

Moondance Whitepaper

Ghostcats Guide To The Galaxy



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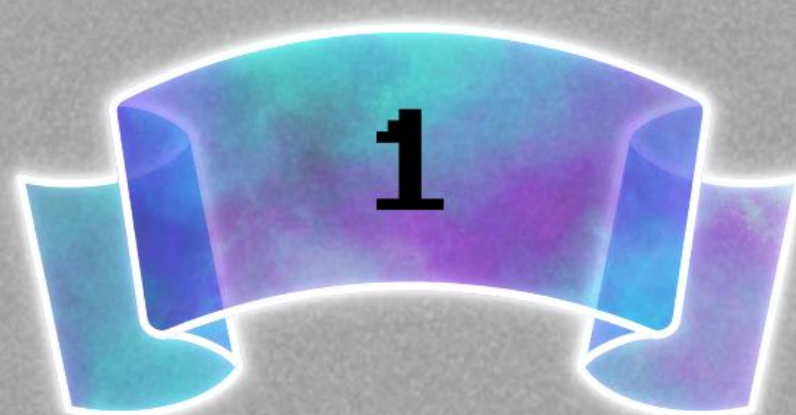
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Introduction

Introduction

Welcome to the cosmic realm of Moondance, where art, technology and gamers converge. In this Whitepaper we'll unveil our vision for a groundbreaking project that intertwines Character NFTs, immersive events, and the launch of two captivating games.

The Moondance Universe

At the core, Moondance is more than collections of NFTs, it's an interconnected universe. Each NFT represents a unique character, companion or cosmetic that users can express and utilize in every aspect of Moondance.

Our Triple Constellations

The ultimate mission orbits around 2 stellar games and 1 major utility of interoperability. Moondance Character NFTs will find themselves integrated within various web3 games. Our two games will transport players into exciting battles and fascinating Raffle events.

Why Moondance Matters

NFTs aren't just about scarcity and speculation. We believe they should create amazing, shared experiences. Moondance is about moonlit dreams, dancing together across the blockchain, and leaving stardust in our wake.



Gaming Overview

Game 1 Title: Sol Survivor On Stream

Our Raffle Game will be the FIRST Solana game to be integrated with Twitch. This will have similar functions to what "Marbles on Stream" does. The main difference is that we can host token-gated Raffles for Moondance Character NFT holders, and they'll also be able to see their assets on screen as they try to survive waves of meteor strikes that are hitting the surface the moon map.

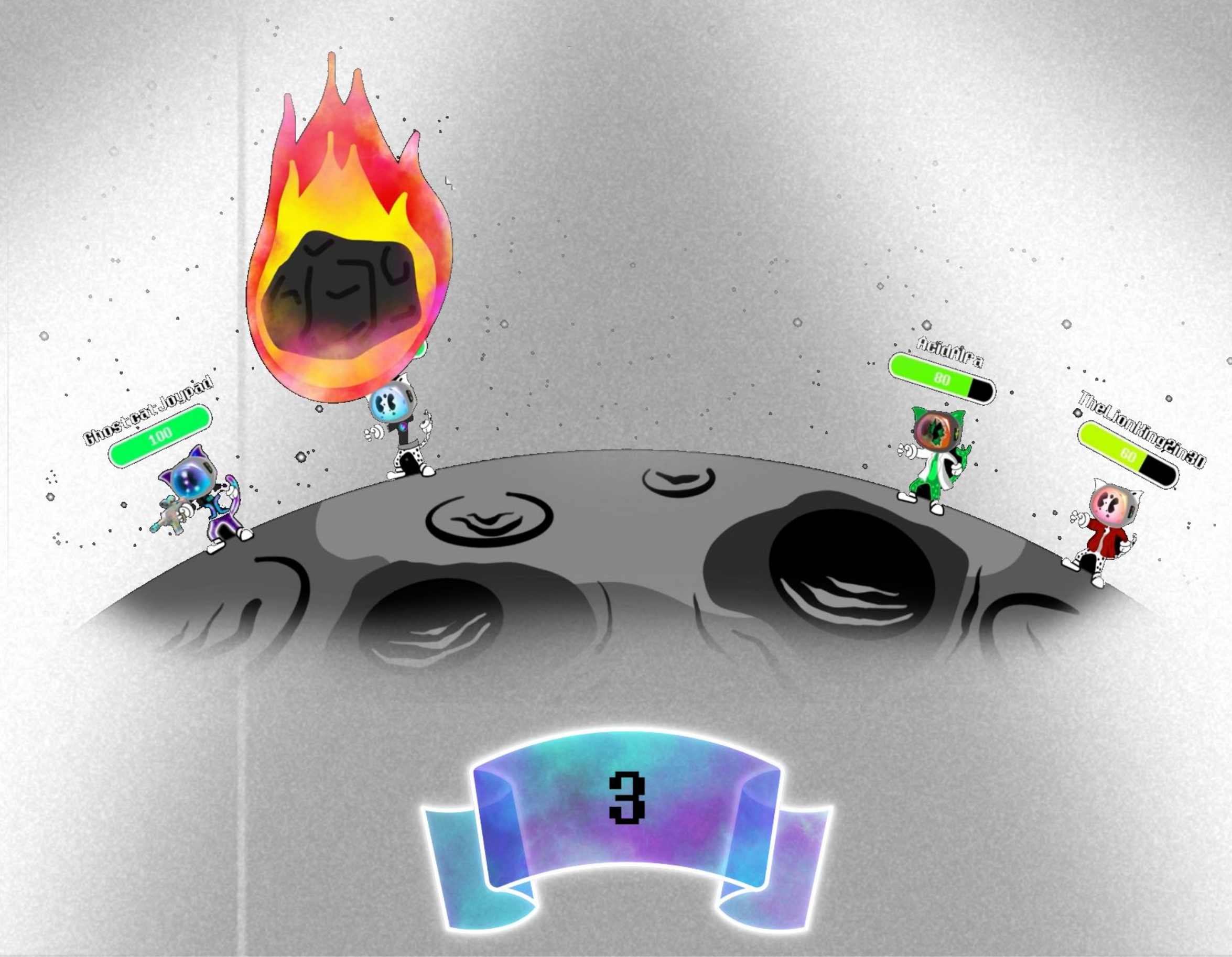
Game 1: Who This Will Be For

Not only will this Raffle game be easily accessible because it's browser based, but anyone will be able to start raffles for their communities. We aim for this to be used mainly by streamers who want a new and fun way to host Raffles for their viewers.

The best part is that twitch chat will simply be able to type a command, such as "!play", to enter the Raffles.

Game 1: Bridging The Gap

Users will have the option to create accounts using their Discord, Twitch, or X accounts. Once signed up, they can connect all other accounts for multiple sign-in options, including Solana Wallet connection. Meaning users who participate via twitch chat, will see their assets in-game for any Raffle they participate in.



Gaming Overview

Game 2 Title: Omniversol Royale

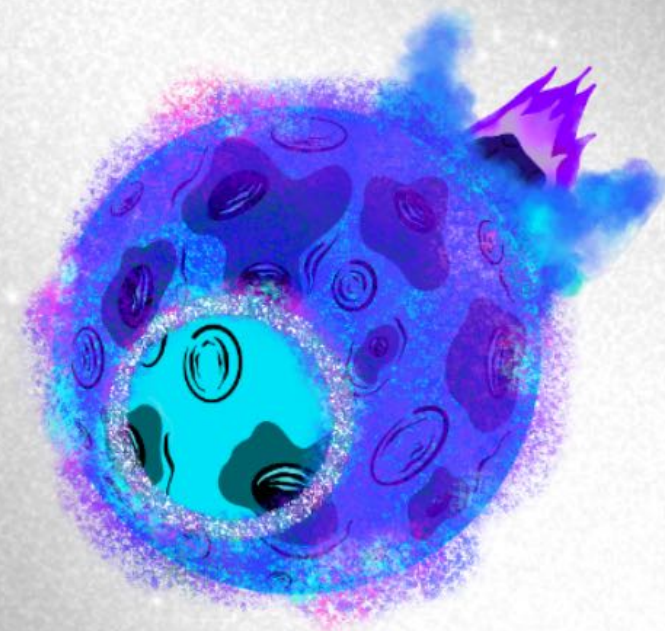
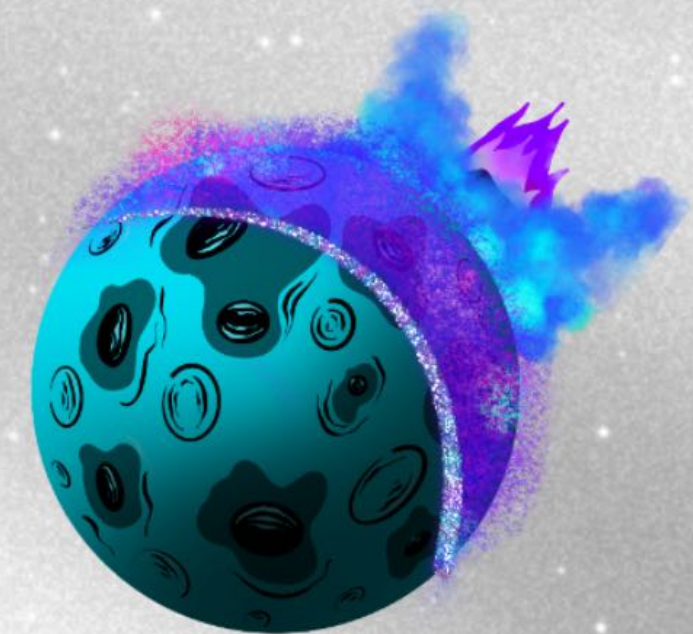
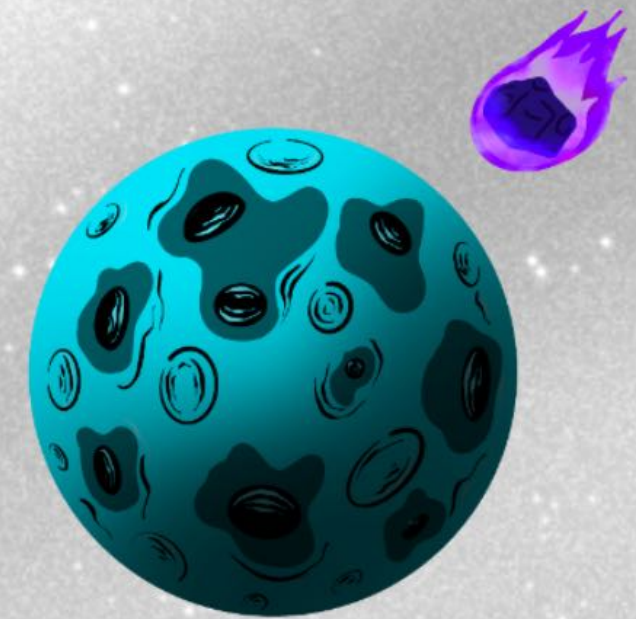
We're bringing something unique to the "Battle Royale" game genre. Our Game name "Omniversol Royale" speaks heavily to that because our main map is a globe (omnidirectional gravity) where the battle takes place. The last bit of the name "sol", refers to our main use of Solana. And eventually I do want to integrate other project collections as playable characters. Hence, the name also suggests multiple universes within our Game.

Game 2: Mechanics/Gameplay

The main goal is for players to survive against each other and the impending comet blast. A comet strikes the moon on random areas each match, creating an ever increasing wave of deadly stardust.

Throughout the match, players can sprint, jump, climb, swim, and even use companion mounts to help them maneuver across the map.

There will be various weapons to find spread throughout the moon, but players will also have the option to load in with 1 weapon of their choosing. Hidden locations also provide adventurers with loot of either cosmetic NFTs or Tokens. We will have 3rd person POV to start with, then incorporate 1st person POV for players to choose between at any moment in game.



Gaming Overview

Game 2: Cosmic Pass

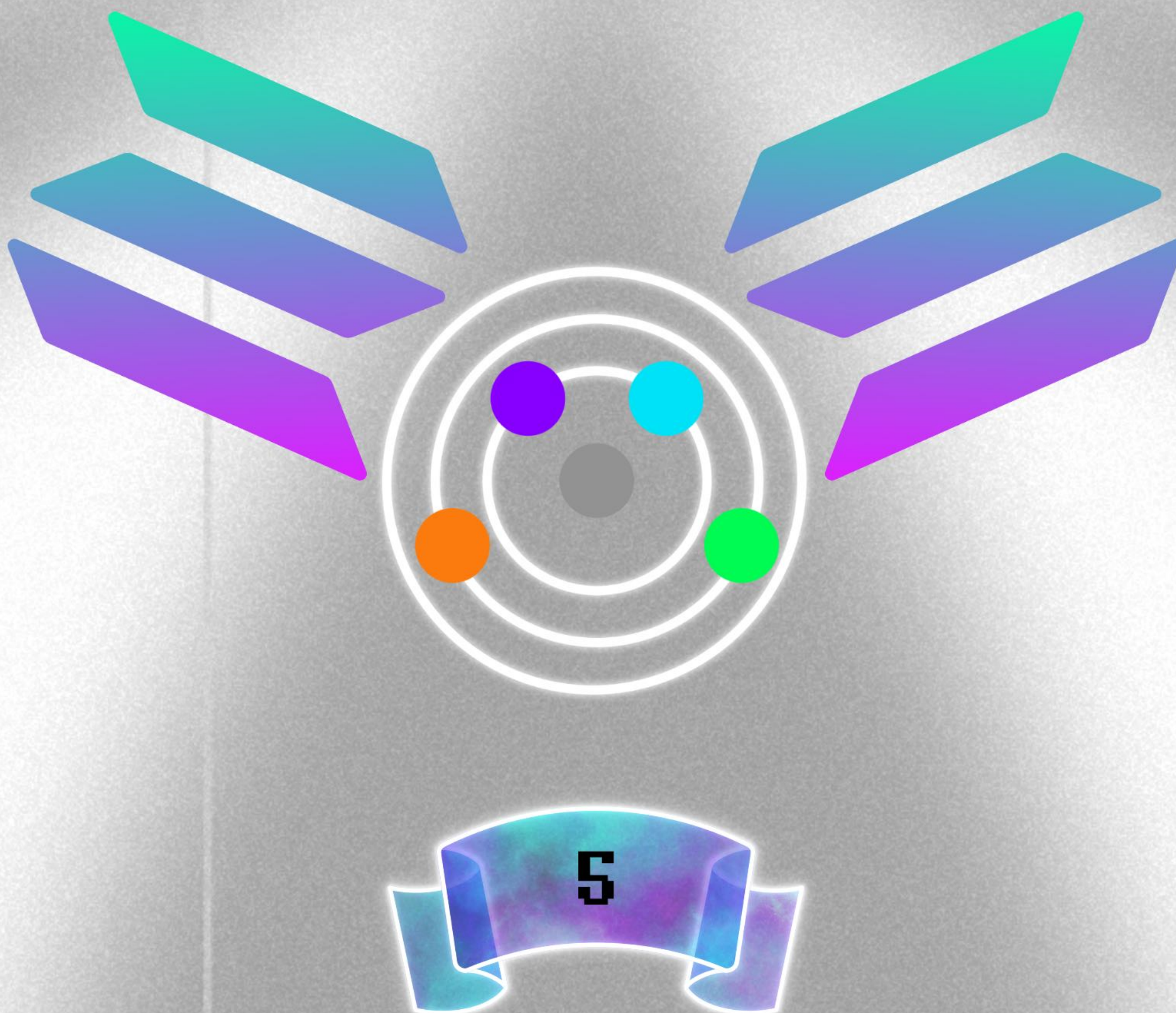
The seasonal game pass for Omniversol Royale is called the Cosmic Pass. This celestial key opens the door to a variety of awesome loot that players can earn as they level up, like Weapon cosmetics, Characters, Emotes, wallpapers, Companions and Tokens, all of which will be NFTs on the Solana blockchain.

Game 2: Leveraging Solana

Because we've chosen Solana as our blockchain, the high throughput allows us to offer features like Minting assets or tokens within a match. The speed at which Solana works leaves players with seamless interactions in the game as they purchase items via the in-game shop or when they purchase the Cosmic Pass. For users who aren't familiar with web3/blockchain, their accounts will be given a custodial wallet that holds all the assets they earn or buy.

Experienced crypto enthusiasts will be able to add their own wallets and choose which one is the default wallet that the assets go into.

Trading, selling and buying assets on Solana is simply a superior experience between the other blockchains, not to mention the onboarding is very user friendly.



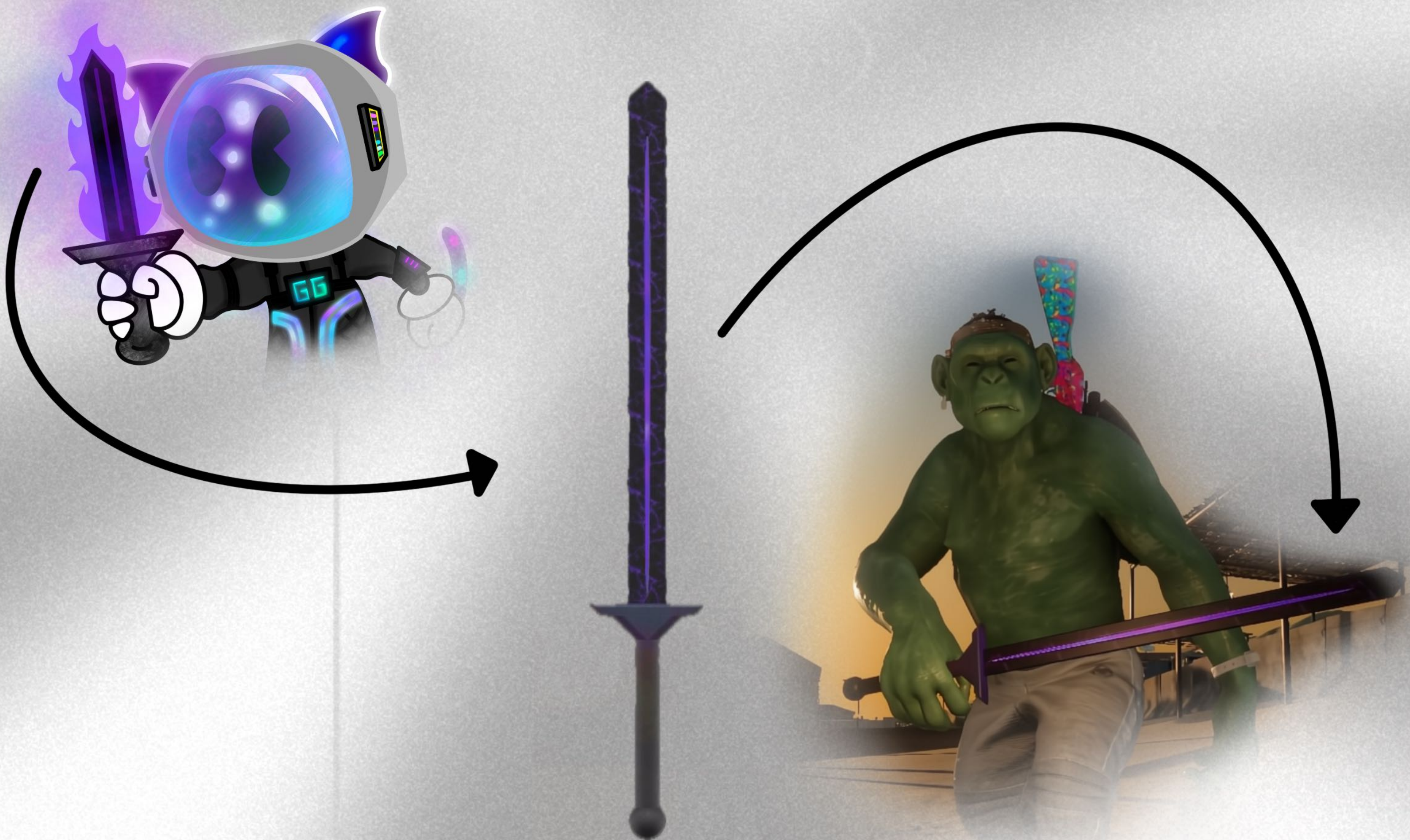
Gaming Overview

Major Utility: Interoperability

One of the biggest features that we believe web3 enables gamers, is interoperability. Because players have ownership of their gaming assets, we can give users access to their characters/items across different games.

The first game that our Moondance Characters will be integrated in is BR1:infinite. Holders with a Moondance Spac3cat that have the Atomic Sword attribute will be able to use that sword in BR1.

As we venture further into our journey across the stars, Moondance characters will be integrated in more games for holders to experience their NFTs in.



Tokens & Economy

Distribution

Once we are ready to launch our Token, holders of our first Character NFT collection (Spac3cats) will have an allocation airdropped to wallets for each Spac3cat held. Any current Team members/advisors during the launch will also get an allocation of Tokens. (Amounts TBA)

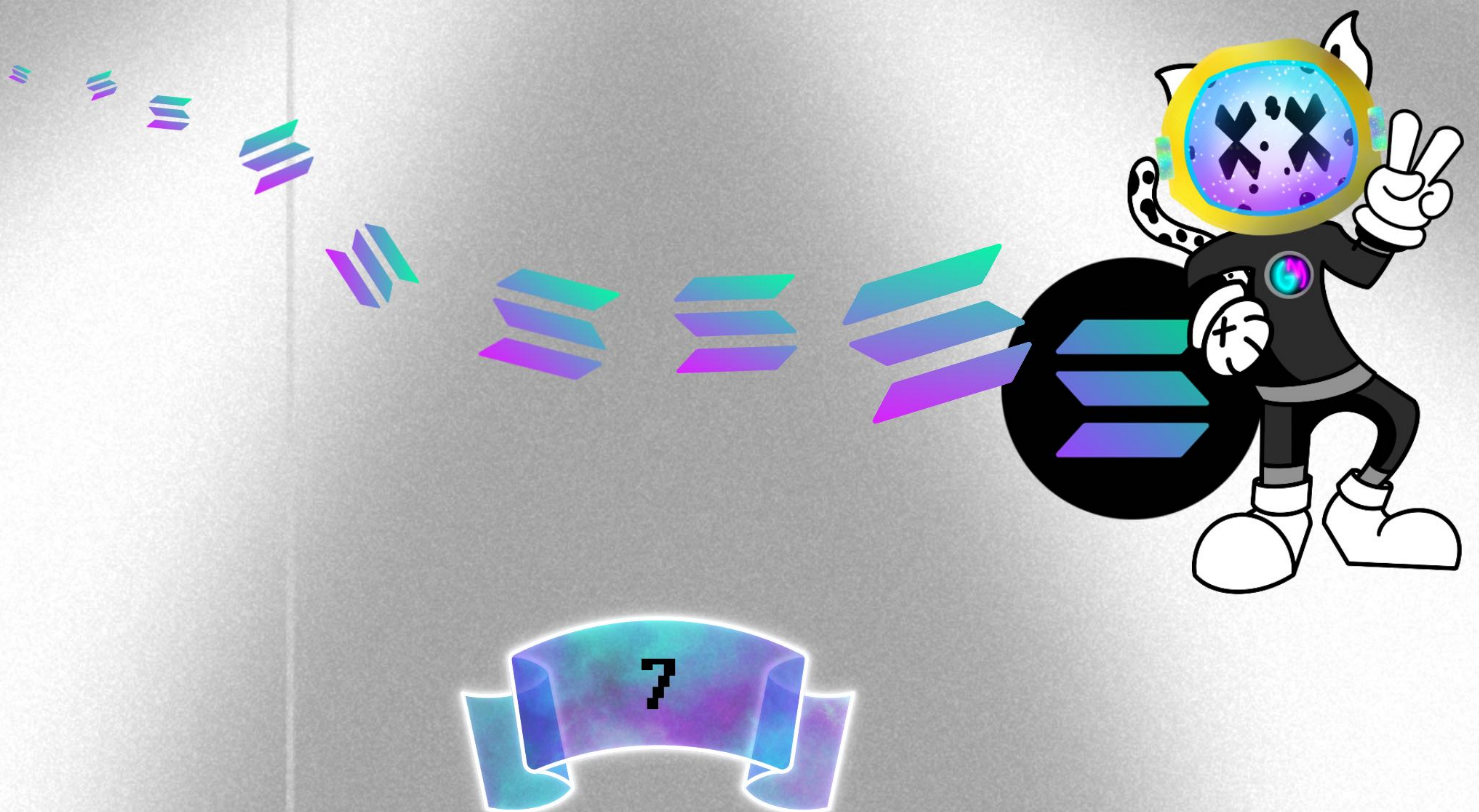
Token Earning (Vbucks But Better)

Unlike Vbucks, Users will have various ways to earn or buy our token. The traditional method is to simply swap any Solana token for ours. For gamers of Omniversol Royale, you'll be able to find loot across the map that can contain Token amounts, which once a player finds, will then be added to their account via their custodial wallet or connected wallet.

Exciting Quests are another free method for players to earn Token in-game. The most lucrative method though, is through purchasing our Cosmic Pass. With that, there will be multiple sections to claim Token as a player levels up.

Token Utility

Will our token simply be a way for whales to cash out on? Of course not! Moondance tokens (Name TBA) will be used as way to buy items from the in-game shop, to purchase Cosmic Passes, and to Mint future releases.



Starmap

Milestones

Even in our early stages, we have accomplished much. Our first achievement was the launch of our first Character Collection, the Spac3cats. This limited collection of 420 wasn't built on blind "hype". Rather, each member invests in Moondance through this mint because they love the art and believe in what we're building.

Holders of this collection get access pass to Tourneys and soon, token-gated Raffles.

This core community of holders will also get EVERY Cosmic Pass that comes out, FOREVER!

The next huge goal we hit was officially partnering with BR1 to bring interoperability within our collection.

Release Dates

Q3 2024 - For our first Game, Sol Survivor On Stream, We are currently in talks with Hello Moon (a Solana development group) to help create this Raffle game.

Q3 2024 - Hopefully we sell out of the Spac3cats Mint (lol)



Q3 2024 - Our next Mint will be adorable Moondance Companions, which will give our players in Omniversol Royale dynamic gameplay methods and a mount to traverse the map with!



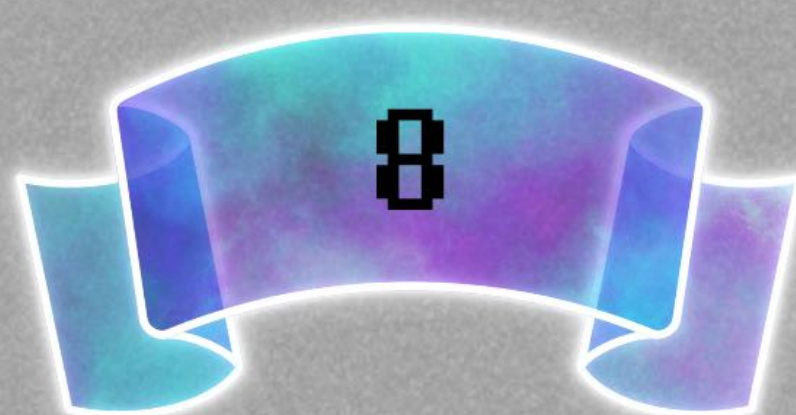
Q4 2024 - Closed Beta for Omniversol Royale



Q4 2024 - Token Launch



Q1 2025 - The 2nd Character Collection, the M3chcats.



Moondance Team

Team Members

Founder/Captain - GhostcatJoypad:

As an established content creator with a tenure spanning approximately 3 years within the dynamic landscape of Web3, I have cultivated a deep passion for Solana, demonstrating unwavering enthusiasm and dedication to the platform's advancement. Leveraging my background in graphic design, I have played a pivotal role in the inception of Moondance, where I contributed significantly to the conceptualization and realization of its inaugural collection through the creation of captivating visual assets. Moreover, my expertise has been instrumental in shaping the foundational concepts underpinning our forthcoming gaming endeavors, thus positioning me as a driving force behind our strategic vision and creative direction.



Financial Advisor/Collab Manager - AcidAlfaro:

A veteran in the crypto space and finances via the Hospitality Industry. Alfaro brings his experience from both fields to help guide Moondance and overlook our Treasury so we can be financially stable as we develop further



3d Designer/Game Devloper - Ghost0w0:

Ghost has 3 years of experience developing within Unity and crafting 3D models. His work is unparalleled and carries a natural skill for developing. He has already created the base 3D model for the Spac3cats and has begun to assist with the creation of Omniversol Royale.

I also definitely didn't just onboard him because his name was Ghost 🐼



Game Developer/Programmer - Unameable:

A developer with 3+ years of experience of coding and programming, who has crafted the upcoming Moondance Companion Collection

