

# XR-DROIDS PROJECT

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# Genesis

The XR-Droids belong to X-Terra, an exoplanet discovered 1000 years ago by the XR-Pioneer probe that was intended for space exploration. It has been built by the AlphaTech Corporation, which was the leading company present on Earth before the big flare. During these times they did act as a lifeline and gave a new hope to the humanity.

Thanks to the help of the probe, a planet extremely similar to the Earth has been discovered and several expeditions have been concluded before starting the colonization.

The basic resources that the planet offered were unlimited and the planetary scanner had also discovered that the composition of the rocks were containing a high percentage of precious minerals, leading the company to opt for X-Terra rather than other planets.



# Genesis

Several humans left the Earth to populate their new home and to ensure a continuation of the humankind, while a large part of them decided to stay due to various circumstances: attachments, lack of self-esteem, disbelief, or fear of the unknown.

Once established on the new planet, everything proceeded perfectly with the help of the XR-Droids - the support automatons intended for the construction of infrastructures and the protection of humans from unknown dangers - until one day, after an unexpected atmospheric phenomenon of unparalleled scale compared to those on Earth, a strange and superior force undetectable by AlphaTech technologies began to take over the XR-Droids, causing them to have human consciousness and emotions.



This is the XR-Pioneer probe built in the year 2404 by AlphaTech Corporation

# Genesis

From that point, the colonists of X-Terra were forced to submit to the will of the XR-Droids, who coveted the power of domination. The entire planet became a battlefield subdivided by X (10) realms and each one of them with a common desire: the dominion of the precious minerals.

As we have learned from history, the greed has always been part of the humanity and although the XR-Droids were only pre-programmed automatons, human consciousness took over their minds, pushing them to desire the power and consequently causing infinite wars even among their own kind.

Now the question is..who will inherit the realm of X-Terra?



# Vision



«The XR-Droids project aims to merge the digital NFT with the physical world, with the addition of an engaging experience inside the XRPL through a sci-fi NFT-based videogame»

# Introduction

In a groundbreaking fusion of digital innovation and physical collectibles, the XR-Droids project emerges as a pioneering endeavor poised to redefine the gaming landscape. By seamlessly blending Non-Fungible Tokens (NFTs) with gaming, XR-Droids project introduces an experience set to captivate enthusiasts worldwide.

The first part of the project will be characterized by a single-player 2D top-down survival farming game set on the mysterious X-Terra planet. It will combine sci-fi RPG, farming, survival, and management elements.

The primary characters of the 2D game will be the X-Terra Citizens NFTs, representing the humans who fled Earth after the 2404 cataclysm. The XR-Droids NFTs will play a secondary role as automatons designed for exploration and resource gathering. Inside the game it will be also included the XR-Droids Survival mini-game, accessible via an in-game terminal.

By looking far away with the project, XR-Droids envisions the possibility to create a 3D multiplayer universe where players embark on epic quests, forge alliances, and engage in exhilarating battles.

# Introduction

Central to the 3D experience will be the XR-Droids NFTs, unlocking access to exclusive realms teeming with opportunities for adventure and conquest. From constructing fortresses to strategic warfare, every facet of gameplay will be imbued with excitement and rewards. The general idea is based on the concept of nanorobots, which operate in modifying the surrounding environment.

Moreover, XR-Droids transcends traditional collecting paradigms with its innovative "phygital" approach, seamlessly integrating physical collectibles with digital assets. Through this novel convergence, XR-Droids amplifies the intrinsic value of NFTs.

Join us as we embark on an unprecedented journey where the boundaries between the digital and physical worlds blur, and the possibilities are limitless. Welcome to XR-Droids, where the adventure begins, and the future of gaming unfolds.



# Context | 20 Sci-Fi Farming

The initial phase of the project introduces a single-player 2D top-down survival farming game set on the enigmatic X-Terra planet. In this immersive experience, players will be engaged in mining and resource gathering, combat alien threats, complete quests, plant seeds, and cultivate crops. Additionally, players will be able to forge meaningful relationships with fellow colonists. The game will be distinguished by its unique alien vegetation, futuristic architecture, and richly detailed sci-fi environment.

Central to the game are the X-Terra Settlers NFTs, depicting humans who escaped Earth following the 2404 cataclysm. These NFTs will serve as the primary characters, adding a unique layer of ownership and personalization to the gameplay.

Players will also make use of the XR-Droids NFTs, specialized automatons designed for exploration and resource gathering, enhancing the strategic depth of the game.

Furthermore, the game features an integrated XR-Droids Survival mini-game, which can be accessed through an in-game terminal, offering additional challenges and rewards. This combination of elements ensures a captivating and dynamic gaming experience on X-Terra.

# Context | 20 Sci-Fi Farming – Mini Game

Integrated with the 2D game, it will be possible to embark on a single player survival adventure in a 2D perspective with some difficulties but at the same time with rewards for the efforts. The prizes in question will feature XRDR0ID coins and eventual NFT prizes (to be defined). Access will only be allowed to XR-Droids holders as for the multiplayer mode.

Contextually, the player will start from an easy level and as he progresses with the score, the difficulty will also increase. Enemies will become more and more aggressive and dropped items will be increasingly rare. It will be possible to collect items such as coins, vitality refills, special attacks, movement speed and fire rate boosters, bullet upgrades, and additional temporary weapons. The addition of mini bosses will also be considered.

The survival mode will be released in two different versions:

**2024 v1.0** | Ability to only use 1 character with laser guns

**2026 v2.0** | Ability to sync the NFT and play with weapons and equipment based on the parameters associated with it

# Context | 30 Online Mode

As a future idea, the XR-Droids project plans to offer a 3D multiplayer experience, where players will be able to participate in battles, form alliances, gain experience, reputation and rewards. The XR-Droids NFTs will grant access to exclusive field plots for solo or invitation-based gameplay. These realms will serve as vibrant hubs for activities such as mining for resources and gems, constructing fortresses or homes, and strategizing for upcoming conflicts.

Online battles will introduce a distinctive gameplay element where players' plot fields can be integrated into the main map, rendering them temporarily vulnerable to destruction by adversaries and optionally restorable via XRDRROID coins. Plundered resources from rival players will be stashed in a warehouse, augmenting the stockpile of construction materials or gem collections.

Forge alliances (e.g., with the king to safeguard his stronghold) or opt for solitary combat. The ultimate victor, whether a lone survivor or a surviving team, shall claim victory and earn experience points. Furthermore, tournaments/seasons will proffer supplementary rewards, such as coins and items.

# Context | 30 Online Mode

The rarity score of the XR-Droids NFTs will wield significant influence, granting players advantages such as expansive construction areas, enhanced access to crafting resources via mining, and increased opportunities for reputation growth.

The interaction between players will be executed through different approaches:

- > **Combat** (melee/ranged/magic)
- > **Communication** (public/private/faction-based)
- > **Item exchange** (discovered/created goods)

Trading of acquired or crafted items will occur within the in-game marketplace, including the following categories:

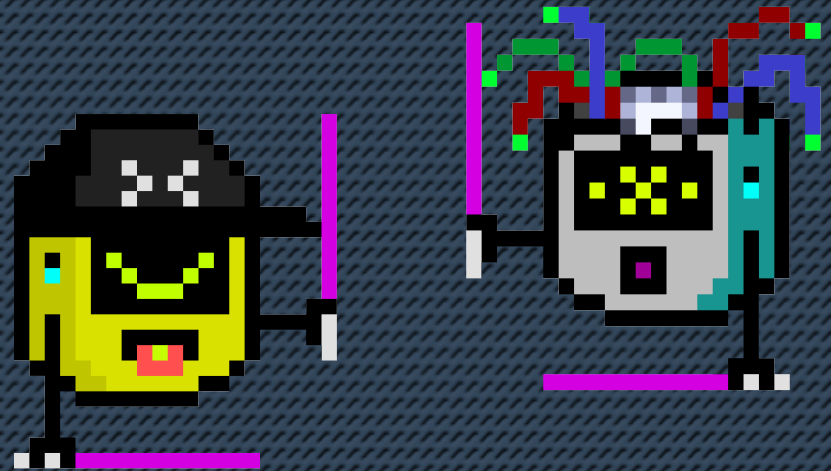
- > **Mined Resources** (gems, specialized construction materials for consumables and weaponry)
- > **Consumables** (battery cells serving as potions, power modules acting as power boosts)
- > **Additional Armaments & Gear** (turrets, explosives, traps, shields)

# Context | 3D Online Mode

In synthesis, the 3D multiplayer game will be characterized by the following aspects:

- > **Build your fortress** in advanced voxel style, in the sky or underground, alone or with your friends
- > **Increase prestige** and unlock **craftable items** projects
- > **Manage** the X-Terra planetary **resources**
- > **Bring your plot field in the battle** and defend it from the attackers, or vice versa
- > **Form your faction** and **manage** your team
- > **Participate in tournaments** to win digital prizes
- > **Trade NFTs** in-game with XRDRROID coins

Let the battle for the lands and resources  
begin! 



# Context | 3D Voxel Environment

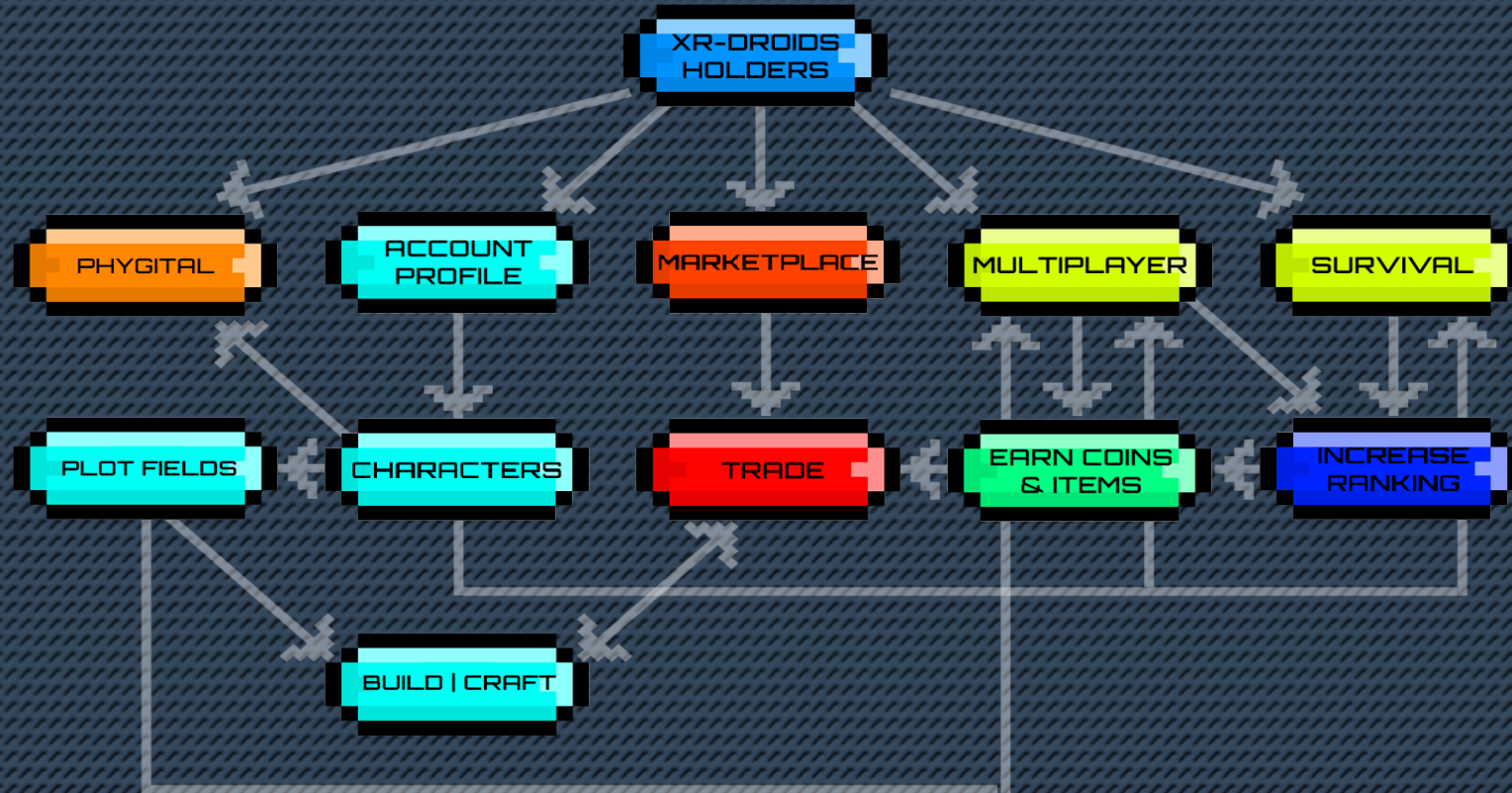
The XR-Droids 3D voxel world harnesses cutting-edge technology to create a visually stunning environment. At its core, the world will be built using **marching cubes algorithm**, which allows for the generation of intricate triangular surfaces from voxel data. This technique results in highly detailed and complex geometries, leading to a **high-poly environment** rich in visual fidelity.

To enhance the visual appeal and realism of the world, the voxel surfaces will be meticulously **meshed and smoothed**, ensuring that transitions between different voxel elements are seamless and organic. This process not only improves the aesthetic quality of the world but also enhances the immersion for users exploring it.

In terms of rendering, the XR-Droids world will utilize advanced **ray tracing** technology. Ray tracing simulates the behavior of light in a virtual environment with remarkable accuracy, resulting in lifelike lighting, reflections, and shadows. This level of realism will elevate the game with the feel of a truly immersive and captivating world.

Described as **next-gen**, the advanced voxel world will be represented by augmented reality graphics. The high-fidelity graphics will be optimized for high-end platforms, delivering an unparalleled visual experience to users. Whether exploring intricate environments, engaging in dynamic gameplay, or simply marveling at the stunning visuals, the XR-Droids world will provide an immersive digital experience.

# Use Case | General Context



# NFTs | X-Terra Citizens



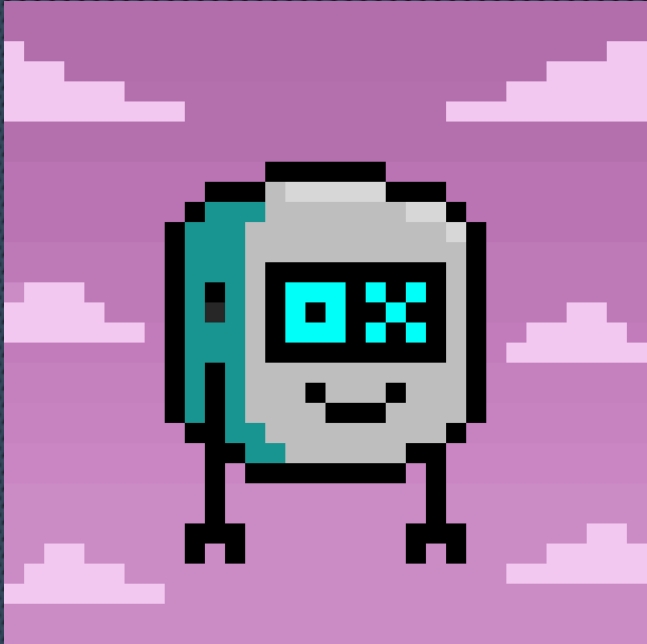
The X-Terra Citizens NFTs are the humans that left planet earth with AlphaTech Corporation in search of a new home. Thanks to their great abilities they contributed to the activation of the XR-Droids on the new planet.

They will be exclusively usable throughout the 2D Sci-Fi Farming game, where holders will have to survive in X-Terra planet by mining and gathering of resources, combat alien threats, plant seeds, cultivate crops, and build relationships with fellow colonists.

These characters will be available as NFTs and mintable in the near future through the XRPL blockchain. They will be the primary access key to the 2D game and will grant benefits correlated to the project. A snapshot of the XR-Droids NFTs holders will be taken before the minting phase, granting 1 free mint to each detainer.



# NFTs | XR-Droids



The XR-Droids NFTs are the automatons responsible for terraforming the X-Terra planet. These beings have been brought to life by the X-Terra Citizens, granting a new hope of survival through their support.

They will ensure an additional experience inside the games, where will be possible to send them to explore the vastity of X-Terra planet in search of resources and gain experience.

They will integrated as automatons into the 2D game for carrying out extra activities, and further as primary actors in the 3D online version.

# NFTs | XR-Droids Phygital Figures



With the term phygital, XR-Droids project is bringing something new into the real world with NFTs, making real life objects more unique 🎯 and valuable 💎

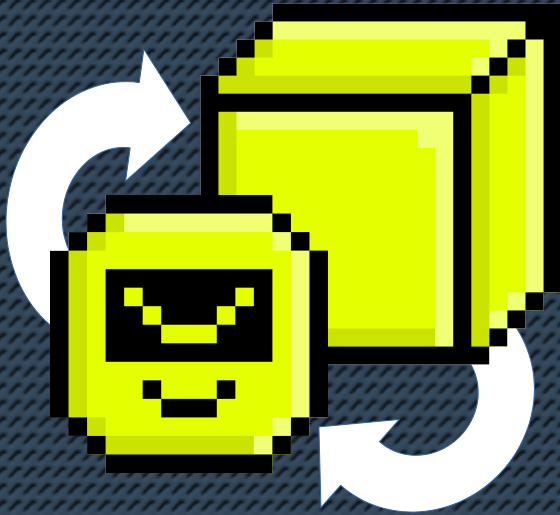
The entire collection, currently registered on the XRPL, will be associated with the future collection of 3D models, both digital and physical.

The models will be made available via the merchandising store that will be developed in the future. They will be obtainable only through the possession of XR-Droids NFTs and for each of them owned, only 1 replicated model will be made available.

Choose your favorite XR-Droid carefully!



# Utility



Players will access and enjoy the game functionalities by detaining XR-Droids NFTs & X-Terra Settlers (Pay-To-Play). In addition, players will have the possibility to earn XRDROID coins or in-game items in a form of NFT (Play-To-Earn).

# XRDROID Coin

> Name	XRDROID	
> Max Supply	10.000.000	
> Initial Supply	5.000.000	100% Public distribution   No-team initial reserve
> In-Game Rewards	3.000.000	Unlocked periodically after game releases (Q4 24+ & 2025)
> Airdrops & Giveaways	1.000.000	Unlocked after NFT staking platform release (Q1 2025)
> Infrastructure Maintenance & Development Reserve	1.000.000	Unlocked periodically (from 2025   2026)

Due to the lowcap characteristics of the token, the in-game remuneration will be fractionalized to assure a long-term life.

The «in-game coins» are considered those coins that have been gathered/earned but not those exchanged inside the marketplace.

50% of the supply will be taken out from circulation and released after the specified timings above.

XRDROID COIN >> [rUvxQZQnUZdXNPGF9m8JDbTJybuoRExrep](#)  
*#in-game currency #earnable #deflationary*

# XRDRROID Coin | In-Game Rewards

**3M XRDRROID ALLOCATION** Unlocked after game releases (Q4+ 2024 & 2026)

30% of the total supply will be held in reserve until the completion of the game, earmarked for rewarding active participants through product utilization.

## **2D Game**

Inside the world of X-Terra will be possible to earn XRDRROID Coins by mining in caves, combat, completing quests, and through the Survival mini-game. Additionally, incentives will be granted for attaining in-game objectives and as random drops inside the Survival minigame.

## **3D Game**

Tournaments and seasonal events will offer prizes to motivate users to engage in online challenges, thereby enhancing game retention. Throughout the pre-launch stages (Alpha and Beta), additional rewards will be available for participation and support toward product development.

Throughout the entirety of the development cycle, ongoing research will be conducted to explore potential supplementary integrations of game rewards.

# XROROID Coin | 2D Game Ecosystem

- The integration with the 2D version will allow to improve the gameplay experience and to reward users for their efforts. The XROROID coin will operate in different ways, from the unlock of special items, to the rewards through random drops and completion of tasks.

## BURN MECHANISM

### > Unlock Game Items

- Extra/Special gear & weaponry
- Special items designed to improve the gameplay experience

### > Staking-Like

- Send XR-Droids NFTs to exploration



## GAME REWARDS

### > Random Game Drops

- Mining in caves
- Striking alien monsters
- Survival minigame drops

### > Staking-Like

- Successful XR-Droids NFTs exploration

### > Achievements

- Quests completion

# XRDROID Coin | 3D Game Ecosystem

The coin integrated into the 3D game will have several purposes, including exchange of items, plot fields restoration, special items to unlock, and rewards for various tasks inside the game but also outside the context, like social bounties.

As seen from the ecosystem diagram, a deflationary mechanism will also be integrated aimed at alleviating any eventual pressures. In the event, further processes that activate this mechanism will be integrated.

## BURN MECHANISM

- > Restore Buildings
  - Lower cost
- > Restore Plots
  - Higher cost
- > Unlock Craftables
  - Extra/Special gear & weaponry
  - Variable costs



## GAME ITEMS TRADING

- > Buy & Sell In-Game
  - Crafted gear & weaponry
  - Gathered resources
  - Gathered gems
  - Rewarded items

## AIRDROPS

- > NFT Staking
  - 10,000 XR-Droids
- > Promotional Tasks
  - Social networks

## GAME REWARDS

- > Random Game Drops
  - Plot mining in solo/multiplayer
  - Enemies in survival
- > Tournaments
  - Short term duration
  - Multiplayer
- > Seasons
  - Long term duration
  - Multiplayer
- > Challenges
  - Ranking
  - Prestige
  - Temporary Tasks
  - Multiplayer
- > Achievements
  - Pre-programmed game tasks
  - Survival + Multiplayer

# Funding Allocation

A funding allocation will catalyze significant enhancements to the project, enabling in-depth qualitative research into objectives. This endeavor aims not only to innovate within the gaming industry and blockchain technology but also to elevate user experience, implement cutting-edge features, and foster community engagement.

## Min Development Costs

2D Survival Farming	15%
Phygital Merch + Store	10%
3D Multiplayer Battles	50%

## Others

Marketing and promotion	10%
Infrastructure Maintenance	5%
Support Reserve	10%

## Before

Pre-existing idea  
2.5D Multiplayer Game  
2-8 Players per session  
P2P Server  
Weapons/Equip NFT  
3D Model/Token Airdrops

## After

Product diversification  
3D Massive Multiplayer Game  
More players per session  
P2P or Authorative Server  
+Fields/Mineable Resources  
+Fields



# Timeline

## Q1 2023

### XR-Droids inception

Each NFT has been brought to life through a custom random combination process, resulting in a collection of one-of-a-kind characters.

## Q2 2023

### NFT metadata scanner tool build & deployment

The NFT Metadata Scanner has been a part of the development process, intended for the detection and improvement before the final deployment.

### XR-Droids collection upgrade

The evolution of the XR-Droids continued its path with an upgrade into captivating GIF animations, each boasting 16 frames of dynamic motion.

## Q3 2023

### XR-Droids NFT launchpad

August 2023, the exclusive collection of 10,000 XR-Droids NFTs has finally landed on the OnXRP launchpad.

## Q4 2023

### Analysis phase

The main objectives were outlined during this first iteration of the project, including:

Selection development platform for game development and 3D assets creation | Target users, end-devices | Final use case deployment | Strategy planning | Marketing planning | Organization planning | Risk assessment

# Timeline

## Q1 2024

### Development of the Survival mode – P1 GAME CORE

The first phase will be characterized by development of the Survival mini game core that will be integrated inside the 2D topdown Sci-Fi Farming game.

### Roadmap revision – Multiplayer mode

Some new great updates were added regarding the multiplayer mode. The new idea brought new objectives that are fitting perfectly with the history of the XR-Droids.

## Q2 2024

### Coin creation & Utility definition

Define a concrete plan within the game and start of the procedure for creating 10 million XRDRUIDS on XRPL.

### Whitepaper finalization

The final whitepaper must be effectively defined with every objectives.

### Workgroup expansion

To dilute the workload appropriately and achieve the objectives, this project will require additional professionals such as Level Designer, Graphic Designer, Game Programmer, and UX Designer.

## Q3 2024

### Prototyping of the XR-Droids 3D figures & Development of the 2D game – P2

All the traits of the XR-Droids NFT collection will be turned into 3D assets and ready to be printed.

# Timeline

## Q4 2024

### Testing & Release date evaluation of the 2D game 1.0

The first version the 2D Sci-Fi Farming will just be an appetizer, where players will have the ability to use their X-Terra Citizens character + XR-Droids automatons and gather XRROID coins.

### NFT staking platform

Holders will gain access to a specific web page where to stake the XR-Droids NFTs in a creative way.

### Physical models printing phase

The first varieties of droid prototypes will be printed and reviewed to ensure the highest quality of the product.

## Q1 2025

### Development of the Multiplayer mode – P1 GAME CORE

During this phase, the foundations will be prepared for the creation of the top product of the XR-Droids project

### Airdrop of the XR-Droids digital 3D models to holders

The 3D digital models will be airdropped to the XR-Droids NFT holders.

## Q2 2025

### Release of the XR-Droids physical figures + Merch store

After turning the collection of XR-Droids into the 3D version, owners of XR-Droids NFT will have the option to redeem phygital models through the merchant store. Each physical item will be identified by the corresponding digital version registered on the XRPL.

# Timeline

## **Q1-Q4 2026**

### **Roadmap extension**

After reaching all previous milestones, a review of the roadmap will be initiated to define the current long-term objectives in more detail and eventual new ideas.

### **Alpha & Beta testing of Multiplayer mode**

Access to XR-Droids holders will be provided to acquire first impressions and evaluate possible ideas to integrate, carry out on performance and correct possible bug fixes.

### **Release of Multiplayer mode 1.0**

The 2026 will be a great year for the XR-Droids project. The release of the Multiplayer version will effectively define the achievement of the primary objective of the project.

Note that the roadmap is only a forecast and indicated dates can be subject to changes. For the entire duration of the project, every effort will be made to respect the roadmap. This planning is necessary to best direct the ideas. In any case, the 2D game will definitely be released, while the 3D version is still in planning and could be subject to changes of directions.

# Developers



Will

XR-Droids Founder | Dev | Creator



Hi there! I'm here to share some cool stuff based on my skills and passions. Learning economy since 20 years, IT dev/designer and crypto follower since 10 years, gamer since the 90's MS-DOS OS and consoles. I'm building years of experiences in web dev and game development (mobile/PC and Unity asset store publisher from 2016 to 2020). In the other side, I'm continuously involved in learning the concepts and usages of the blockchain ecosystem.

# Disclaimer

Any NFTs related to XR-Droids project are provided 'as is', without warranty of any kind, express or implied, including but not limited to the warranties of merchantability, fitness for a particular purpose and noninfringement. In no event shall the authors or copyright holders be liable for any claim, damages or other liability, whether in an action of contract, tort or otherwise, arising from, out of or in connection with NFTs or the use or other dealings of NFTs.

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