

# CRAPPY BIRDS





## TABLE OF CONTENT

What is Crappy Birds .....	3
Work in Progress .....	4
Gameplay.....	5
Revenue Model .....	8
Roadmap .....	9
Who are making Crappy Birds? .....	10
Why are we making Crappy Birds? .....	11
Socials .....	12

# What is Crappy Birds

- 2D Side-scrolling MMORPG
- Free-to-Play-and-Earn
- Built in Unity
- In-house Game Networking
- Target platform PC, controller-friendly
- Inspired by Maplestory, Hollow Knight, Flappy Birds
- Full release estimated in 2024



# Demo - Work in progress



<https://www.youtube.com/watch?v=YbTfVCdu8gw>

# Gameplay

## In a Vibrant World

Explore a vast and interconnected world inhabited by vicious enemies and monsters while socializing, trading and earning as part of an open-world economy.

## Customization

Customize your character's color, haircut and wear cool accessories or skins.

## Upgrades & Equipments

Get stronger by acquiring Gadgets and special movement Abilities.



# Gameplay

## Scavenging

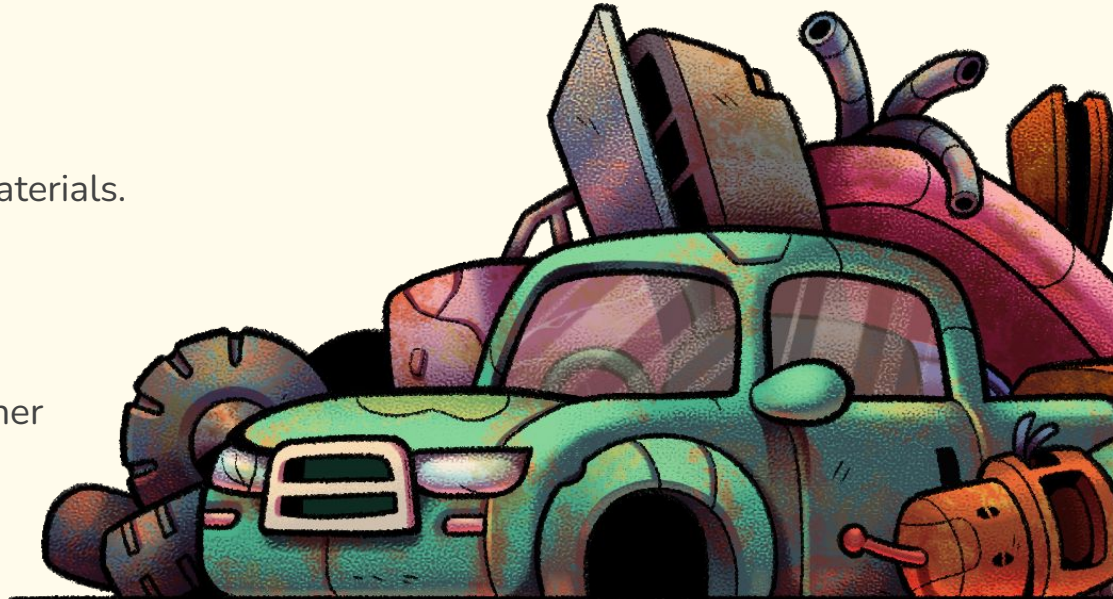
Harvest waste while exploring maps or killing monsters.

## Recycling

Recycle harvested waste and obtain raw materials.

## Engineering

Craft equipment, weapons, gadgets and other wacky devices to enhance your character.



# Gameplay

## Trade

Everything can be bought, sold, exchanged. Run your own business in this player-driven economy.

## Own

Own a part of the world and build on it! Whether it's a storefront to sell items or a house to hang out with friends.

## Rent

if you don't feel like building something, you can rent your property to another creative player



# Revenue Model

## Primary Sales

Crappy Birds sells seasonal content as NFTs. These are limited editions and are usable in-game. Examples include cosmetics items, land plots.

## Secondary Sales (trading fees):

Crappy Birds takes a % fee from all secondary transactions of NFTs.



# Roadmap

## 2022

- Tech Demo release
- Genesis Collection drop
- Bringing new talent on board
- Game development continues
- Manufacturing and delivery of the Crappy Birds figurines
- Tokenomics development
- Pre-Alpha release
- Polish & Bugfixing for Alpha

## 2024

- Beta Release
- Land Sale
- Game Polishing
- Full Release

## 2023

- Alpha Demo Release
- Tokenomics Release
- Kickstarting our token IDO
- Marketplace Development
- NFTs & Token in-game integration
- Game Internationalization
- Game development continues
- Playtests & Bugfixing

## & Beyond

- Game Maintenance
- Planning, developing and introducing new content & features
- In-Game events

# Who are making Crappy Birds ?

We're developers and designers with a passion for technological innovation.

We grew up playing online games.

Over time, as we had less time to play, we wanted to remove the grind and maximize the fun.

So we put our growing passion for computer science at use.

That's how we met around 2012.

In a developer community focused on making bot and server emulator of a popular MMORPG.

Since then, we spent time honing our skills and working in the industry.

We now aim to leverage our strengths and bring something fresh to blockchain games and MMO.



Hugo Malatrait

Founder - Jack of All Trades

[Linkedin](#) - [Twitter](#)



Saad El Madafri

Game Server Developer

[Linkedin](#) - [Twitter](#)



Abdel Bourahla

Game Client Developer

[Linkedin](#) - [Twitter](#)



Yann Guineau

Blockchain Developer

[Linkedin](#) - [Twitter](#)

# Why are we making Crappy Birds?

We noticed several issues with current play-to-earn games:

- Not fun, nor appealing to gamers
- Lack of quality
- High barrier to entry
- Not sustainable in the long run

We aim to change that, by bringing

- Fun and social gameplay
- Low barrier to entry (Free-to-play, optional wallet)
- Simple and sustainable Play-and-Earn mechanics
- An attractive ecosystem for Players, Builders, Developers, Investors and NFT collectors



# Join us !

Twitter - @crappybirds

<https://twitter.com/crappybirds>

Instagram - @crappybirds.io

<https://www.instagram.com/crappybirds.io/>

Discord

<https://discord.gg/jvJP4YYHFV>

Official Website

<https://www.crappybirds.io/>