

THE BABY SANDBOX



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ABSTRACT

With BSAND, the platform's main utility token, the BSAND team is establishing a unique virtual environment in which users may create, control, and sell their game experiences.

BSAND holders will also be able to vote on crucial issues affecting the BSAND ecosystem through a Decentralized Autonomous Organization (DAO), where they will be able to participate in the platform's governance.

As a player, you can create digital assets (Non-Fungible Tokens, or NFTs), publish them on the market, and then drag-and-drop them into gaming experiences using The BSAND Games Maker. The BSAND intends to integrate blockchain into popular gaming, with features such as genuine ownership, digital limits, advertising, and compatibility aimed at both crypto and non-crypto gamers.



INTRODUCTION

The current game market's centralised ownership and control of user-generated content inhibits creative rights and ownership. Because of central control over the sale of virtual objects created by players, they are unable to obtain a fair price for their effort. Furthermore, proving creative ownership of works can be difficult, particularly if content is duplicated, modified, and enlarged.

Our goal is to create a truly dynamic virtual world where users may collaborate to create virtual worlds and games without having to rely on centralised control. By granting artists non-fungible tokens (NFTs) as true ownership of their projects and rewarding their participation with our utility token. We aim to put current game creators like Minecraft and Roblox to the test.

With The BSAND, we hope to alleviate these limitations while simultaneously encouraging blockchain usage in order to expand the blockchain gaming industry. We'll accomplish it by creating a cubic gaming platform that allows creators to build, play, share, collect, and trade without relying on a central authority, all while keeping their copyrights protected and earning bitcoin. Each in-game object will have a unique and immutable blockchain identity, and NFTs will be utilised to create and ensure copyright ownership.

MARKET ANALYSIS

Some people remained hopeful for a better future even in 2020, when the world was still reeling from the impacts of COVID-19 and the economic downturn. The DEFI and NFT (Non-Fungible Token) protocols were developed. Those ideals helped a great number of people survive and build their lives during a difficult time. DEFI contributed to our expanding financial and technical movements. NFT assisted our artists during the pandemic. We feel that those two things are intrinsically tied to humans. Finance helps us to survive and thrive. By amusing our intellect, art maintains our moods positive.

There are around 370 million pet owners globally, according to estimates. According to the 2019 study, the world's population is 7.674 billion people, which means that cats are loved by 5,5 percent of the population. That's a significant amount.





NFT MARKETPLACE

Binance is the world's largest cryptocurrency and token exchange. They're also developing a platform for people to trade NFTs for digital tokens. These tokens can be bought and traded in the same manner that other crypto tokens can. Artists and investors will be more competitive as a result.

According to sources, total NFT sales in the first quarter of 2021 exceeded \$2 billion. This figure exceeds past sales for the same time period, demonstrating that the market is rapidly expanding. In a conventional market, each sale or auction provides the inventor or owner with 1% of the total value.

Binance, on the other hand, may allow a high-standard market to exist with 10% of total income. As a result, the competitiveness of the industry will improve. The Binance platform will also aid small digital businesses by lowering processing fees and providing the best liquidity. NFTs will become a component of digital art in the future in this way.



METaverse

Metaverse is a blockchain-based project that intends to develop a social and business platform. Unlike other blockchain firms that employ technology as an entry point, Metaverse started from an enterprise value creation perspective, with relationships between people, people, and assets as the primary underpinnings of our endeavour. BSAND is using metaverse gaming technology to encourage people to become emotionally invested in what will be a real future.

We employ BISC (Built-in Smart Contract) to create this relationship, which can help commercial applications reduce technical risks during development and use. Through BISC, Metaverse provides capabilities for digital assets (MST), digital identities (Avatar), Oracles, and MST exchanges.

MST enables users to take advantage of blockchain technology's advantages, such as the capacity to produce and distribute their own currency. The relationship between persons, people, and assets is shown in the digital identification Avatar, which can be linked to MST.

Through the use of Avatars, anyone can become value intermediary Oracles, and Oracles can help build an irreversible decentralised system (Reputation). MST has the ability to address fundamental liquidity difficulties in asset trading, hence addressing a critical issue in any financial system. In the meantime, BSAND is working to establish a metaverse game universe that will provide users with a more engaging experience.



PLATFORM

We anticipate a wide range of audiences enjoying gaming experiences in the BSAND marketplace. We've identified a few game genres for which developers will be allowed to create:

01

SOCIAL EXPERIENCES

These kinds of events can draw in groups of in-game friends who gather for activities that blend social and gaming features.

02

BUILD & CRAFT

Thanks to the creators' talents, players will be able to participate in enjoyable activities such as building competitions and designing their own play areas. All of these tools and mechanics will be able to interact with the environment, altering it, constructing on top of it, and even completely destroying it.

03

EXPLORATION & ADVENTURE

Creators will be able to integrate storey, exploration, and adventure games in their virtual environment. Each new virtual world will be distinct, providing new opportunity to explore new virtual worlds, meet new people, and solve previously unsolved mysteries!

BENEFITS

When opposed to non-blockchain systems, the construction of a decentralised blockchain-based gaming platform offers a number of advantages.

TRUE OWNERSHIP

- ▲ Assets stored in player wallets through tokenization
- ▲ Creative authorship is fixed
- ▲ Ownership not tied to a game

SECURE

- ▲ Less fraud possibility because of blockchain's record keeping technology.

FAIR REVENUE SHARE

- ▲ Creators will receive 100% of the selling price they set for their creations
- ▲ Multiple creators can automatically share payments and revenue.

DECENTRALIZED TRADING

- ▲ Blockchain allows assets to be shared between users for collaboration
- ▲ Peer-to-peer trading

OUR MISSION

The BSAND team's mission is to develop a system that allows artists to freely produce, play, share, and exchange their work while keeping copyright ownership and earning BSAND.

While there are 500,000,000 Creators and 160,000,000 MAUs in the current market for cubic-based creative games, the BSAND team believes that these advancements are crucial since the market is plagued by four significant challenges that could stifle future growth if not addressed:

- ▲ The centralization of user-generated content
- ▲ Central control over the trading of virtual goods
- ▲ Nature of cubic art

FEATURES

- ▲ BlockchainMetaverse
- ▲ Ease of use
- ▲ Interoperability
- ▲ Robustness



ECONOMY

We like the concept of using this player-powered economy to create new business models, both in terms of income and token structure.

BSAND will provide quick cash to gamers and investors. The value of the BSAND token is determined by what people will be able to build, play, trade, and win in our virtual world.

We want to make a game that closely resembles real-world economic processes, with players being able to buy, rent, hire, vote, stake, and so on.

The main flows of income will be the following:

01

COMPANY ASSETS TOKEN

Sales of ASSETS created and developed by the company

02

TRANSACTION FEES

TSB will charge a transaction fee of 5% of all BSAND token transactions (Transaction Fees), with 50% going to the Staking Pool as an incentive for token holders that stake BSAND tokens and 50% going to the "Foundation."

03

PLAYER SUBSCRIPTION FEES

Revenues generated through different subscription structures in order to obtain access to unique in-game features, Premium ASSETS, and other benefits.

VALUE PROPOSITION

The essential success criteria for building the ecosystem are ensuring organic community growth of Creators and Players interested in The BSAND's value proposition while sustaining consumer delight.

We've created crucial features that will be examined and motivated through marketing, promotional, and communication approaches to ensure the ecosystem's growth in order to secure the community's and model's progressive success:

- ▲ Creators growth rate
- ▲ Players growth rate
- ▲ New Assets created and uploaded per Creator
- ▲ New Assets created and uploaded by TSB
- ▲ Assets sold per month created by Creators
- ▲ Assets sold per month created by TSB
- ▲ Inflation rate of Assets in the marketplace
- ▲ Average price per Asset developed by Creators
- ▲ Average price per Asset developed by TSB
- ▲ Asset price growth
- ▲ Initial supply of BSAND
- ▲ Initial supply of BSAND in the hands of Creators and Players
- ▲ Price of BSAND (in USD or ETH)
- ▲ % Commission at the marketplace

SERVICES PROVIDERS

LEGAL, ACCOUNTS & TAX

System Auditors

CENTRIUM ADVISORY

Fact Group

CertiK

Solidified

INVESTORS

Investors for BSAND include, but are not limited to:

▲ Traditional Venture Capital

▲ Gaming Companies

▲ Game Developers

▲ Cryptocurrency Investors

▲ Gamers

TECHNOLOGY BEHIND BSAND

Tokens are recorded using blockchain technology, which allows owners to freely transfer, sell, and utilise them. IPFS is used to store the digital item itself and assure that it cannot be modified without the authorization of the owner.

The BSAND gaming stack will include some distinct blockchain protocols:

- ▲ ERC-20 for BSAND
- ▲ ERC-1155 and ERC-721 for the Digital Assets storage and trading

TOKEN CONTRACTS

Token contracts are responsible for:

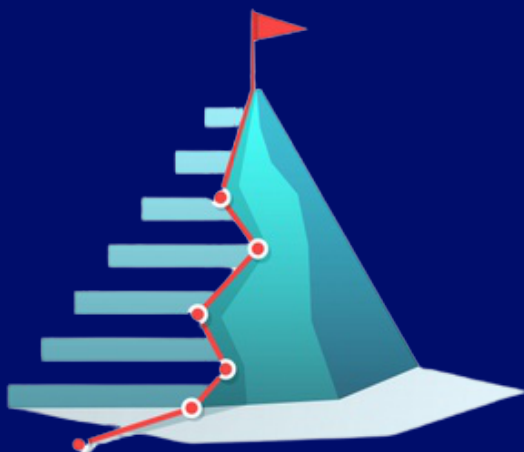
- ▲ Keeping track of creator (the address that minted the token)
- ▲ Ownership
- ▲ Transfers
- ▲ Emitting events when the state changes

ROADMAP



PHASE 2

- Game – The Baby Sandbox 1.0 Official Release
- NFT: META Grade NFT launch.
- NFT: META NFT Marketplace launch
- META: META Gamebase Kick off.
- Support – Support on META Game build .
- LAND Public sale – Pre-Registration Members LAND sales
- Events – Additional promotional Seasons with big rewards to earn
- Multiplayer – First user-generated games with multiplayer modes
- BSAND – Staking mechanisms for Yield generation and curation
- Partnership – Discussions with major brands.
- Exchanges - List on additional head exchanges



PHASE 1

- Launch – The Baby Sandbox Token deployment.
- Launch – The Baby Sandbox Website and Social Media Release.
- Launch – Pancakeswap Available to the general public.
- Launch – CoinMarketCap Listing.
- Pre-Registration – Available to the general public.



PHASE 3

- Game – Major upgrades of gaming experiences
- NFT – NFT market independence.
- Develop - Gaming experience with VR and AR technology.
- Partnership – Discussions with major brands around the world
- Exchanges – List on additional head exchanges.
- Multi-platforms – Availability of Game on smartphones and tablets devices

CONCLUSION

The BSAND decentralised platform allows players and developers to own a piece of our game world, participate in governance and the economy, and build and enjoy a simple way to profit from their gaming time.

In the coming year, our talented and dedicated team will create a new way to play in a virtual world where you can play, create, collect, earn, rule, and own anything in the game.