

GOART

# GOART WORLDS LITEPAPER

TIME TRAVEL IS POSSIBLE

## 1. Executive Summary

### Shaping the future of digital worlds

GoArt Worlds is a digital universe where physical and virtual realities seamlessly blend by digitalizing and tokenizing loyalty offers, campaigns, products of brands, cities and countries. GoArt Digital Worlds facilitates direct Web3 engagement between brands and users. 20+ corporates onboarded GoArt Digital Worlds to involve Web3 products by improving potential. GoArt Digital Worlds is a virtual world where players, creators, investors and publishers can build, own and monetize their experiences and works on blockchain with it is cutting-edge technology. Our mission is to create immersive and interconnected digital experiences that transcend traditional boundaries, enabling users to interact, collaborate and explore in entirely new ways.

### 1.1 Overview



GoArt Digital Worlds specializes in AR-supported virtual experiences, offering a B2B2C platform for interactive engagement. Our main product combines AR-supported mobile games with Web3 digital worlds elements, providing users, governments, and corporations with gamified virtual and physical experiences, events, contents, and access to tokenized digital assets. In 2023, we reached \$3.2M in revenue and over 100,000 users, including collaborations with some of Turkey's largest institutions such as Halkbank, İşbank, Trendyol, Damat&Tween and the Turkish Football Federation, totaling more than 20 brands.

GoArt Worlds is a virtual universe consisting of three time periods;

In the past time, we design 3D portals of historical areas and significant tourist regions at their peak periods, offering them to users with AR and VR mode options. Users enter these portals through time gates, living the motto "Time Travel is Possible," and experiencing virtual or on-site visits. These portals are designed by GoArt Worlds for countries, municipalities, tourism sector and are made available to end users.

In the present time, we create 3D models on virtual lands to open virtual stores for brands and projects, creating a promotional area and offering high user engagement with the products we provide. Brands can organize events, add mini-games, create interaction through quest lines and organize digital and physical treasure hunts. They can also analyze the returns of these activities using easy-to-use admin panels. GoArt Worlds maintains a regulation-friendly structure, offering a wide reward pool and supporting both Web3 tokens and discount code, gift card distribution.

In the future time, It is planned to be the real engagement layer of the GoArt Digital Worlds. Current corporates and users are going to create future time with GoArt Worlds and its impeccable technology.

## 1.2 Mission

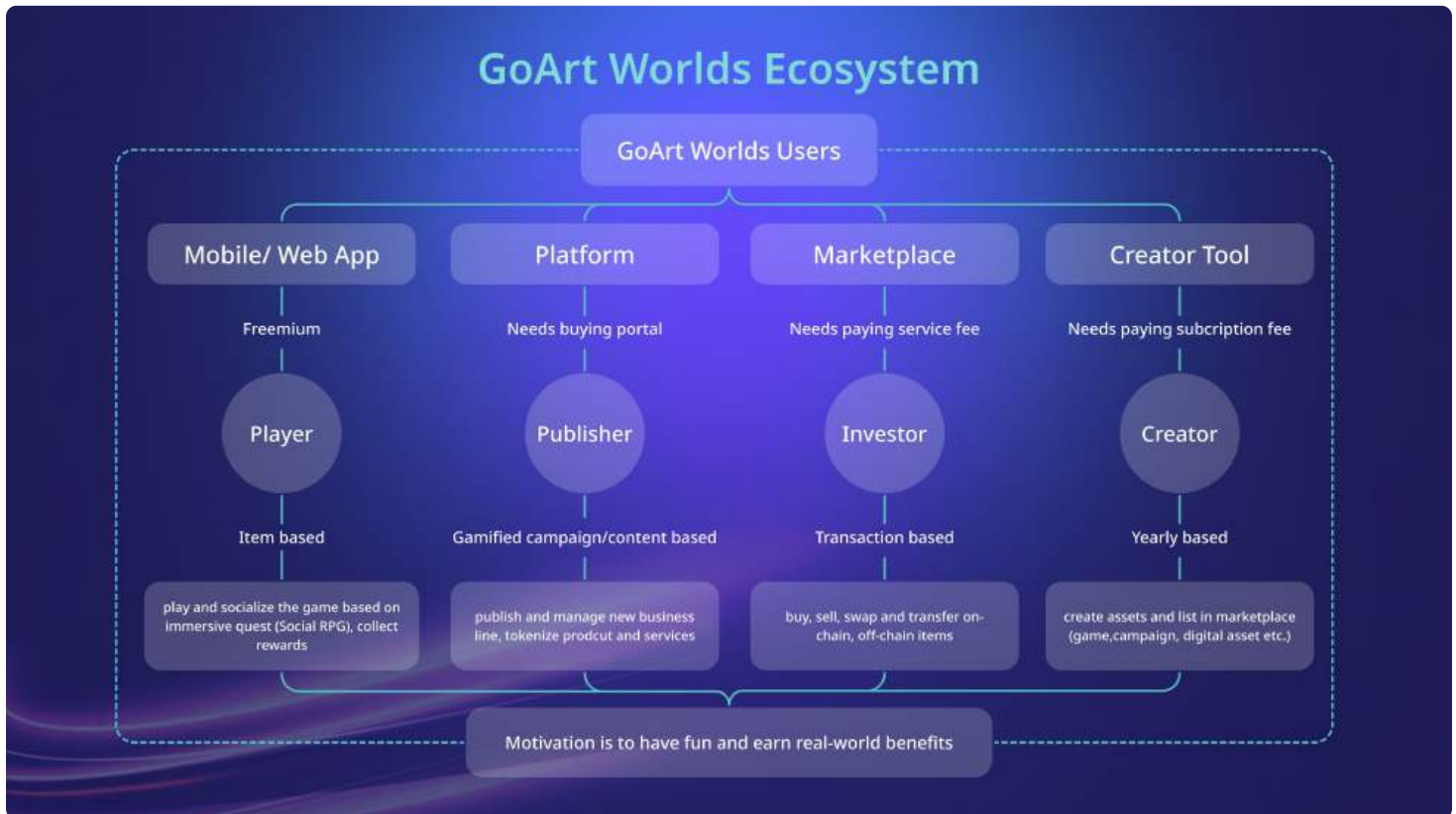


GoArt Worlds mission is to present the benefits of blockchain technology to mass audiences through gamified experiences by bringing together corporates and users. Known by the media for its motto "Fiction is virtual, benefit is real", GoArt Worlds allows users to explore both virtually and physically, to buy, sell, swap and collect digital assets that mainly comprise of tokenized products, services and real world benefits of corporates and precious assets of GoArt Worlds. The real ownership of all digital assets is a fundamental value proposition of the GoArt Worlds, made possible by the use of blockchain technology.

Some of our main focus topics are;

- Tokenization of corporates benefits, products and services
- Virtual tourism and events
- Digitilization of corporates
- Rewards of travel industry
- Fan engagement of sport clubs
- SocialFi
- EduFi
- Play to earn
- Gather and craft
- Role playing
- Guilds

## 1.3 GoArt Worlds Ecosystem Roles and Product Map



### 1.3.1 Ecosystem Personas

The 'Player' role in the GoArt Worlds platform is central to the immersive experience offered within the digital worlds. Players dive into a vibrant world filled with dynamic mini-games, interactive portals, and engaging social interactions. As active participants, players explore, compete, and collaborate within the expansive digital landscape, unlocking achievements and rewards along the way. With the freedom to customize their avatars and personalize their virtual spaces, players shape their adventures and leave their mark on the ever-evolving GoArt Digital Worlds. Whether embarking on quests, socializing with friends, crafting materials, or discovering hidden treasures through AR-powered experiences, players immerse themselves in a rich tapestry of entertainment, earning, and exploration, fueling their passion for discovery and adventure."

The 'Publisher' role in the GoArt Worlds platform is crucial in crafting immersive digital experiences in both 3D and AR environments. They utilize a suite of tools, including campaign management, gamification techniques and NFT collections to captivate users and reinforce brand loyalty within the GoArt Digital Worlds.

The 'Investor', GoArt Digital Worlds Invest provides a unique and innovative opportunity to explore and engage in the dynamic landscape of digital assets. With a wide range of investment options spanning short-, medium-, and long-term horizons, this platform is strategically positioned to benefit from the thriving digital worlds economy, offering investors the potential for growth and success in the digital asset space.



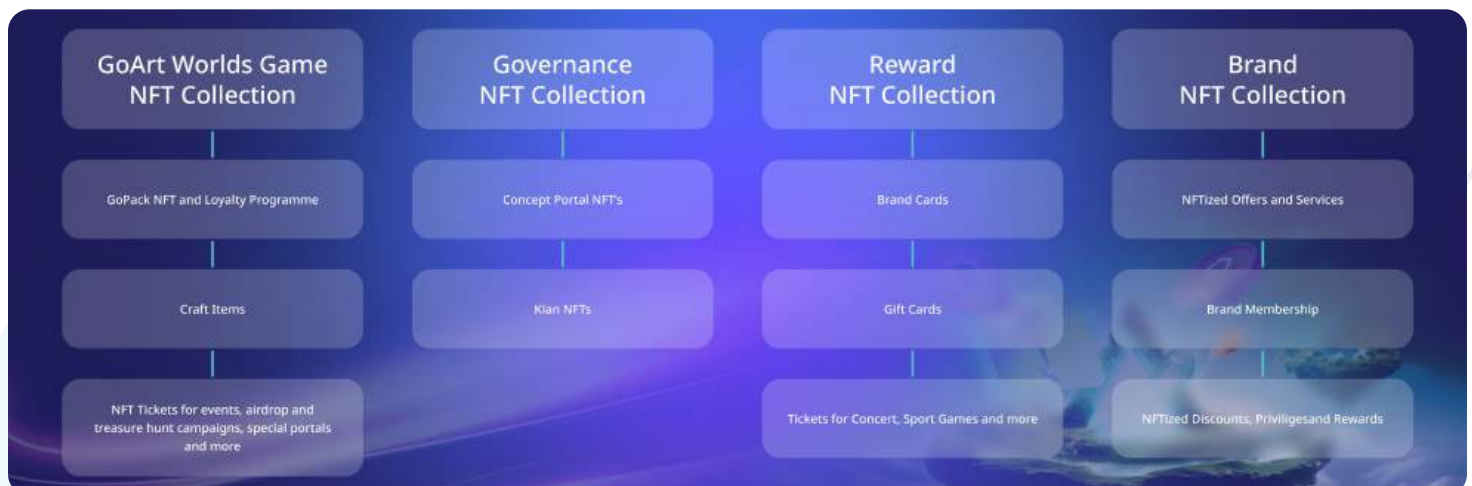
The "Creator" role in the GoArt Digital Worlds is a pivotal aspect, designed to empower artistic content creators, game developers, and creative individuals. This role involves using the GoArt Worlds Creator Tool, a comprehensive platform for creating games, 3D assets, and portal designs within the GoArt Digital Worlds.

## 1.3.2 Product Map



## 1.4 GoArt Worlds NFT's – Power of Ecosystem

The GoArt Worlds uses blockchain technology to provide Web3 transition of brands, corporates, municipalities, countries and bring together with users in digital worlds. GoArt Worlds users create or buy GoPack NFT's to collect benefits of ecosystem as NFT's or digital assets.



### 1.4.1 GoArt Worlds Game NFT Collection

- GoPack NFT and Loyalty Programme: GoPack NFT's are main pieces of GoArt Worlds ecosystem to collect points, tokens, NFT's, rewards, tokenized assets, gift cards, loyalty points, discounts, privileges and more.
- In-Game NFTs: These are NFTs like gloves, shoes, shards, energy, etc., that enhance activity within the ecosystem and offer a competitive edge over other players.
- Ticket NFTs: GoArt Worlds and brands can tokenize their tickets for special physical or digital events to buy, sell, transfer, swap easily between users or investors.

### 1.4.2 Governance NFT Collections

- Village Governance NFTs: These "Ownership Status" NFTs provide the right to vote and participate in the management of concept villages created for countries, cities, or communities. NFT holders will have a right to claim advertising revenue sharing, voting for decisions, privileges in community and virtual spaces, high stake rates, to be part of a referral programme with extra benefits and more.
- Clan NFTs: Membership NFTs for a Clan system to be added in the future within the GoArt Worlds ecosystem's Gather&Craft game. Exclusive crafting mechanics will be offered only to those with a Clan NFT at the game's end-game point.
- Brand&Government&City Virtual Worlds Citizenship NFT's: Membership NFTs allow B2B customers to offer membership programs through which they can create their own loyalty programme. Through these NFTs, B2B users can offer their members exclusive opportunities, and discount vouchers, and propose tokenization of products and services. Governments and brands will be able to pre-sell for their own digital spaces and share future advertising revenues, voting right for decisions, privileges in community and virtual spaces with membership NFT holders.

### 1.4.3 Reward NFT's

- Brand and Gift Card NFT's: Users can buy, sell, swap, transfer brand and gift cards each other, also brands can distribute gift cards in the ecosystem to increase portal traffics and performance of gamified campaigns.
- NFT Tickets: Concert, match, event tickets can be create, publish, distribute in GoArt Worlds virtual spaces and GoArt Worlds Marketplace.

## 1.5 Go-To-Market Strategy



- **Adapt:** Continuously adjust the strategy to align with market trends and user preferences. Stay informed about industry developments to ensure the GoArt Worlds lands remain innovative.
- **Evaluate:** Implement robust evaluation mechanisms to measure the effectiveness of the strategy. Analyze key performance indicators (KPIs), user feedback, and partner engagement metrics for insights.
- **Launch:** Digital Worlds of Brands and Treasure Hunt Edition Kick off the strategy with the thrilling contents, events and treasure hunt game in corporate lands. Engage users and brands through an immersive experience that transcends digital and physical realms. Leverage launch events to generate excitement and establish a strong initial presence.
- **Monitor:** Implement real-time monitoring tools to track user participation, partner collaboration and overall platform performance. Assess the success of the Treasure Hunt Edition, gathering data on user interactions and partner involvement.
- **Iterate:** Based on evaluation and monitoring results, iterate on the strategy to enhance effectiveness. Incorporate user feedback, optimize engagement tactics and refine partner onboarding processes. Ensure the brands worlds, contents and events evolve in response to user needs and industry dynamics.

- **Scalability and Adaptability:** Maintain a forward-looking perspective to ensure the strategy is scalable and adaptable. Anticipate shifts in user behavior, technological advancements, and market demands. Enable the brands worlds, contents and events to grow and innovate in step with industry evolution.

## Getting Started



### Download Our App

Our game is live! Go play on;

- [App Store](#)
- [Google Play Store](#)

## 2. Value Proposition of GoArt Worlds

GoArt Worlds, blending the immersive elements of social RPGs with the expansive possibilities of an open world, offers an unprecedented gaming experience that transcends traditional boundaries. This platform innovatively integrates gaming with social networking, allowing users and brands to interact, collaborate, and even establish various professions within its universe. Key aspects of GoArt Worlds offering include:

### 2.1 Community-Centric, Empowerment Through Community

- **Brand and User-Generated Virtual Spaces:** Catering to both individual users and brands, GoArt Worlds provides tailored virtual spaces. Brands can create their unique digital presence, offering them innovative ways to interact with their audience. Meanwhile, individual users can personalize their spaces, reflecting their style and preferences.
- **No-Code Customization and Third-Party Partnerships:** Emphasizing user-friendliness, GoArt Worlds offers a no-code platform, enabling users to easily create and customize their virtual spaces without needing technical skills. The integration with third-party partners further streamlines this process, making the experience more accessible and enjoyable.



## 2.2 Embrace the 'fun first' ethos!

- **Dynamic Mini-Games and Portals:** The game mechanism includes various mini-games located within Portals throughout the open world. These games are entertaining and contribute to the player's overall experience and progression within the GoArt Digital Worlds.
- **Social Integration and Professional Roles:** GoArt Worlds stands out by enabling players to socialize within the game environment and adopt different professional roles, adding depth to the gameplay. This feature not only enhances user engagement but also encourages community building and collaboration within the game's ecosystem.

## 2.3 Real benefits and incentives

- **Mobile-First Approach with AR Features:** With its mobile-first design, GoArt Worlds is easily accessible on smartphones, ensuring a wide reach. The addition of AR-powered features like the Treasure Hunt brings an engaging layer to the game, merging the digital and physical worlds and offering unique, location-based experiences for brands and corporates with real-world benefits.
- **GoPack Loyalty Program:** GoArt Worlds innovative approach to blending the physical and digital worlds extends to its GoPack Loyalty Offers World, where users unlock a plethora of benefits and rewards. Seamlessly integrating AR-powered experiences with real-world locations, GoPack offers users unparalleled opportunities for exploration and engagement.
- **Brand Membership Program:** Brands can create their Loyalty programs on GoArt Worlds, tokenizing benefits related to their brands through GoArt Worlds. Users, in addition to digital benefits, will have access to discount vouchers, gifts, and exclusive access opportunities at brand events, which they can utilize physically.



### 3. Traveller's Journey in GoArt Digital Worlds



#### 3.1 Lore

Maestro Taro, a simple carpenter, has his life transformed upon discovering the 25th-century Atlas Palace. Becoming history's first time traveler, he learns of a future civilization that has unlocked time travel to avert potential global threats. Now, Taro must traverse time portals to keep them open, assembling a team fortified with materials from the past to safeguard our world. The inhabitants of the Atlas Palace, using their dwindling energy, have scattered time portals across the globe. Yet, these portals, lacking organic components, are doomed to be closed. Players must journey through these portals, collecting diamond shards to become Guardians of the Time Portals, ensuring accessibility for future generations.

During Taro's visit to the Atlas Palace, he receives a special satchel called the GoPack, containing schematics for organizing the time portals and diamond shards. This pack, with its repairable nature, proves invaluable throughout Taro's mission.

In the game, Taro will help his team of players engage in gather-and-craft activities to obtain this special pack. It is an unbreakable and repairable piece of special technology crucial for seamless progression within the time portals.

Taro will guide players through the game, offering special quests and rewards upon completion. Players explore the world, gathering diamond shards, crafting tools, and becoming the guardians of the time portals scattered worldwide.

## 3.2 Gameplay



**Discover:** Exploring, traveling, and experiencing portals

**Gather:** Enjoyable and challenging resource collection

**Craft:** A wide variety of items to collect and merge to progression.

User motivation in our world revolves around progressing, socializing, and upgrading our avatars. To achieve this, we employ crafting and exploration mechanics. As avatars evolve, so do their abilities, empowering users to navigate and challenge within the digital realm.

### 3.2.1 Primary Mechanics

Primary mechanics can be understood as core mechanics that can be directly applied to solving challenges that lead to the desired end state. Primary mechanics are readily available, explained in the game's early stages, and consistent throughout the game experience.

Users progress through the world by completing quests, which encompass activities such as:

- collecting items,
- playing mini-games,
- exploring portals,
- pawn points within portals.



In Near Futures:

- Pets
- Multiplayer Crafting
- Catalyst Crafting
- Competitions
- Mini Games

### 3.2.2 Secondary Mechanics

Secondary mechanics are core mechanics that ease the player's interaction with the game towards reaching the end state. Secondary mechanics are either available occasionally or require their combination with a primary mechanic to be functional.

Current

- Store
- Taxes
- Leaderboards

In-Near Futures

- Social Features
- Personalization of Avatars
- Level Progression
- Skills Progression
- Achievements and Trophies

### 3.2.3 Gather

Past Time, Present Time portals and mini-games serve as avenues for players to collect items essential for their progression and to gain advantages by crafting specialized packs. These items, ranging from craftable components to tools and pack essentials, are integral to players' journeys. Crafting resources, soft currency, and even crypto can be utilized to manufacture these items.

There are three primary types of items:

- Craftable items,
- Tools
- Slot items

Resources:

There will be a variety of resource types available in-game generated by the various industries.

- Fiber
- Rock
- Glass
- Polymer
- Green Herb
- Pot
- Marble



- Marble
- Shrub
- Bush
- Iron
- Ancestral Tree
- Ruby
- Shard
- Energy

#### Resource Locations

Specific resources will only be available on certain types of portals.

- Past-Time
  - Fiber
  - Rock
  - Green Herb
  - Marble
  - Shrub
  - Bush
  - Iron
  - Ancestral Tree
  - Shard
- Present-Time
  - Polymer
  - Ruby
  - Fiber
  - Rock
- Mini-Game
  - Glass
  - Pot
  - Energy

### 3.2.4 Progression&Upgrading

The further you progress in-game, the more mechanics, resources, items, and GoPack benefits you will have access to.

Players will get access in our initial rollout to new skills:

### Crafting

Crafting allows the player to build valuable items for their avatars. These items could include gloves, hats, shoes, shirts, chests, and GoPacks. Certain crafting items can also have a utility in the GoArt Worlds ecosystem. In the crafting mechanic, the player needs a Shard item to be able to begin crafting.

### Shards, Energies, and more!

Players will need to progress in-game, attend events, play mini-games, and claim daily rewards or they may need to get lucky to unlock daily chests and airdrop campaigns. These shards and energies will be huge unlocks for certain aspects of gameplay.

## 3.2.5 Game Economics

### Resource Generation

Resource generation is the main faucet in our game. Part of our in-game progression is that there is an increasing amount of difficulty in gathering rare and hard-to-come-by resources - and those resources will give more utility in-game. Players will need to spend time working their way up to be able to consistently gather higher and higher quality resources.

The number of resources generated during a given time period can be adjusted by our team via several variables:

- Replenishment times
- Inputs required to grow a resource
- How many resources are generated per action
- How much effort and attention does the process of harvesting this resource require

### Free-to-Play

GoArt Worlds is still free-to-play. Players can collect the items, explore the portals, play the mini-games, and join the events - they don't need to GoPack.

### Clan System

In the gaming ecosystem, the dynamic between Clan Owners and Clan Members is centered on collaborative crafting and equitable revenue sharing. This system enables multiple members to work together on crafting high-tier items, such as accessories, utilizing the resources and facilities provided by the Clan Owner. Although the success of crafting depends on active management and continuous production, this collaborative approach allows members and owners alike to contribute to and benefit from the creation and sale of valuable items. The revenue generated from these sales is shared among the participants, reinforcing community bonds and ensuring a fair distribution of profits, thereby enhancing the clan's collective economic prosperity.

### Soft Currency

GoPoint is the primary in-game currency in GoArt Worlds. GoPoint is the main way for a player to progress and navigate through our game loop.

This currency is a 'soft currency' - it is vital to core gameplay loops and needs to be accessible and easily earned in-game activities, chests, daily rewards, and airdrop campaigns.

The generation of this currency in-game in its early stages is through the in-game store and complete quests. Players can sell resources they generated to our in-game store to exchange their resources for GoPoint. Players can purchase GoPoint to play more mini-games. The primary burn mechanism is crafting in-game items that progress players further along our game loop. In-game items that unlock new backpacks, activities, resources, quests, and contents. Players who do not own GoPack will also need to GoPoint to maintain their progression.

We have several levers to adjust the incoming supply of GoPoint.

- Controlling the generation of resources
- Adjusting replenishment times of resources
- The number of inputs required to generate a resource
- The output of a given resource
- The effort to harvest a particulate resource
- The amount of energy it takes to complete certain actions
- In-game store prices
- The prices of in-game items will be adjusted on both the buy and the sell side

In the future, we also have the option of limiting or removing our in-game store - which would stop the minting of new GoPoint altogether!

### Hard Currency

GoGold is a fiat money-based hard currency used for purchasing in-game items. With this hard currency, you can buy the following through the Store:

- Shards
- Energy
- Soft currency

## 3.2.6 PowerUps

### Shards

Shards are a resource available in a collectible item format. We use them to maintain the value of NFT items as stable and calculable.

Individuals aiming to become NFT owners can find shards through the Store or the Past-Time dimension, as well as via quests and airdrop campaigns. They will be utilized in item crafting.

### Energy

Energy is a currency used for transfers by individuals enabling time travel within the GoArt Digital Worlds. The amount of energy levels users spend in the GoArt Digital Worlds determines their engagement times. This energy is replenished every two hours, allowing users to have a maximum of 10 energy slots within a 24-hour period. One slot of energy is consumed with each time travel.

By purchasing additional energy slots from the Store, this number can increase up to 14. Besides purchasing, users can also acquire energy through:

daily rewards,  
chests,  
treasure hunt events,  
mini-games

## 3.2.7 Phase 2

### Catalyst

The Catalyst will be an item added in the later stages of the game, serving as a key mechanic to sustain the in-game economy. Players will be able to sell the Catalysts they produce to UGC (User Generated Content) creators. All resources and crafting recipes will have to be broken down into the 3-tier catalyst model.

### New Crafting Mechanics

Personal crafting stations will now be limited to individual use, with enhanced features like multi-crafting of the same items, upgradable limits through levels or \$GoArt Worlds, and the ability to queue different crafting mechanics. Additional crafting slots and new mechanics will also be introduced, expandable with level progression or \$GoArt Worlds purchases, broadening the crafting experience for players.

### Tool Tiering&Durability

In addition to new resources being added to the game, there will be tool progression similar to Sandbox or Minecraft. Users will need to craft better tools, and these tools will break down after too much use.

### Slot Item Tiering (Accessories)

Players can use 5 different clothing slots, which become available every three months. Each slot has a special quest series, and players can choose the order in which to tackle these quests. They can explore wild landscapes or ancient ruins to follow these quests whenever they like, discovering secrets and getting special rewards. discovering mysteries and earning exclusive rewards along the way.

### Clan System

What Are Clans?



Clans will become an integral part of the GoArt Worlds games - especially in our upcoming release, Phase 2. Phase two will bring large changes to the gameplay. Players must work together in Clans to maximize production and achieve larger goals in the GoArt Worlds ecosystem.

Phase 2 will bring several key changes:

New resources & resource tiering

Resource generation will be limited to each portal, not each player. Only one player can use a given crafting table, or visiting portal at a time. Huge change! You'll want to trust the people you give portal access to in your clans.

A new skill built around exploration. Clans will search and compete for the best resources in-game.

Clan Ownership

Players or Investors can purchase Clan NFTs. A bonding curve determines the NFT price to purchase a clan. Users can also choose to sell their clans back at a price determined by the bonding curve.

Clan owners invite players to join on own clans and clan members will search, craft, and compete for the best resources in-game.

A pre-determined tax rate on the purchase and sale of these keys will be split between the Clan & GoArt Worlds.

Clan Ranks

Players may join multiple clans. Any player is also able to join a clan membership to any clan. However, clans will have full control over permissions inside their clans - especially regarding gameplay. We'll introduce a Clan Ranks system where clan leaders can assign roles and permissions to clan members. For example, users who join a clan membership may not necessarily be given access to resources, storage chests, or chats inside of a Clan - they'll still have to work their way up in whatever government the clans build.

Reputation

In GoArt Worlds user account is now assigned a Reputation Score based on various data points. These data points are then weighted in correspondence with the significance of the associated action. The higher the reputation score, the more interaction an account can have with the GoArt Worlds economy.

Players can increase their reputation by...

- Holding Higher Tier GoPack
- Purchasing Clan, Country, Village, In-Game, Brand Membership NFTs
- Connecting Discord, Twitter, and phone numbers to your account
- Completing Quests
- Participating Events

### New Game Modes

Players will be able to use the new Exploration skill to discover items, resources, chests, and, most importantly - new areas participating in new game modes, ie. Rumble games

## 3.3 GoArt Worlds Store&Marketplace

### GoArt Worlds Store:

The central hub for various products and services within the GoArt Digital Worlds.

Offers a wide range of in-game collectibles.

Part of the GoArt Worlds Store operates outside of the blockchain.

Typically, it involves transactions that don't occur directly on the blockchain ledger.

Allows for faster and less costly transactions for certain items.

### GoArt Worlds Marketplace:

A component of the GoArt Worlds Marketplace that operates on the blockchain.

It involves transactions recorded directly on the blockchain ledger for added security and transparency. Offers virtual items, digital assets, brand assets, government assets, and GoPack tokenized benefits.

### Fee Mechanism:

Refers to the system in place for %5 charging fees or transaction costs for using the GoArt Worlds Marketplace.

Ensures that users are aware of and understand the costs associated with their transactions. It may include transaction fees, listing fees, or other charges related to buying, selling, or trading within the marketplace.



## 4. Tokenomics

### 4.1 GoArt Worlds Token Details

GoArt Worlds is a fundamental part of the GoArt Worlds platform and is dedicated to creating the core mechanisms that inherently tie it to the platform's value. GoArt Worlds is an ERC-20 utility token built on the Polygon blockchain, underpinning transactions within GoArt Worlds with the following uses:

- Access to the GoArt Worlds platform:
  - Players spend GoArt Worlds to play games, purchase equipment or customize Avatar characters and can potentially collect GoArt Worlds through gameplay.
  - Content creators use GoArt Worlds for Catalyst purchases, platform access, and uploading UGC (User Generated Content) items to the marketplace. They spend GoArt Worlds to upload assets to the marketplace and buy Catalysts to define Rarity and Scarcity.
  - Publishers spend GoArt Worlds to buy UGC Assets from the Marketplace to build their own spaces within the GoArt Worlds ecosystem and create Events.
- Staking: GoArt Worlds allows for staking, which enables passive income generation on the platform, staking provides greater access to GoArt Worlds, raises your level by accessing GoPacks, and unlocks new advantages.
- Commission model: 5% of all transaction volume (Transaction Fees) in GoArt Worlds tokens will be allocated, with 50% going to the Liquidity Pool to offer deeper liquidity for stakeholders and 50% allocated to the "Treasury."
- Treasury: The Treasury's role is to support The GoArt Worlds ecosystem by offering grants to encourage high-quality content and game production on the platform. The overall valuation of the GoArt Worlds ecosystem increases through the valuation of all games financed by the Treasury, creating an efficient cycle that enables the financing of larger games.

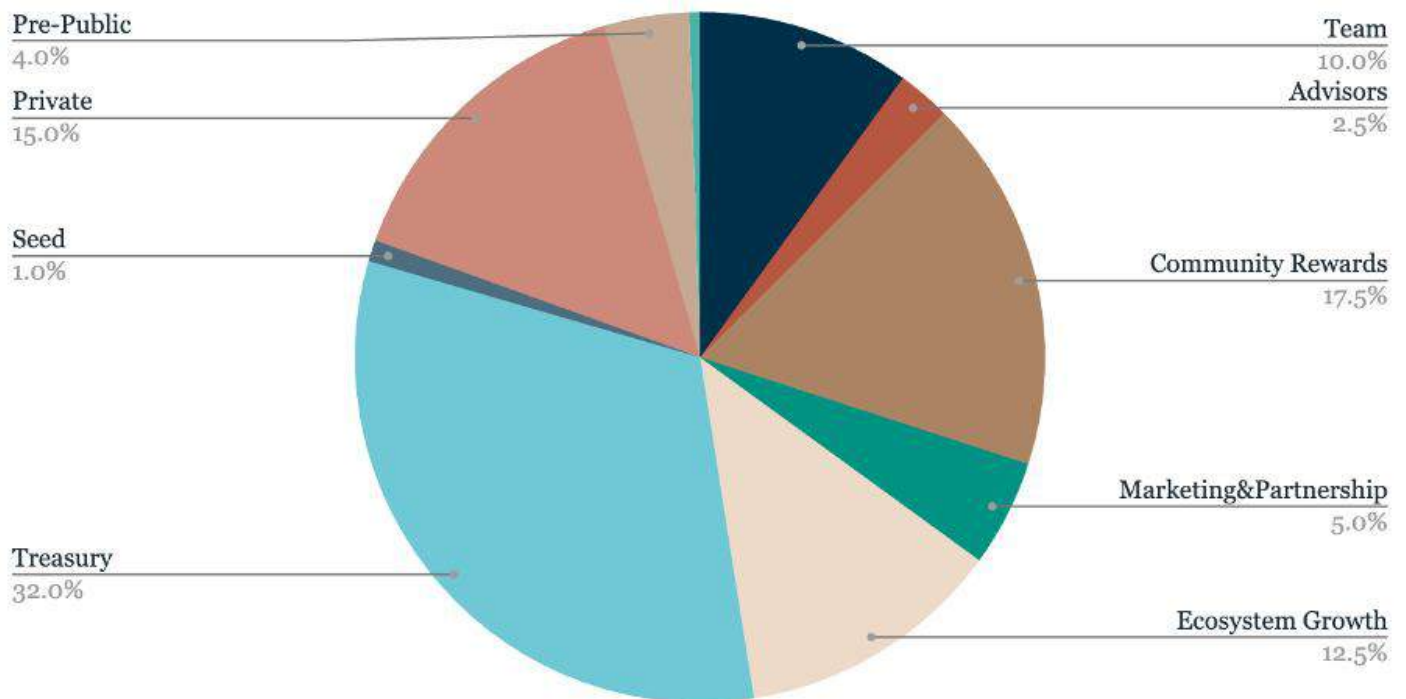
### 4.2 Distribution

GoArt Worlds is a capped supply token with a 3 billion supply.

Ecosystem Reward will be distributed to early and loyal users of the GoArt Worlds Platform at the Token Generation Event. (%3.5 of Total Tokens)

The largest pool of this token exists in the form of Ecosystem and Community Rewards.

## % Distribution



## 4.3 Utility of GoArt Worlds Token

As the platform develops, there will be more emerging use cases for the \$GoArt Worlds token. We have several use cases at launch and will continue to develop and refine the ecosystem for years.

### 4.3.1 Token Usage

Players/Users:

- GoPack NFTs Purchase
- GoPack Premium NFTs will now be able to be purchased in \$GoArt Worlds.
- Membership NFTs Purchase
- Mints of Membership NFTs will be in the \$GoArt Worlds token.
- Purchasing Game Currencies
- Coins, our off-chain currencies may be purchased for \$GoArt Worlds to progress through the game quicker.
- Clan NFTs Purchase
- Players will need \$GoArt Worlds to start and purchase clans.
- Purchasing Event Tickets
- Mini-Game, Treasure Hunt, Private/Public Event
- Catalyst and GoPack Craft
- \$GoArt WorldsToken Staking



**Creators:****UGC Minting**

The creator will be able to create their items to trade in our ecosystem. Players will be able to mint these items as NFTs with Catalyst and \$GoArt Worlds.

- Purchasing Catalyst
- Marketplace Listing Fee
- Staking \$GoArt Worlds Tokens to be a Creator
- Platform Management Tool Access

**Publishers:**

- Asset Purchases on the GoArt Worlds Marketplace
- Publishing the Mini Games/Events/Treasure Hunts
- Land Purchase/Rental Fee
- Mini-Game Rental/Subscription Fee
- Platform Management Tool
- Creator Hiring Fee
- Staking \$GoArt Worlds Tokens to be a Publisher

**Investors/Collectors:**

- Purchasing Digital Assets
- Staking \$GoArt Worlds Token
- Purchasing GoPack

### 4.3.2 Token Earnings Mechanism

**Players/Users:**

- Treasure Hunt & Event Rewards
- Catalyst & GoPack Sales
- Loyalty Offers Trade
- Quest Rewards

**Creators:**

- UGC Assets Sales
- Staking Reward
- Secondary Market Fee Revenue

**Publishers:**

- Event/Treasure Hunt/Mini Game Ticket Sales
- Staking Reward
- Digital Asset Sales

**Investors/Collectors:**

- Digital Assets Sales
- Loyalty Offers Trade
- Rental Revenue

## 4.4 Fee mechanism

Commission model: 5% of all transaction volume (Transaction Fees) in GoArt Worlds tokens will be allocated, with 50% going to the Liquidity Pool to offer deeper liquidity for stakeholders and 50% allocated to the "Treasury."

## 5. Roadmap



## 6. Team & Advisors



**Burak Soylu**

CEO / Founder

- LLB, Istanbul Kültür University
- 20+ years of executive experience in various businesses (tourism, construction, finance)
- Founded Roof Stacks (Gaming, Payment, Tourism, AR)
- Established GoArt Worlds in Austin, TX in 2020



**Anthony Doeh**

Chairman

- MA, Oxford University
- 20+ years investing and board experience
- Venture Partner at Princeville
- Former Partner at SoftBank Vision Fund
- Advisor to Web3 companies



**Yusuf Bahadır**

CTO

- MSc in Computational Science & Engineering, Istanbul Technical University
- 15+ years experience in software development, product management, software architecture
- Adopt agile thinking methodologies



**Esra Soylu**

COO

- LLB, Ankara University & LLM, Bahçeşehir University
- Expertise in government entities as legal advisor and member
- CEO & Chairman of a media group
- Board Executive at a women's rights NGO

