



SMERA (SMR) TOKEN

A Platform for NFT Gaming

INTRODUCTION-SMR PLATFORM

SMERA introducing a platform that provide innovative and unique way to use NFT for game

This platform not only for NFT holder as well as for NFT project owner, give them a new experience of NFT gaming

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Development & History

A non-fungible token (NFT) is a unique digital identifier that cannot be copied, substituted, or subdivided, that is recorded in a blockchain, and that is used to certify authenticity and ownership. The ownership of an NFT is recorded in the blockchain and can be transferred by the owner, allowing NFTs to be sold and traded. NFTs can be created by anybody, and require few or no coding skills to create. NFTs typically contain references to digital files such as photos, videos, and audio. Because NFTs are uniquely identifiable assets, they differ from cryptocurrencies, which are fungible.

The first known "NFT", Quantum was created by Kevin McCoy and Anil Dash in May 2014. In October 2015, the first NFT project, Etheria, was launched and demonstrated at DEVCON 1 in London.

The 2017 online game cryptokitties was made profitable by selling tradable cat nfts, and its success brought public attention to nfts. The NFT market experienced rapid growth during 2020, with its value tripling to US\$250 million. In the first three months of 2021, more than US\$200 million were spent on nfts.

Did you know that according to the market experts and the most trusted analytics, the global NFT gaming market is expected to grow much bigger? Yes. We can witness a stable upsurge in the NFT gaming industry, to have reached a CAGR of 32.56% by 2027.

NFTs are changing the gaming industry by introducing a new way for players to own and trade unique in-game items. This allows for the creation of virtual economies within games, where players can buy and sell items to one another. Additionally, NFTs enable developers to create new types of gameplay experiences, such as scavenger hunts or treasure hunts, where players must find and collect rare NFT items.

Current situation & challenges

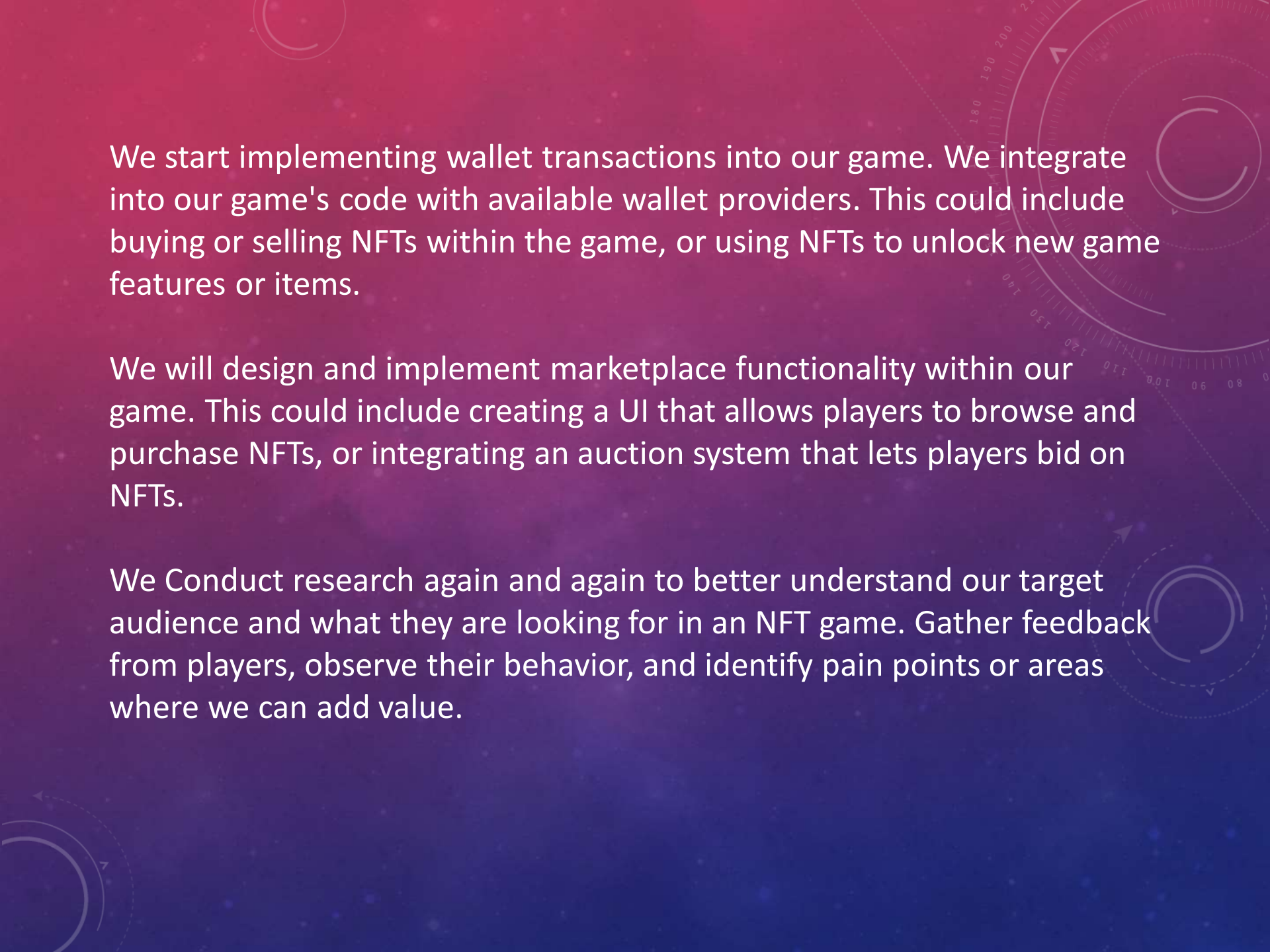
1. Available NFT Games are pretty much basic and shallow
2. NFT games aren't deep enough for long-term engagement
3. Wallet transactions are a pain to deal with on networks while gaming
4. Market Place for NFT and NFT tools buy and sell
5. Lacking the Innovation in NFT Game
6. Lacking a User-friendly Platform for NFT Game

Smera Solution

The problem here is that NFT games are not offering enough depth or complexity to engage players for a longer time period. This may be due to limited gameplay mechanics, lack of challenging objectives, or uninspired content.

When it comes time to engage and retain the player in our game, player motivation is definitively one of the most important aspects to take into consideration. We build a strong gameplay loop and a great reward system. We incorporating more gameplay mechanics like crafting or trading, introducing more challenging objectives or quests, or exploring different themes and storylines to add more variety.

We continuously and scrupulously analyze the market and our competitors so we want our finger on the pulse of game trends. We want to give our players newer and more exciting game mechanics and liveops, so we're always polishing and improving core gameplay. We can only do this by understanding what they want.



We start implementing wallet transactions into our game. We integrate into our game's code with available wallet providers. This could include buying or selling NFTs within the game, or using NFTs to unlock new game features or items.

We will design and implement marketplace functionality within our game. This could include creating a UI that allows players to browse and purchase NFTs, or integrating an auction system that lets players bid on NFTs.

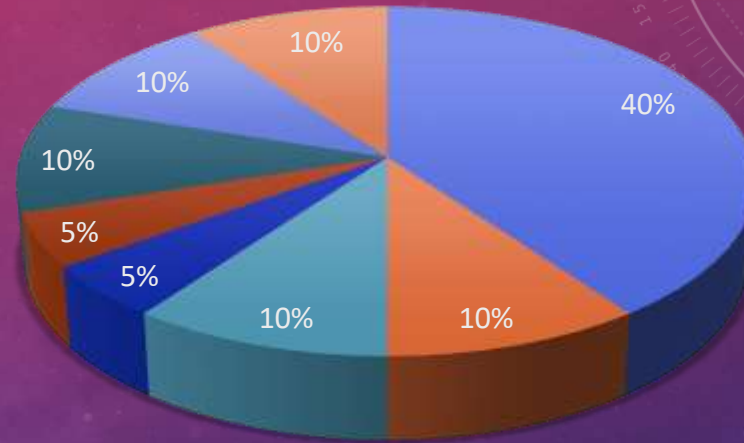
We Conduct research again and again to better understand our target audience and what they are looking for in an NFT game. Gather feedback from players, observe their behavior, and identify pain points or areas where we can add value.

We are keeping the user interface (UI) clean, simple, and intuitive. Use clear and concise language, avoid cluttering the screen with too many options, and use color and visual cues to guide users through the game.

Many users access games on mobile devices, so it's important to optimize the game for smaller screens. We are using responsive design techniques to ensure that the game looks good and functions well on different devices. Ensure that the game runs smoothly and efficiently, even on low-end devices. Optimize graphics, reduce load times, and use compression techniques to minimize data usage.

SMR TOKENOMICS

Total Supply – 200,000,000



- Development
- Marketing
- Partnerships
- User Incentives
- Community Development
- Team
- Liquidity
- Reserved

ROADMAP

Q2 23

- Presale
- listing

Q3 23

- Conceptualization & Planning of Game
- Website Launch Part I

Q4 23

- Website Launch Final
- Game Design and Prototyping



Q1 24

- Art & Asset Creation
- Development & Testing of Game Part I

Q2 24

- Development & Testing of Game Part II
- Integration of Blockchain and NFT

Q3 24

- Development & Testing of Game Final
- Deployment & Launch

TEAM



Nikhil Vaishnav (29) MBA(B&F)

Founder & CEO

I experienced professional with over 8 years of experience in the finance sector. I began a career in public sector banks, where I gained extensive knowledge of financial management, investments, and risk assessment. In recent years, I expanded my expertise to include the exciting and emerging fields of cryptocurrency and NFTs. With two years of experience in these areas, I developed a keen understanding of the complexities and opportunities presented by blockchain technology. Throughout my career, I demonstrated a commitment to innovation and a passion for staying ahead of the curve in the ever-evolving world of Web3.

References

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