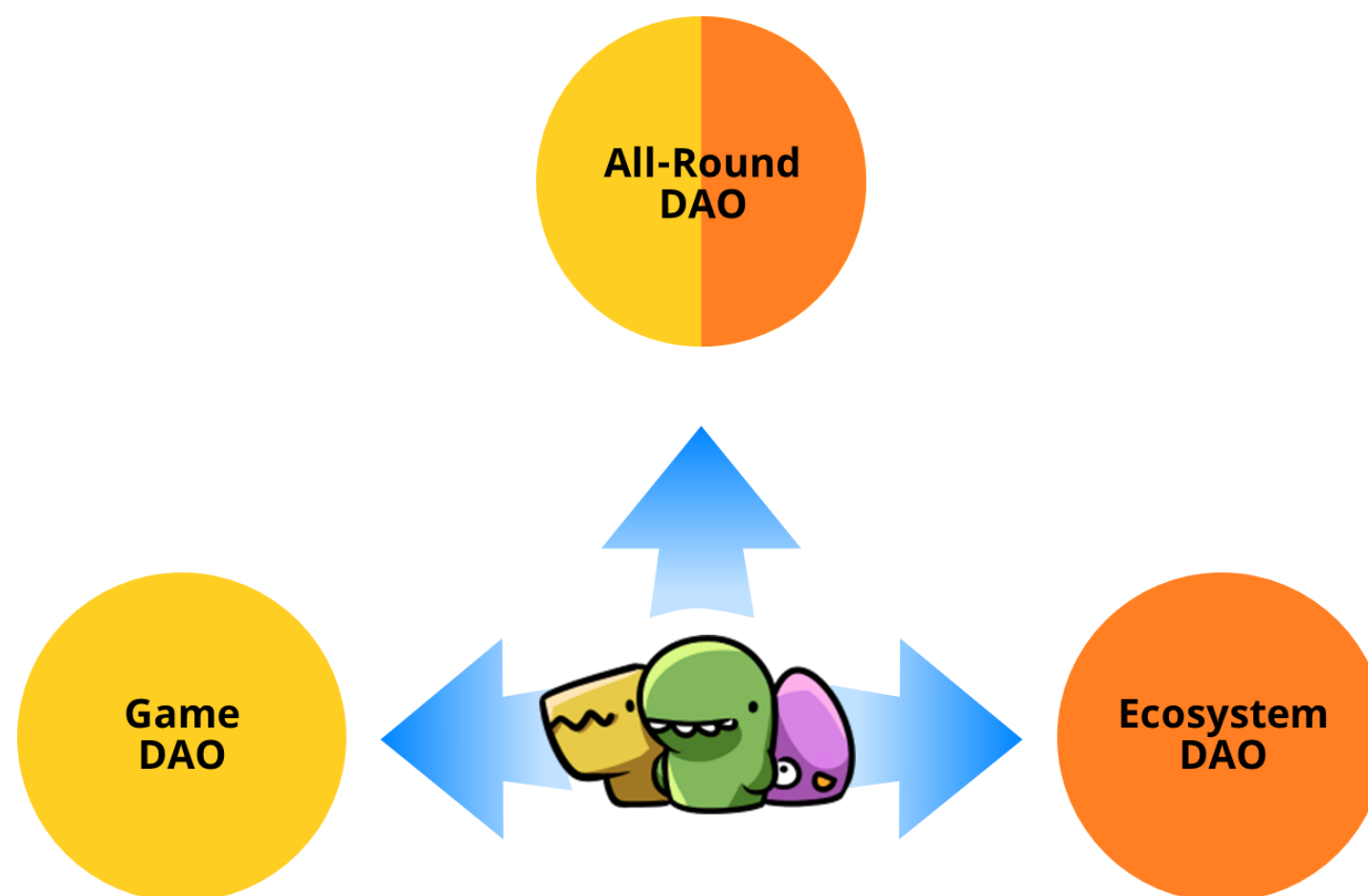
Members of the Frutti Dino governance can select to join the Game DAO, Ecosystem DAO, or All-Round DAO. Within each DAO, governance will be chosen through FDT staking. The Game DAO will be particularly beneficial as actual game players can influence how the game is run and should progress. Players must meet conditions such as owning dinos of a specific level or completing specific game content.
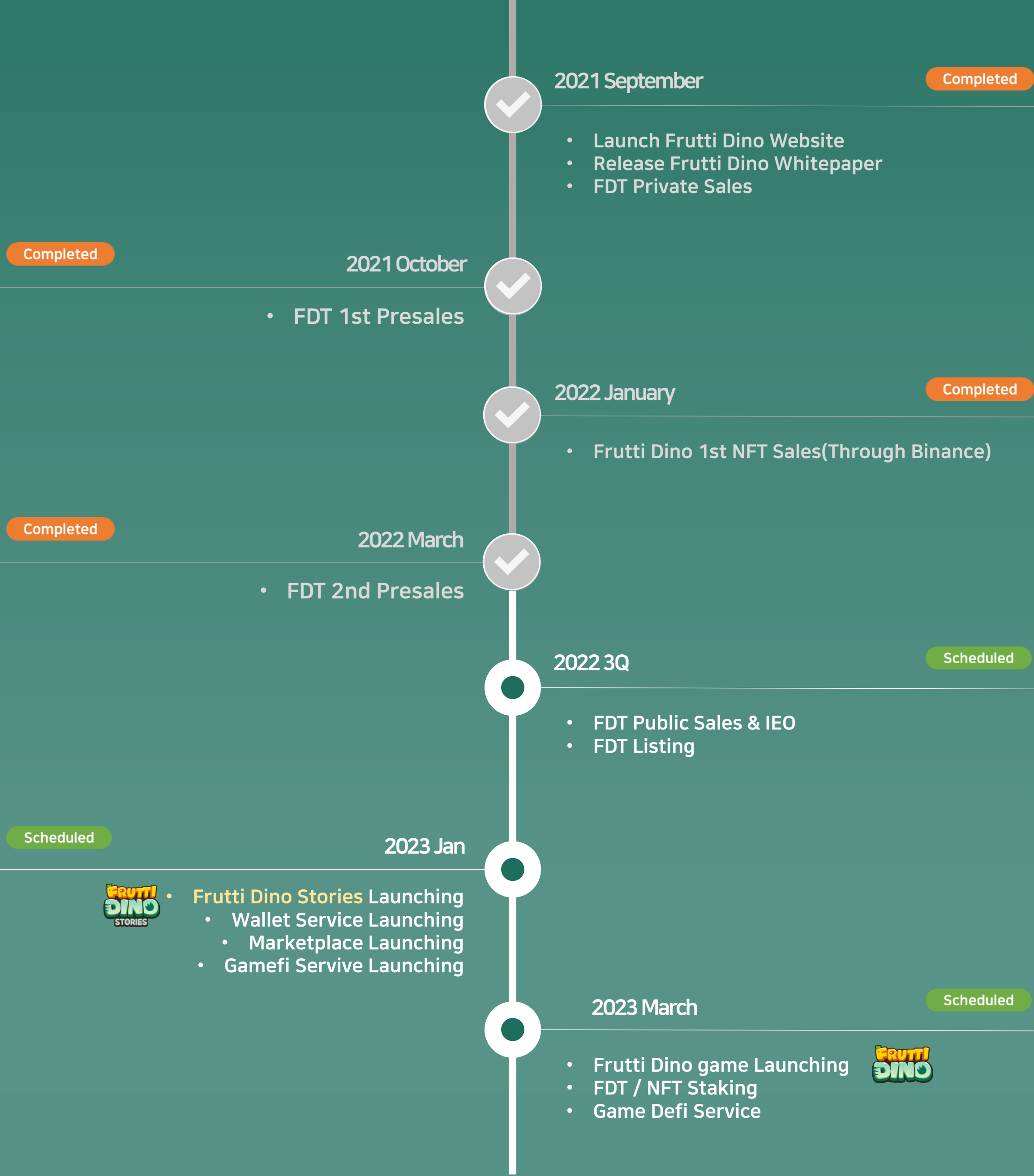
The Frutti Dino game and ecosystem will feature established policies that will be changeable based on the DAO's votes. Detailed conditions about DAO participation will be released in future updates.

As well as having the right to participate in critical decision-making, Governors will also be able to share an allocated amount of game-generated income. Funds generated by the Frutti Dino game and ecosystem will accumulate in the Governance's treasury and be allocated in proportion with the amount of FDT staked per member.

The Treasury FDT will be released steadily. The precise schedule and methodology for allocations will be released through the Frutti Dino game and social communities.

Monoverse puts player satisfaction first, and through the Frutti Dino Governance, is creating a fairer gaming community.

7. Roadmap

2021 September — Completed
- Launch Frutti Dino Website
- Release Frutti Dino Whitepaper
- FDT Private Sales

2021 October — Completed
- FDT 1st Presales

2022 January — Completed
- Frutti Dino 1st NFT Sales(Through Binance)

2022 March — Completed
- FDT 2nd Presales

2022 3Q — Scheduled
- FDT Public Sales & IEO
- FDT Listing

2023 Jan — Scheduled
- Frutti Dino Stories Launching
- Wallet Service Launching
- Marketplace Launching
- Gamefi Servive Launching

2023 March — Scheduled
- Frutti Dino game Launching
- FDT / NFT Staking
- Game Defi Service

* The above roadmap may be adjusted due to internal circumstances.

8. Company & Team Introduction

8.1 Company Introduction

CREATE YOUR OWN UNIVERSE

Monoverse empowers people to own, gain, and trade digital assets through blockchain-building games, decentralized finance, and intuitive distribution platforms. The ultimate goal is to create a fair and safe digital economy anyone can enjoy.

8.2 Team

The Frutti Dino Team is made up of gaming and blockchain industry experts with exceptional skills to bring the game to life.

Managements

Jayden Lee [in]

Founder & CEO

20+ Years Programming & Web Dev.
* R2ON: Gaming CEO
* SuperBee: Design CEO
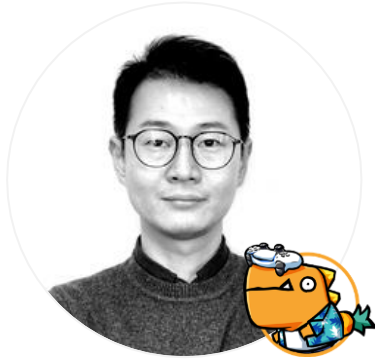* DIG Communication : Dev. Team Manager
* An Lab: R&D Developer

Game Business & Dev. / Blockchain Dev.

Jay Park [in]
CGO | Lead Game Business

21+ Years Game & Business Experience
* NCSOFT Gaming:
Head of Global Business Division
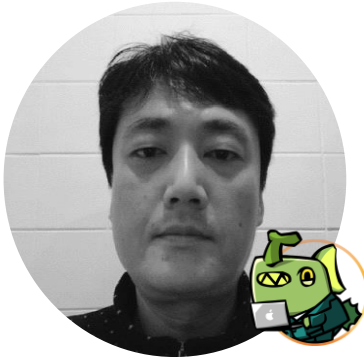* KT Hitel: Emulator Dev.

Daniel Kim [in]
Game Producer

16+ Years Game Planning &
Production Experience
* Nexon: Dungeon & Fighters
* Netmarble Cavaly Games: Hammer
* Treenod/ PD: Pokopang

Neo Jung [in]
CIO | Game Server

18+ Years Game Server Dev. Experience
* Smilegate: Cross Fire2
* NHN: LINE POP2, Hangame Sichuan
* NCSOFT: Billing system and AI Baseball dev.

HY Jung [in]
Lead Client Programming

20+ Years Game Client Dev. Experience
* Hodoo Labs: Hodoo English
* Gravity: Ragnarok online 2
* T3: Audition 2

TH Kim
Art Director

14+ Years Gaming Industry & AD Experience
* Gravity 3D Modeler
* CrazyDiamoind Art Director
* Playwith Art Director

KJ Lee [f]
Concept Art

7+ Years Illustration Experience
* League of Legends Stats Website Designer
* OP.GG Logo Designer
* Hyundai Oilbank Character Designer
* LG Gram Digital Art Project Participant
* Blu Shark Café Character Designer

Aiden [in]
CTO | Lead Dev.

16 + Years Web/App. Dev. Experience
* Woori Investment Stock / SK Stock
* SK Planet Dev. Headquarter Manager
• WHAFF CTO
• Coupang: Mobile App Dev.

9. Partners

In the Frutti Dino project, multinational blockchain companies and game developers are currently participating to promote various collaborations with Monoverse, and more companies will continue to join in partnerships.

MONOVERSE

https://www.fruttidino.com