Whitepaper

This time, Sky is limited.

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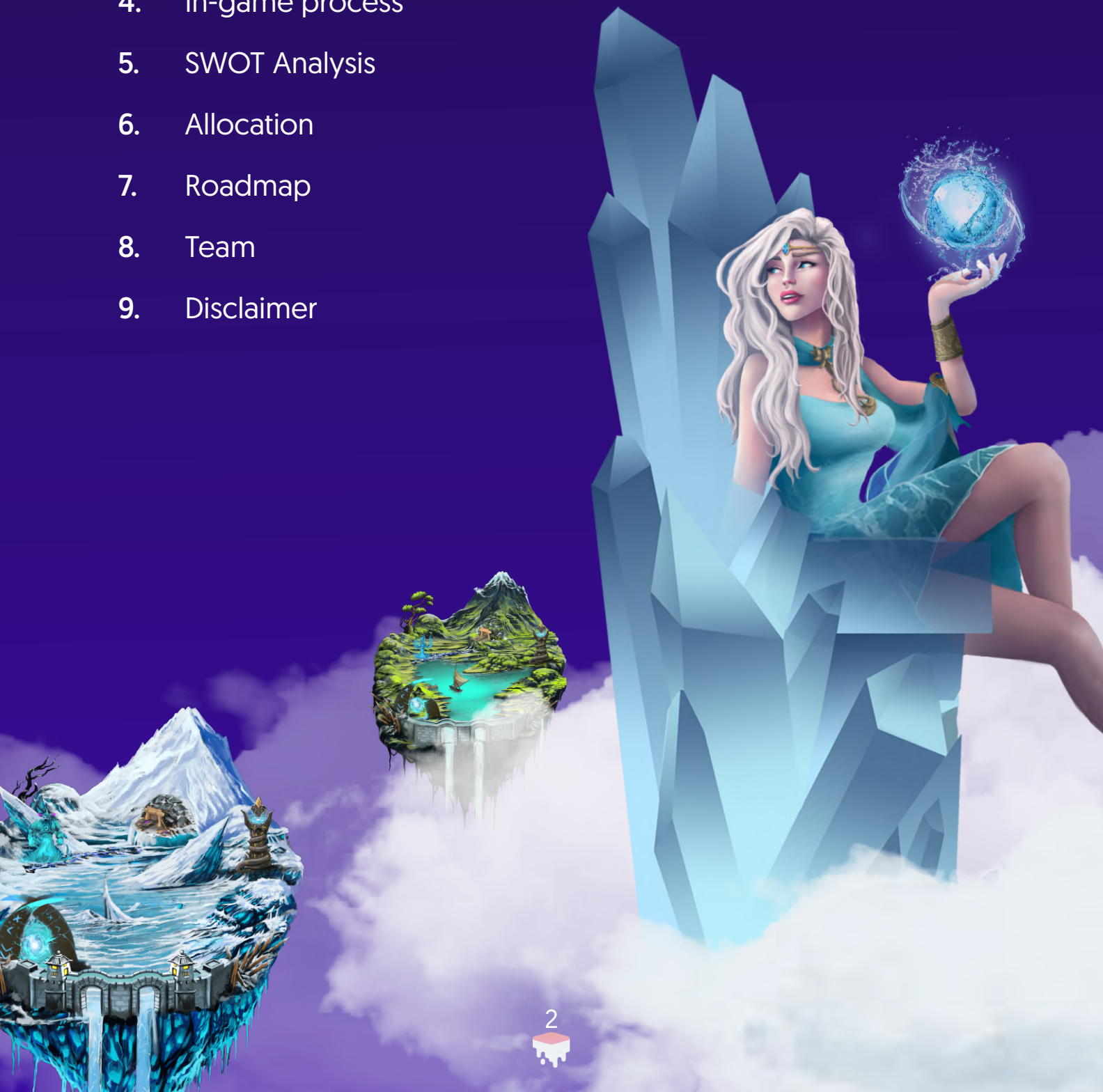

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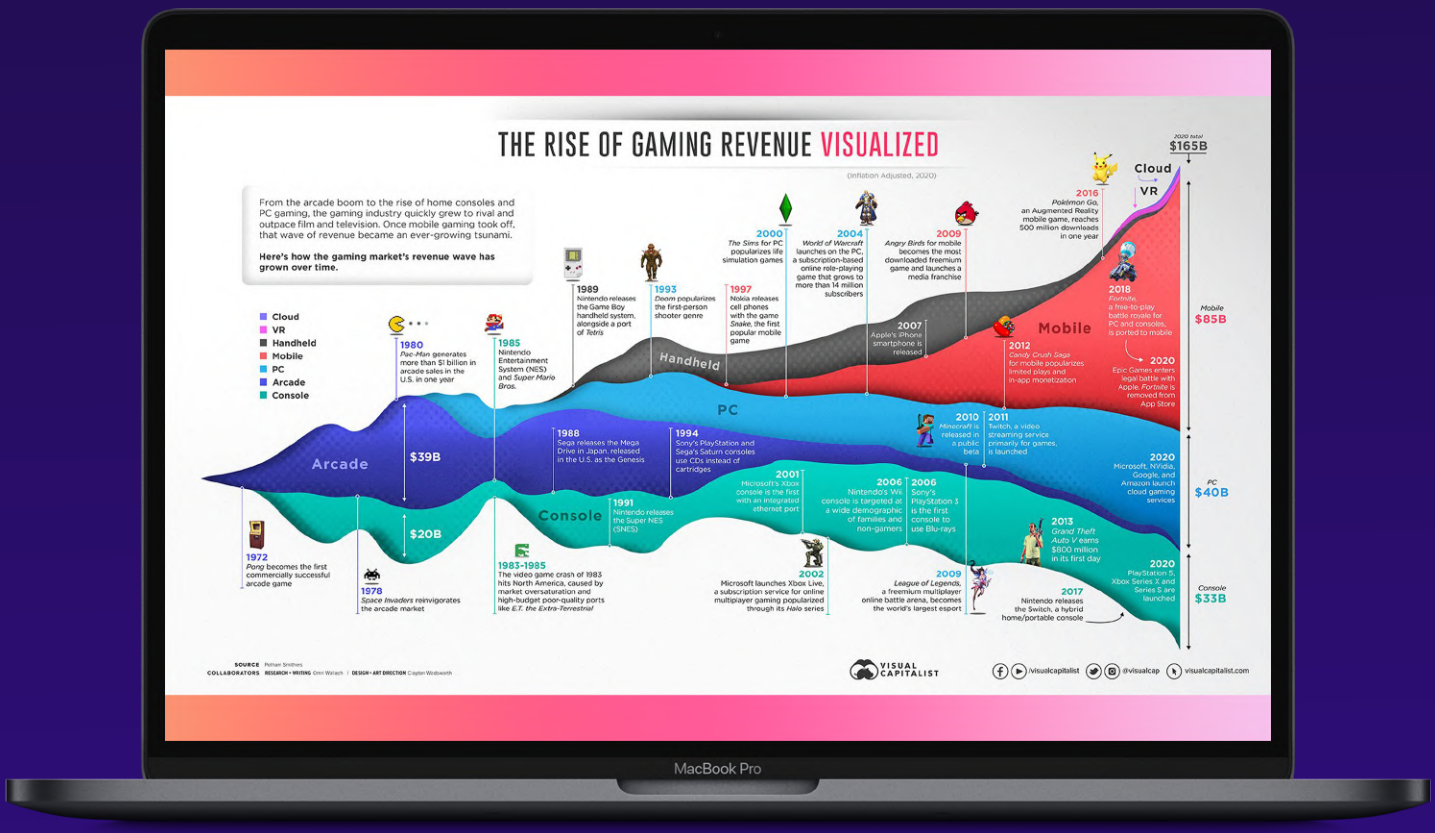
1. Introduction

SkyNity's vision is to deliver a unique blockchain game with a long-lasting, effective economy.

This project aims to be the next step after the Play2Earn trend which was based on highly inflationary tokens. By the means of this Whitepaper, we would like to present the current situation of the crypto gaming trend among the entire gaming market, the recent problems, and possible real solutions that will be delivered by SkyNity.

SkyNity aims to combine traditional gaming rivalry and blockchain mechanics to deliver a one-of-its-kind gaming product.

Watch SkyNity cinematic trailer:



First, let's look at some gaming background. There have been a lot of different trends in the gaming industry in the last 50 years. As shown in the chart above, it started with arcade games that faded away decades ago, then came console and PC games that have stayed with us up to this day, handheld games that lasted for 20 years and then faded away, and finally mobile games that exploded in the last 10-15 years. For a few years, there has appeared a VR trend that seems like an innovation that the majority of the community has heard of but has never seen.

In the last 2 years, there has appeared a brand new trend – **blockchain gaming**. Let's take a quick look at its origins and main characteristics.

Blockchain gaming is based on Web3, which is the next-gen concept that emerged after Web2 (leading Internet paradigm of almost two decades). Among other blockchain solutions based on Web3, the gaming environment benefits mainly from the concept of digital payments with trustless ownership of data, from different Web3 platforms, and community governance capabilities. These opportunities make it possible to create a variety of economies for the games using real cryptocurrencies and NFT based assets, such as unique equipment, skins, heroes and many other typical things of each game. Decentralized web infrastructure delivers security that is not centered around one company that creates the game, but around the entire community. Now, let's fast forward into the year of 2020. This is where the Play2Earn trend was born, with inflationary token economies, giving unrealistic ideas that anyone can win and earn. Let us give you more insight on why these economies were destined to fail.

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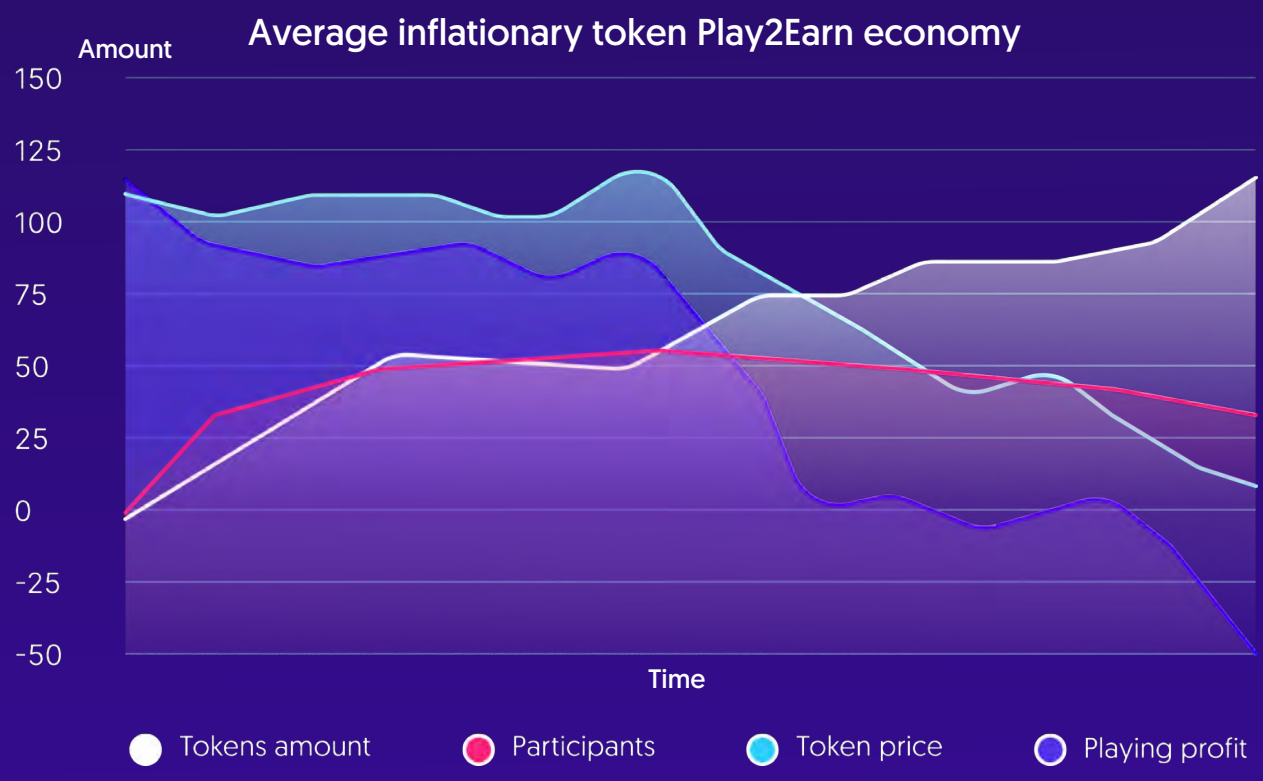
2. Crypto Gaming Status

The year 2021 brought Play2Earn trend explosion and blind hype. But then came the first half of 2022 resulting in economic collapse of all Play2Earn games based on inflationary tokens.

The Play2Earn trend has been mainly initiated by the Axie Infinity game that created an inflationary token - $SLP which could be minted in a much larger scale than it was burned. As more and more people were approaching the game, players were able to gain profits, and the economy lasted (only for so long).



As the token inflation rises together with participants and capitalization growth, profits from playing, as well as, the token price stay stable. But, when the token inflation becomes too hard to catch by the growth of the new participants and new capital, the economy begins to collapse, discouraging the community. This, in turn, becomes another fuel for token price downgrade.

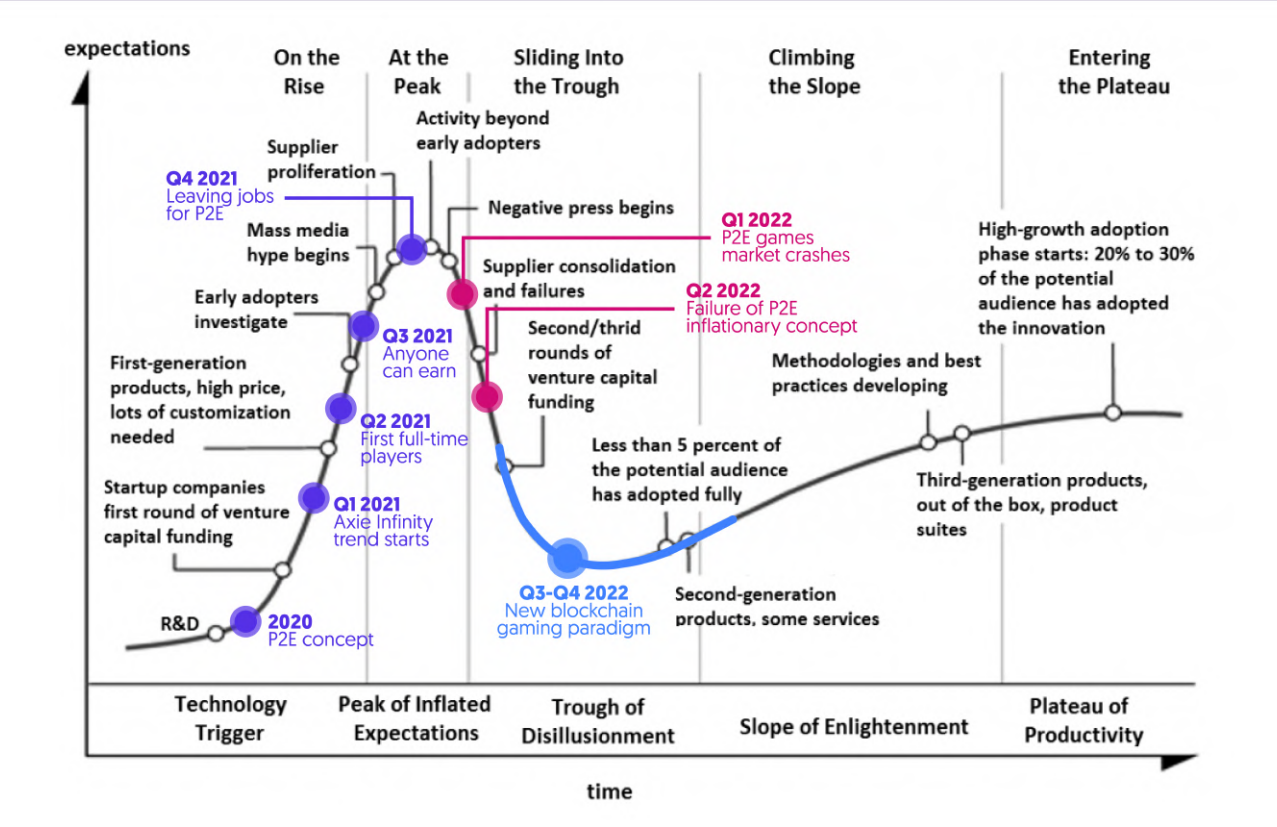
At its peak, Axie Infinity's capitalization reached $30 billion, giving this game a 5th place among the biggest gaming companies in the world, as it comes to capitalization. This was the peak moment, as it was almost impossible to maintain the same percentage rate of new players and new capital income.

There have appeared a lot of other games that tried to achieve similar success and, for a moment, they managed to keep their economy stable. However, most of them still ended up collapsing. **Inflationary tokens didn't last a long time** like: Axie Infinity $SLP, Thetan Arena $THG, Ninneko $MATA, Cyball $CBT, Crabada $TUS, Stepen $GMT, Magic of Universe $MGC, Coops Game $LOOT, Darley Go $GXE, Pegaxy $VIS, Crypto Raiders $AURUM, Elpis Battle $MEG etc.

Most of the games tried to introduce a lot of different mechanisms that were to slow down the inflation, like:

- NFT fusing - Pegaxy
- Using in game token for game related transactions - Crabada
- Limited NFT sell - RevoLand
- Limited earning possibility per NFT - Thetan Arena
- Upgrading NFTs - Axie Infinity, Thetan Arena
- Token claim limitation - Ninneko
- In game token utilities - all games
- Token claim limited by time period - Axie Infinity, Pegaxy, Ninneko
- Breeding - all games
- Token withdraw vesting

But, at the end, all players were meant to win, under the utopian narrative of "everyone will earn" model, which naturally couldn't last forever. Instead, the model eventually led to a bubble followed by a rapid collapse of token value and loss of gaming profitability.



Let's look now at the above Gartner Hype Cycle chart. Crypto gaming for now is assumed to be somewhere in the **blue zone**. Peak hype was achieved at the end of the 2021, when inflationary token games effectiveness has begun to fall. After a phase of denial, the whole concept of “everyone can win” failed. Of course, it is impossible to precisely predict where we are now, but the main thing is that the crypto gaming period called Play2Earn failed, and the vast majority of people are completely discouraged due to huge trend collapse, despite wide perspectives of Web3 technology.

Crypto gaming must be based not on an illusionary mechanism of everlasting earnings for everyone, but on a closed economy and multiplayer rivalry which is a base concept of eSports and poker gaming that is known for decades.

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3. Game Economy Concept

Contrary to inflationary tokens of Play2Earn, there are solutions that will guarantee token deflation which are based on fair competition.

Let's have a look how the economy works in the poker tournaments. The main thing is that the poker players in the top places can win a lot of money, but the rest can only win something symbolic, or even nothing. Increasing poker blinds causes less and less space for all the participants, making them fight for higher ranks.

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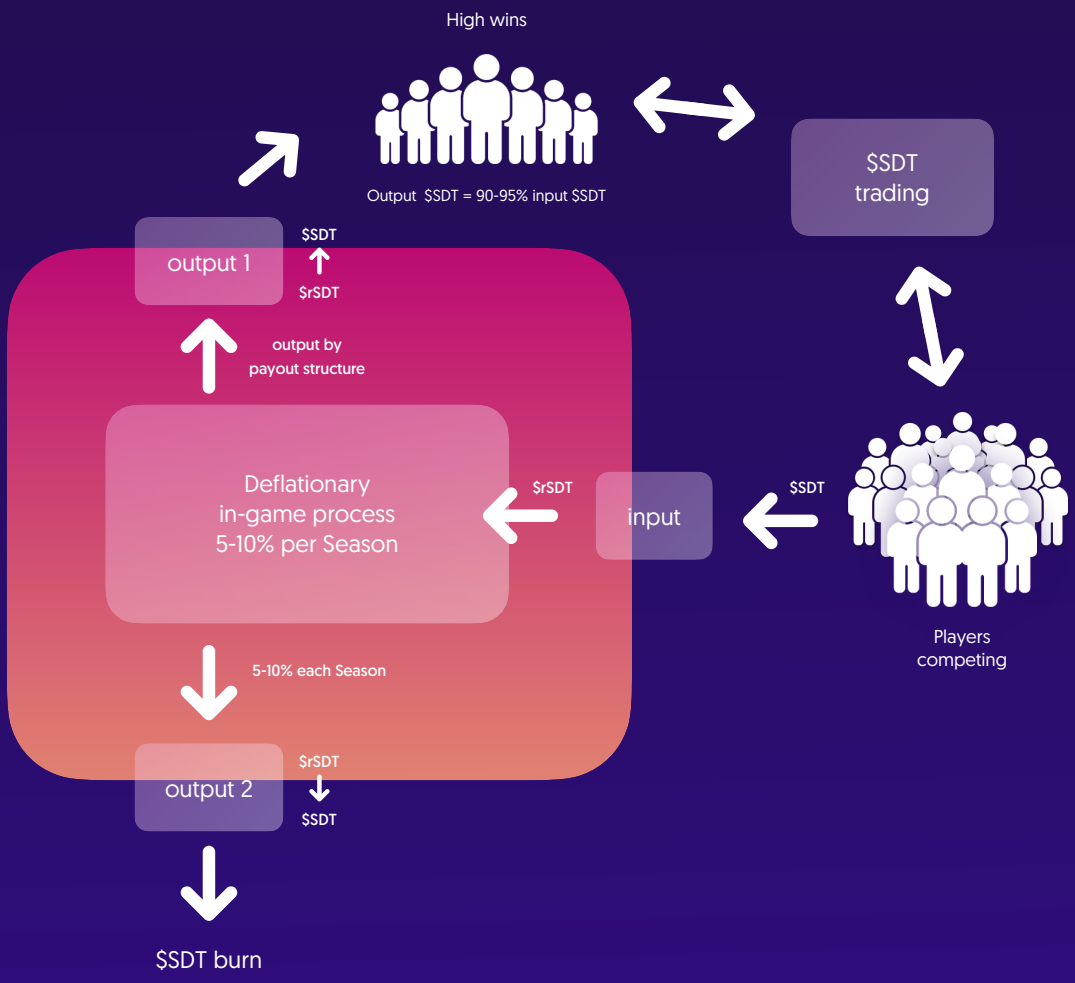
Let's take a look at the sample of 1000 people tournament payout – best places win the most. Interest in the poker tournaments has been huge over the last two decades because of the promised big wins and the rivalry concept. Simple and effective economy. Even though tournament organizers take 5-10% of the prize pool, interest in the process is still huge because the temptation to win big, and feeling of rivalry, drives people to participate.

Example tournament place	Example tournament reward
1st	$1,170,000
2nd	$780,000
3rd	$432,000
4th	$372,000
5th	$312,000
6th	$252,000
7th	$180,000
8th	$108,000
9th	$90,000
10th	$66,000
11-15	$45,000
16-20	$36,000
21-25	$30,000
26-30	$24,000
31-35	$18,000
36-40	$15,000
41-50	$12,600
51-60	$10,800
61-75	$9,600
76-100	$7,800
101-140	$7,200
141-200	$6,600

Let's see how it could work in a blockchain game.



Assuming that we have:

- **$SDT** that is the main tradable token, that can be earned within the game and can be converted into rawSDT token we will call $rSDT
- **$rSDT** that can be spent on in-game activities, and can be earned within the game for further in-game spendings

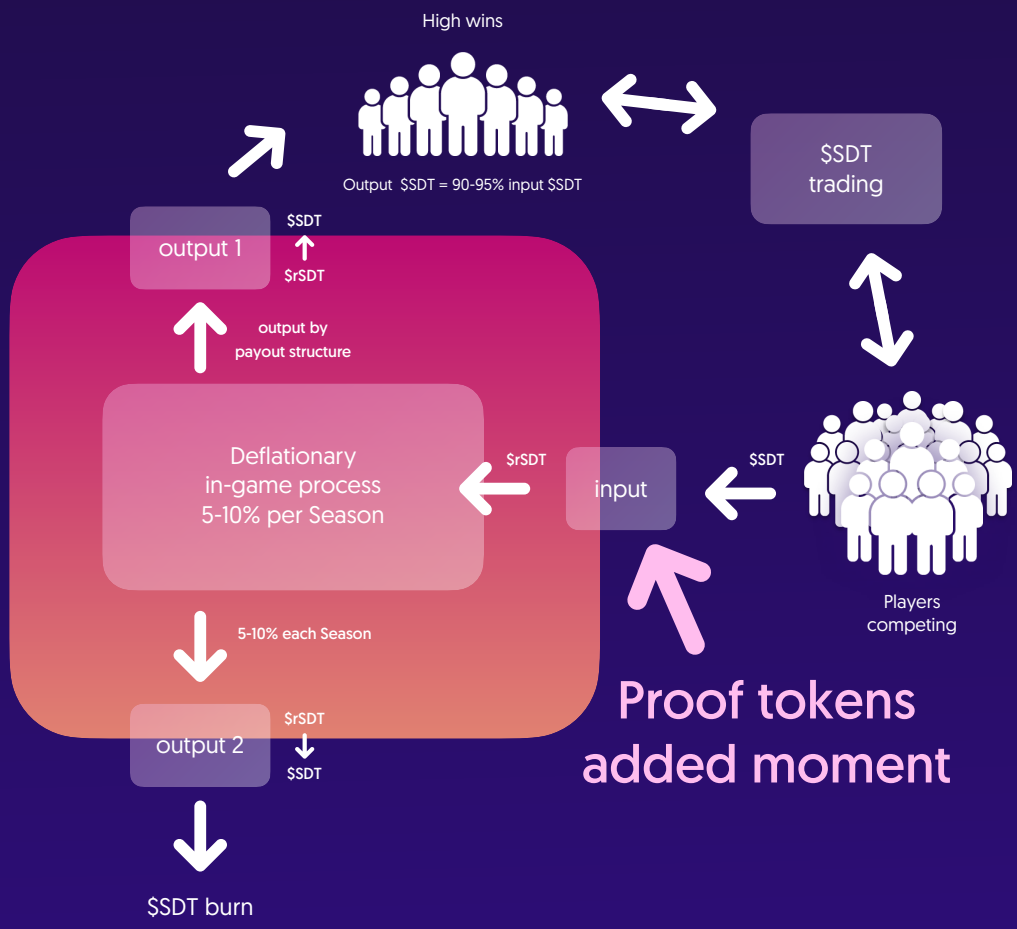
Incoming players create input to the deflationary system by using their $SDT which can be used to convert it to in-game temporary $rSDT token. $rSDT can be used within the deflationary in-game processes for all in-game activities with at least 5-10% deflation per Season. Each Season lasts for a fixed period of time, and ends with payout structure output rewarding high wins. The deflated amount of $SDT is then directed to be burned. Participants can trade $SDT tokens at will. As the game proceeds and more Seasons pass, the deflation will make the token more and more exclusive.

Such a process can be called **Proof of Play** because as the gaming process continues, the economy becomes **more deflationary** and the **total supply decreases**. Assuming the same number of participants and capital, the price of the token will rise as the deflation proceeds.

The game span will be divided into Seasons that will bring rewards to the players, while simultaneously providing security of the process. The process will work similarly to the Proof of Work concept in Bitcoin.

First Season will bring Initial Proof Tokens for players, and then, each following Season will provide a new number of Proof Tokens corresponding to 50% of the previous Season's Proof Token pool. The process will be similar to Bitcoin halvings' process, geometrically halving the Proof Token supply.

Proof Tokens will be distributed in each phase, at the moment of $SDT input to the system and $rSDT reception. Each Season will last 1.5 - 2 months, depending on the game evolution.



Let's assume that the amount of Initial Proof Tokens is 40 mln $SDT. Those tokens are added when each participant makes input to the game receiving his $rSDT. Standard input makes an entrance and conversion of 1 x $SDT = 3 x $rSDT. But each Season gives additional Proof Tokens added by entry multiply factor.

- **Season 1** – Entry multiply factor 200%, maximum 40 mln $SDT, 600% $rSDT received for $SDT
- **Season 2** – Entry multiply factor 150%, maximum 20 mln $SDT, 450% $rSDT received for $SDT
- **Season 3** – Entry multiply factor 125%, maximum 10 mln $SDT, 375% $rSDT received for $SDT
- **Season 4** – Entry multiply factor 112,5%, maximum 5 mln $SDT, 337,5% $rSDT received for $SDT
- **Season 5** – Entry multiply factor 106,25%, maximum 2,5 mln $SDT, 318,75% $rSDT received for $SDT
- **Season 5+n...** - Entry multiply factor surplus halving the previous Season amount, maximum half of the previous Season $SDT, surplus $rSDT received for $SDT halving the previous Season amount

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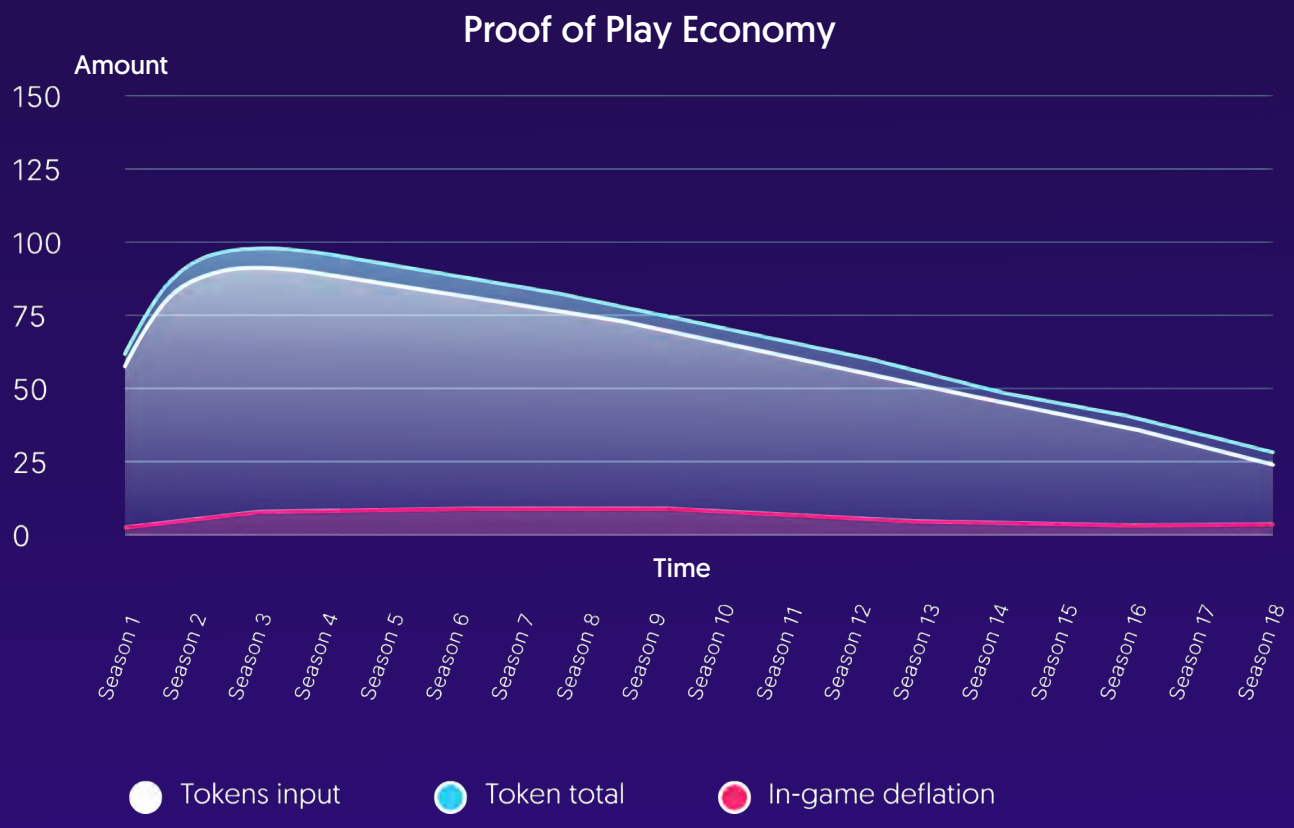
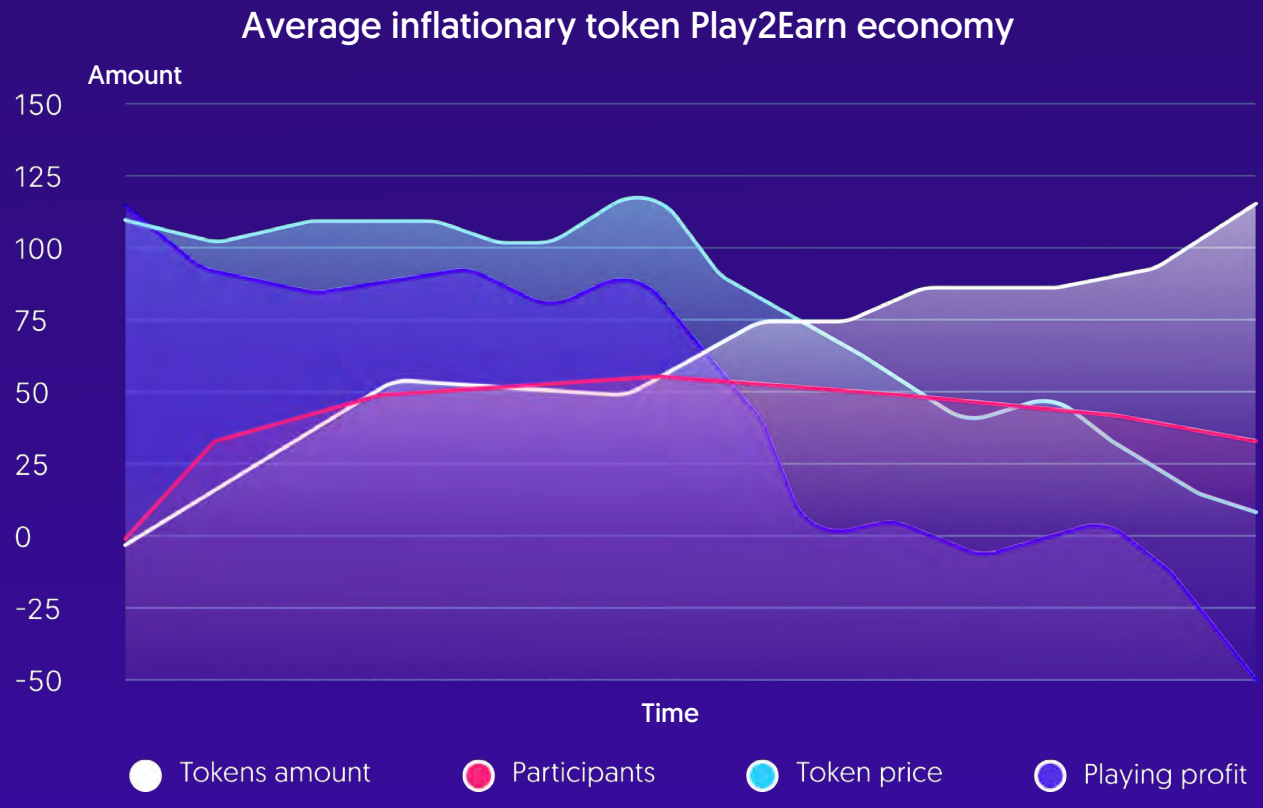
Each Season will make a redirection process of 5-10% tokens to be burnt and create a deflation. The part of those tokens will be shifted to the next Season as a collateral to cover initial guaranteed prize pool (which motivates participants to start playing the Season - exceptionally first Season will have a guaranteed pool collateral covered by funds taken from treasury gathered in the presale phase of project token and NFTs).

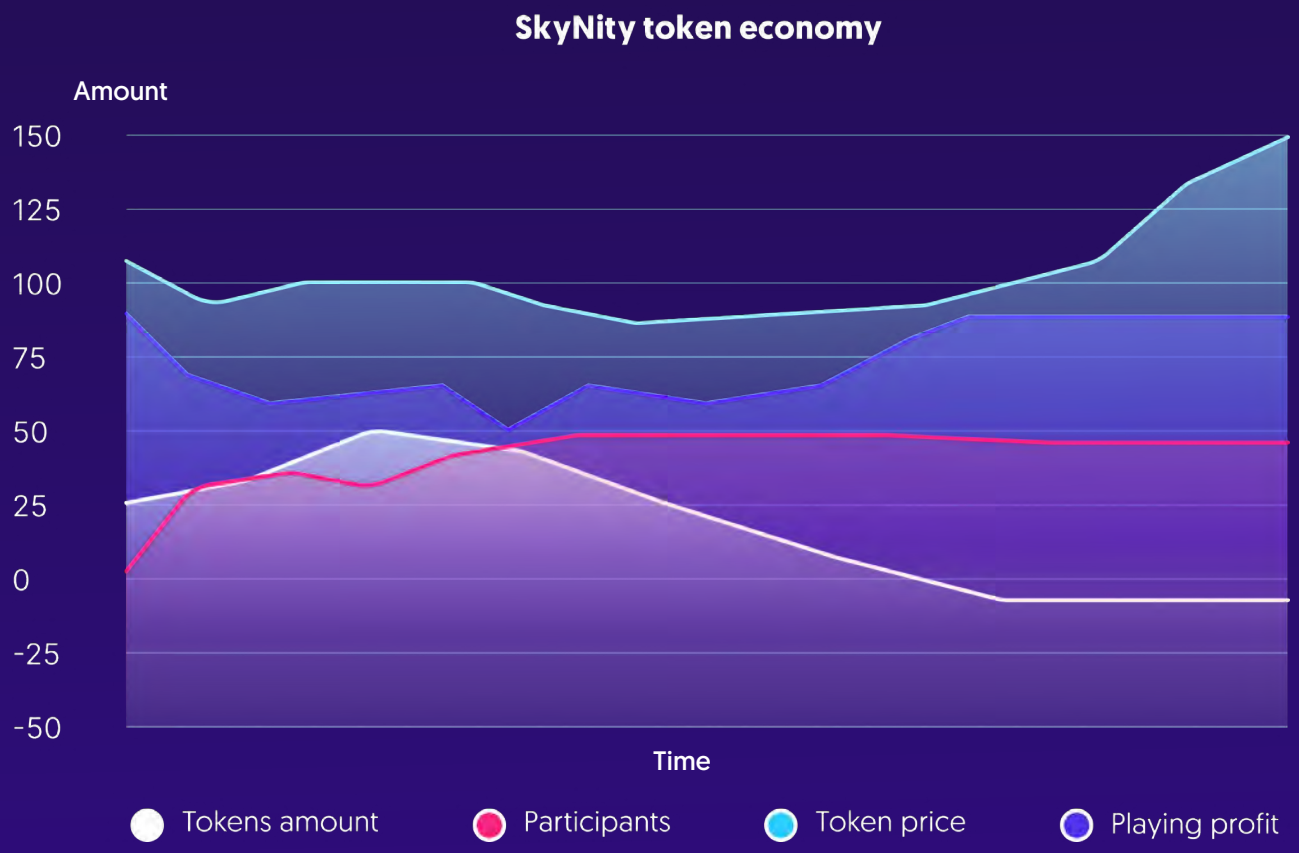
For illustrative purposes, let's assume that the deflation will be, statistically 7%, and in the first Season people place 20 mln $SDT (participants tokens system input). Let's also assume that all the Proof Tokens in the first Season will be used. If not all the Proof Tokens were used, then the rest will be used to create additional deflation.

	Proof Tokens added (mln)	Proof	Participants tokens system input (mln)	Tokens input to system total (mln)	In-game deflation 7% (mln)	Tokens output from system (mln)
Season 1	40	200%	20.00	60.00	4.20	55.80
Season 2	20	150%	55.80	75.80	5.31	70.49
Season 3	10	125%	70.49	80.49	5.63	74.86
Season 4	5	112.50%	74.86	79.86	5.59	74.27
Season 5	2.5	106.25%	74.27	76.77	5.37	71.40
Season 6	1.25	103.12500%	71.40	72.65	5.09	67.56
Season 7	0.625	101.56250%	67.5602	68.1852	4.7730	63.4123
Season 8	0.3125	100.78125%	63.4123	63.7248	4.4607	59.2640
Season 9	0.1563	100.39063%	59.2640	59.4203	4.1594	55.2609
Season 10	0.0782	100.19531%	55.2609	55.3391	3.8737	51.4654
Season 11	0.0391	100.09766%	51.4654	51.5045	3.6053	47.8992
Season 12	0.0196	100.04883%	47.8992	47.9188	3.3543	44.5644
Season 13	0.0098	100.02441%	44.5644	44.5742	3.1202	41.4540
Season 14	0.0049	100.01221%	41.4540	41.4589	2.9021	38.5568
Season 15	0.0025	100.00610%	38.5568	38.5593	2.6992	35.8602
Season 16	0.0013	100.00305%	35.8602	35.8615	2.5103	33.3512
Season 17	0.0007	100.00153%	33.3512	33.3519	2.3346	31.0172
Season 18	0.0004	100.00076%	31.0172	31.0176	2.1712	28.8464



That creates the possibility of a sustainable economy, contrary to the standard Play2Earn concept.

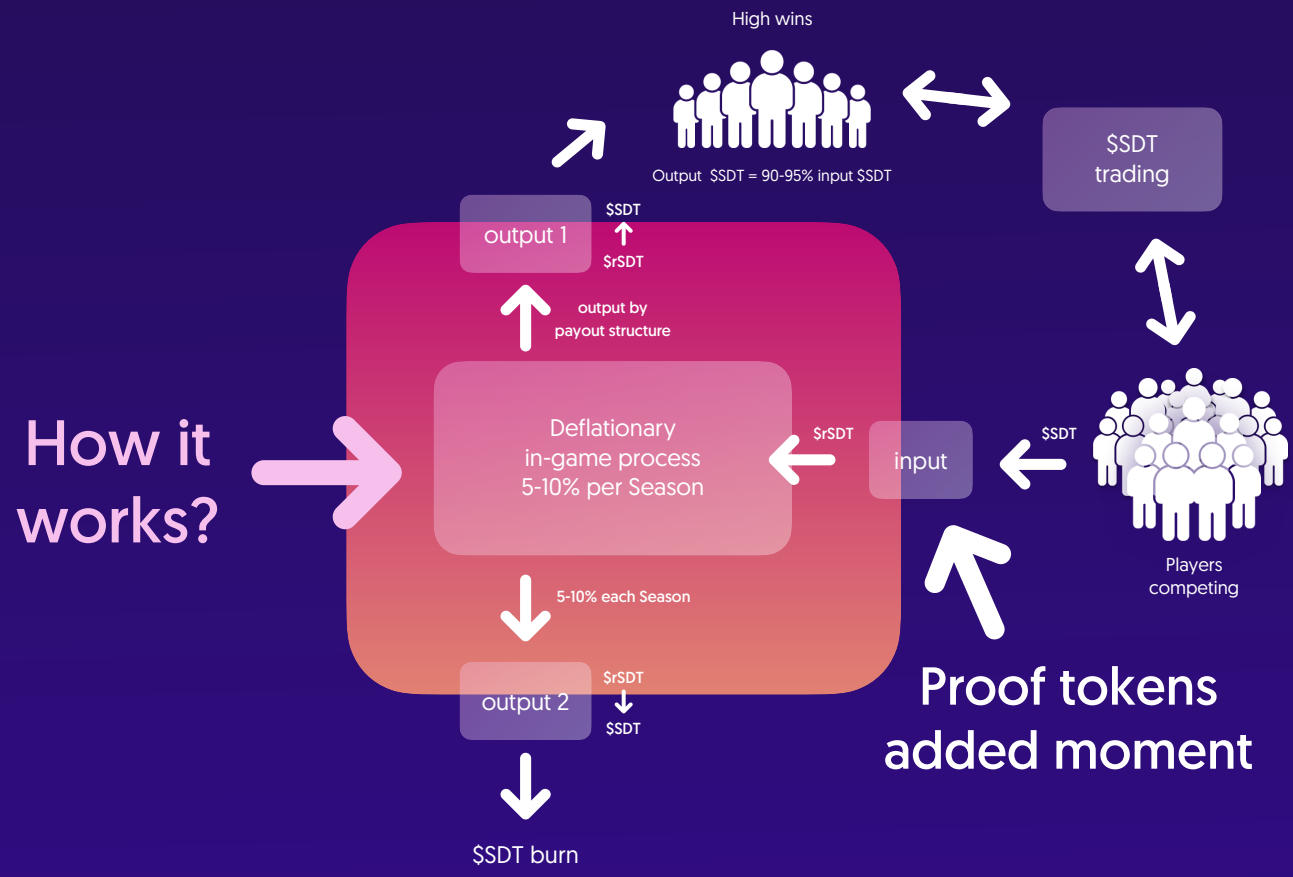




We can see that the moment of breaking point, when in the Play2Earn concept participants and capitalization would not keep up after inflation of tokens, is different in the Proof of Play concept. Deflationary token nature stabilizes the profits and the token price is rising due to the token amount decreasing.

Participants and capitalization positions don't fall after breaking point because the economy stays sustainable and playing stays profitable, not like in the inflationary Play2Earn model where playing becomes unprofitable after the breaking point.

4. In-game process



How a deflationary in-game process with 5-10% deflation per Season could work? Let's focus on one Season in which we can observe the whole game cycle.

The **gameplay** is placed in the clouds, and separate flying islands called Skylands will compete for SkyDust represented by the token $SDT. A game thrill will be based on rivalry, strategy around gathering an army, seizing enemy lands, finding the best value lands to gather $SDT. SkyNity will be based on **strategy games** from traditional markets like Civilization, Heroes of M&M, Tribal Wars, O-game, Forge of Empires, Grepolis, Goodgame Empire, Travian, Ikariam etc. which attracted players for many years just for enjoyment.

SkyNity will add to it the earning possibility with the Proof of Play **sustainable economy**.

Another crucial part of the gameplay are the units which can be recruited on Motherlands or on the lands with barracks. Depending on yet to be revealed factors, you will be able to recruit different numbers of 4 types of units: Miner, Infantry, Mage, and Cavalry. Each of the unit types has unique qualities that should be considered in the recruitment process.

Miner

A great miner, collector, and transporter of SkyDust. He is also quite fast. But, you have to treat him gently as he is almost defenseless in comparison to other units.

Infantry

The most universal of all units. Most of their abilities are quite mediocre but they can still be very useful if you want to play safe. They're relatively slow with mediocre mining, collecting, and transporting abilities. You can treat them however you want!

Mage

The greatest attacker of all. You can count on his offensive skills anytime. As the most aggressive among the army, he can easily crush your enemy's lands and units. So, treat him like there is no fear!

Cavalry

Horses with great power. They will always be ready to protect your units, lands, and resources. When in a group he forms a fast and defensive squad. Treat them with the dignity they deserve!

As each of the units has different abilities, you will be able to create a real army of your own heroes ready to conquer the lands of others. The better your strategy in forming an army, the better your chances in the game. In the period of one Season, we will experience one full game cycle. Every player starts the game with NFT motherland that can be upgraded, and on which the units can be built. **Motherlands** will be **NFTs** available to mint in the presale period.

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Motherland

$rSDT harvesting land

Barracks for units production land

$SDT harvesting mediocre land

$SDT harvesting large land

$SDT Teleport land

The map above shows an epitome model of how the game process will look like.

1. **Cloudy Meadows** - inception base for players starting with motherlands, with nearby wooden chests, rawSDT mines and barbarian lands, all very low level, tidy up into even distribution.
2. **Zephyr Plains** – development area with silver chests, barbarian lands, rawSDT mines and portals, all low levels, tidy up into an even distribution.
3. **Gusty Mounds** – first SkyDust encounter, mixed medium level rawSDT, low level small $SDT mines and chests.
4. **Windy Rim** – temporary headquaters tract, tidy up thin line of barbarian lands and portals, medium level.
5. **SkyDust Flyhills** – vast dense small & mediocre $SDT mines and gold chests, medium level.
6. **Stormy Wasteland** – nothing important wherever one looks.
7. **Windy Rim** – gold chests, great & mediocre $SDT mines, portals and barbarian lands, all high level maxed into total chaos.

First way to get $SDT is by mining it in the lands that are close to the middle of the rings map.

All players compete for the $SDT that is available in narrower and less available rings 3-5. $SDT needs to be moved to teleports or motherlands to be taken out of the game, creating a rivalry process for deflationary mechanisms to work. The $SDT can always be converted to 3 $rSDT, and $rSDT can be used for all upgrades and units' recruitment. $rSDT cannot be converted to $SDT. Differences between spent tokens and output tokens will always be balanced out to create the result of the **$SDT output being, at least, 90-95% smaller than the $SDT input in each Season**.

The main idea is that all the **rings are narrower and narrower, closer to the middle, and harder to get,** so the players will **compete for resources**, creating a similar game to poker tournaments that will last one cycle (Season).

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Second way to get $SDT is by Leaderboards and Lucky Bonanza Bonus - after each Season, there will be a list of $SDT rewards besides collected $SDT in the game.

Example leaderboard place	Example reward	Percentage
1st	$SDT 2,500,000	19.7%
2nd	$SDT 1,300,000	10.2%
3rd	$SDT 900,000	7.1%
4th	$SDT 772,000	6.1%
5th	$SDT 512,000	4.0%
6th	$SDT 452,000	3.6%
7th	$SDT 380,000	3.0%
8th	$SDT 358,000	2.8%
9th	$SDT 300,000	2.4%
10th	$SDT 216,000	1.7%
11-15	$SDT 198,000	1.6%
16-20	$SDT 160,000	1.3%
21-25	$SDT 145,000	1.1%
26-30	$SDT 123,000	1.0%
31-35	$SDT 100,000	0.8%
36-40	$SDT 88,000	0.7%
41-50	$SDT 75,600	0.6%
51-60	$SDT 54,800	0.4%
61-75	$SDT 34,600	0.3%
76-100	$SDT 28,800	0.2%
101-140	$SDT 22,200	0.2%
141-200	$SDT 20,600	0.2%
Lucky Bonanza Bonus 1	$SDT 1,500,000	11.8%
Lucky Bonanza Bonus 2	$SDT 1,000,000	7.9%
Lucky Bonanza Bonus 3	$SDT 600,000	4.7%
Lucky Bonanza Bonus 4	$SDT 400,000	3.2%
Lucky Bonanza Bonus 5	$SDT 200,000	1.6%
Lucky Bonanza Bonus 6	$SDT 100,000	0.8%
Lucky Bonanza Bonus 7	$SDT 50,000	0.4%
Lucky Bonanza Bonus 8	$SDT 30,000	0.2%
Lucky Bonanza Bonus 9	$SDT 25,000	0.2%
Lucky Bonanza Bonus 10	$SDT 22,000	0.2%
Lucky Bonanza Bonus 11	$SDT 20,000	0.2%
Lucky Bonanza Bonus 12	$SDT 10,000	0.1%

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Of course, this exemplary leaderboard is showing the idea conceptually and shows imaginary numbers – the prices will be calculated based on actions and spendings during the game. Player's points and position will be **based on the occupied lands, units created, rSDT and $SDT gathered, and enemy units eliminated**.

Additionally, there will be a few **Lucky Bonanza Bonus** at the end of each Season for the players that will meet the criteria of minimum game points gathered – they will be assigned to random participants, so every player that meets the minimal criteria has some chance for individual prices.

Game will perform a balancing process regarding prices, upgrades, rewards, and harvesting performances while a Season lasts, so that the $SDT output is 90-95% of the input $SDT in each Season. As a consequence, it will result in a decreasing total supply.

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5. SWOT Analysis

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Strengths

- Innovative and effective economy based on the Proof of Play model
- Highly experienced team of gaming professionals
- A large base of game testers, and game managers
- Knowledge of a vast range of different blockchain games and their characteristics
- Knowledge of poker dynamics useful in creating an environment based on fair competition
- Creative content creation led by the marketing department
- Financial transparency

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Weaknesses

- Relatively low awareness about our brand
- Necessity to quickly adapt to changing dynamics
- Lower community interaction in comparison to protocols of bigger scale

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Opportunities

- Emerging need for change and development in blockchain gaming
- Growing interest in NFT market
- Few competitors with effective economies
- Expanding to multiple chains
- Possibility to address new markets
- Growth in existing crypto market
- Partnerships with gaming studios

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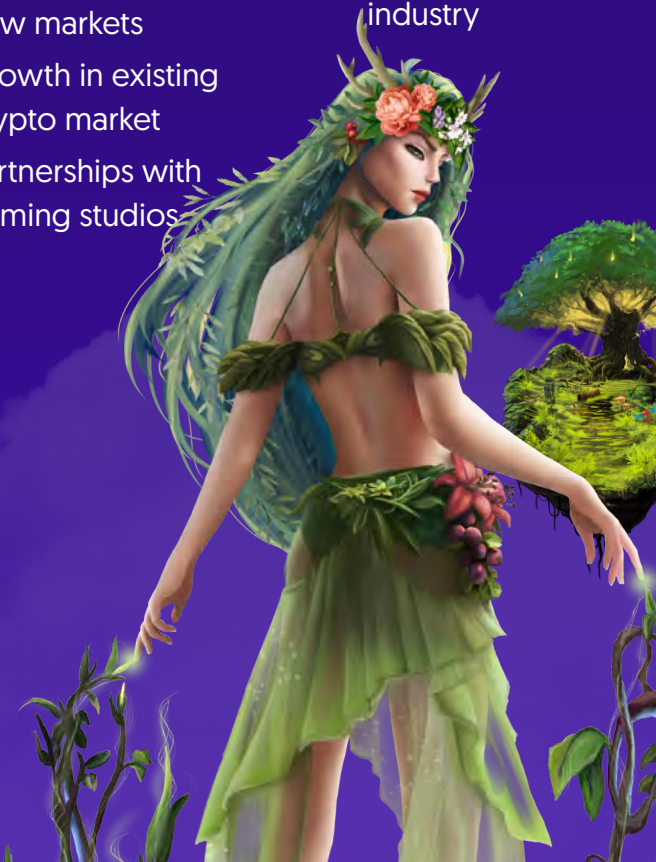
Threats

- Newly developed competitors
- Changing market situation in the crypto sphere
- Changing tastes of the gaming community
- Negative press/ media coverage of the crypto industry



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6. Allocation

Position	Tokens mln	Percent	$SDT vesting starts	$SDT vesting duration	$rSDT instant withdraw
Private sale $0,04	14	7	TGE+2m/ game start	14 months	Yes
Public sale $0,055	8	4	TGE+1m/ game start	Up to 14 months	Yes
Seed sale $0,032	10	5	TGE+2m/ game start	14 months	Yes
Marketing	8	4	TGE+2m/ game start	14 months	Yes
Team&Advisors	12	6	TGE+5m/ game start	18 months	-
Liquidity	4	2	TGE	-	-
Maintenance	18	9	TGE	18 months	-
Proof tokens Season 1	40	20	Game start	-	-
Proof tokens Season 2	20	10	Game start+2m	-	-
Proof tokens Season 3	10	5	Game start+4m	-	-
Proof tokens Season 4	5	2.5	Game start+6m	-	-
Proof tokens Season 5	2.5	1.25	Game start+8m	-	-
Proof tokens Season (5+n)	2.5	1.25	Game start+8m+2*n		
Voting, airdrop, lp staking incentives	16	8	TGE	24 months	-
Reserve to be voted	30	15	TGE	24 months	-
TOTAL	**200**	**100**			

The $SDT token will be allocated as shown above. The TGE price will be at $0.06.

Raised valuation and maintenance will be used for initial guaranteed collateral in the first Season, development process, technical expenses, game stability, upgrading the game as it grows, and partnerships with traditional gaming companies providing effective in-game economies.

Proof tokens will be released based on Seasons time. It is planned to take two months, but the game evolution will precisely determine those periods.

The first four positions of the allocations presented in the table above will have an unlocking process starting at the moment of game release, not earlier than TGE+1 or TGE+2 (as described in the table above), using two options: claiming it for 8, 12 or 15 months (as described in the table above) to take $SDT, or claiming it without any vesting to get a selected amount of $rSDT in-game tokens as an instant withdrawal for any amount chosen. Additionally public sale will have 25% release at TGE. There will also be a possibility to withdraw allocation as $rSDT and hire scholars individually or among guilds who will perform the in-game activities on the investor's behalf.

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7. Roadmap

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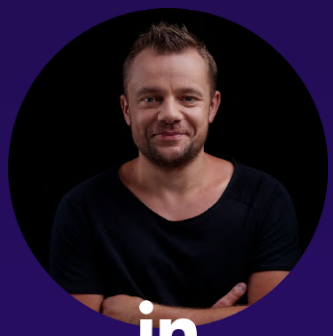
8. Team

Przemyslaw Tomczak

FOUNDER, GENERAL DIRECTOR

Wroclaw University of Science and Technology, management & IT, 20 years IT, 11 years CEO experience; gaming and blockchain experience

"Strategy games, intellectual rivalry where tactics is something that determines the result like Poker, Civilization, Heroes, Starcraft etc.. games which gave me a lot of fun and the opportunities to win. I see in blockchain gaming a lot of potential, I think SkyNity will combine such fun and thrill with the possibility of winning real money with a sustainable economy!"



Pawel ‚Zelik' Chmiel

FOUNDER, GENERAL DIRECTOR

20 years high-stakes poker player known as 'Zelik, teams' manager, investor, trainer in Poker and games guilds; mindset coach

"The current economic model of p2e games has turned out to be insufficient. I believe that there must be an evolution, ultimately the concept similar to poker where the players put value and compete for big prizes. I believe that SkyNity is following the new blockchain gaming trend and will start something similar to Poker in the early 2000s - I'm excited to be part of this "

Pawel ‚Janko' Janik

FINANCIAL AND LEGAL DIRECTOR

SGH: Warsaw School of Economics, WU: Wirtschaftsuniversität Wien; 15 years CFO/CEO experience, blockchain legal and financial scope

"The key to a great success of this game is the very well-prepared economy of the game. The deflationary model of token circulation will guarantee the long-term attractiveness of the game and gives the opportunity to generate profit at every stage of the game. Thus, SkyNity can potentially become a pioneer in PlayToEarn games, allowing to generate profits not only at the early stage of its running."

Dominik ‚Koli' Kowalewski

GAME ANALYST & CO-FOUNDER

PJATK (Polsko-Japońska Akademia Technik Komputerowych) University, marine surveyor, safety management, Play2Earn coach known as 'KoLi', gaming exp., guild manager, 22 years assets management experience

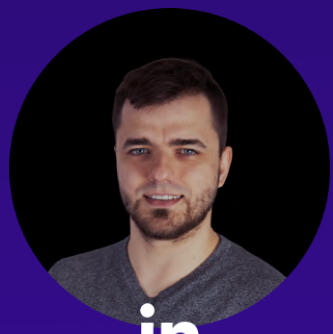
"Competition in multiplayer games is something that has always attracted me. Skynity, with its innovative Play And Earn system, takes it to the next level. Real money, real players, real earnings, level of excitement x100!"

Rafal Tomczak

IT AND PROCESS OPERATION MANAGER

Wroclaw University of Science and Technology, robotics and electronics, 11 years IT experience, IT project manager, blockchain experience.

"Observing the gaming market in blockchain technology, I haven't seen titles combining rivalries known from traditional games, and the efficient play to earn model, therefore the connection of passion, related to crypto and gaming, should give the intended effect, i.e the opportunity to enjoy the game, as well as the possibility of competition with players leading to possible profits from playing."



Marek Donderowicz

SENIOR FRONT-END DEVELOPER / TECHNICAL LEADER

Wroclaw University of Science and Technology, IT Development, 10 years IT experience, IT senior software engineer, blockchain experience.

"Blockchain and web 3.0? They're like the superheroes of tech, swooping into our everyday lives without us even noticing. And guess what? The super cool "SkyNity" game is totally riding the wave. Imagine diving into a world where crypto stuff is as fun as your favorite game. Yep, that's what "SkyNity" does - it's like an open door to the exciting realm of cryptocurrencies, all while you're having a blast playing around."

skynity

Sebastian Loza

GAME TECH R&D AND WEB3 MANAGER, BACK-END DEVELOPER

Warsaw University of Technology, 10 years IT experience, Kozminski University MBA, R&D Project Management, AI, blockchain

"The digital gaming industry is one of the important beneficiaries of blockchain and Web 3.0 transformation, recognizing new development possibilities through combining online entertainment with real money earning capabilities for the players using a sustainable economy."

Michal Slotwinski

GAME DEVELOPMENT PROJECT MANAGER

University of Management and Administration in Zamosc, 13 years IT experience, IT Analyst and Project Manager.

"In our Team we have many skilled people from versatile fields but sharing one - love for the games. I've been a developer focusing on delivering complete solutions and a game player for years, especially enjoying strategies and RPGs. Now we are combining passion for the games with professional experience, creation process and using edge technologies to create a living metaworld."

Wojciech Donderowicz

BLOCKCHAIN DEVELOPER, BACK-END MANAGER

Doctorate at Wroclaw University of Science and Technology, IT & physics, 20 years Hi-tech, 16 years CEO experience in IT, blockchain experience

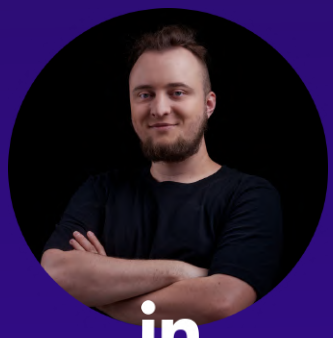
"SkyNity addresses major conceptual flaws present in the current state of Play2Earn gaming model that lead to uncontrolled game token inflation and eventual collapse of in-game economy. It is extremely promising as a first stable and long-lasting product in the area, especially when backed by a solid team with high experience in the field of blockchain gaming i.a. PlayNity gaming guild."

Bartlomiej Siedzinski

UI/UX AND GRAPHIC DESIGNER

Academy of Fine Arts in Gdańsk, User Experience and Art Design, Conceptual Graphics Concepts

"What could be better than combining the two worlds of UX and Gaming? If we add something from the blockchain world. All three areas are becoming more and more popular at a dizzying pace. I believe that in SkyNity we will make sure that people can personally feel the great quality of this new world and immerse themselves in it for many hours. Promises to be interesting!"



Adrian ‚Crash' Pawlata

MODERATOR MANAGER, GAME TESTING MANAGER & ADVISOR

Białystok University of Technology, Logistics Engineer, 15 years computer and board gaming experience

"In casual games every player gains more or less rewards but everyone's a winner. But true competitive games have rough rules. Only a few players with the best strategy, quick mind, smart choices, and sneaky beaky plays can dominate over other, less skilled players. That's why I look forward to SkyNity! It will be totally different from recent web3 games, most of them require no skill."

Bartek ‚Sulphur' Baczek

GAME TESTER, GAMING ADVISOR

Gdynia Maritime University, M. Sc. Eng. in Commodity Science and Quality Management, Guild's Assets Management, Board and Computer Games experience

"As a huge fan of turn-based strategy and RTS games, and also a big enthusiast of the crypto environment, I find SkyNity as both a classic and modern technology blend. Witnessing how many of the current NFT games are falling down because of the inflation problem, I strongly believe that a closed economy will bring a breath of fresh air to the current NFT games world and economy."

Sebastian ‚Gugus' Bala

GAMING CONTENT DESIGNER, GAME TESTER

Pro top 25 Axie Infinity player, Guilds' Coach, Games Testing, Crypto Gaming experience

"Being a competitive freak is what I do! As I've been reaching high ranks across most major eSports titles in the past including Starcraft 2 and TFT, in-depth strategy possibilities of SkyNity will allow me to shine once again, reach top 1 rank, and compete for real prizes!"

Wojciech ‚Chaps' Czopek

TESTING AND SUPPORT MANAGER, MARKETING

University of Wroclaw, customer relations, brand expansion specialist, 18 years marketing, 5 years systems testing experience

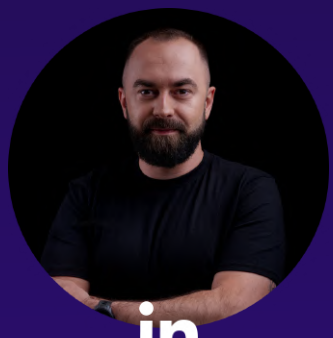
"There will be time for a good vibe while playing an exciting and economically sustainable Web3 game"

Daniel Kowalik

LEAD UNITY DEVELOPER

European University of Computer Science and Economics in Warsaw. 7 years game development, CTO and team managment experience.

"As the Unity Lead Developer at SkyNity, I drive a passionate team of gaming enthusiasts, leveraging cutting-edge technologies like blockchain and Web 3.0 to create a revolutionary Play2Earn metaworld. My role focuses on crafting complete solutions, addressing flaws in the gaming model, and enhancing multiplayer experiences for real earnings and excitement. Joining Skynity means reshaping the gaming landscape, pushing the boundaries of decentralized gaming, and unlocking the full potential of blockchain technology for a thrilling gaming future."



Adrian Kaczkowski

COACH, TEAM SUPPORT, GAME TESTER

Psychotherapist, Sports Mindset Coach, Game enthusiast

"Playing in a multiplayer game means gamifying to the limit. People love it because they can compete with others and, as we know, competition has been inherent in our minds since the dawn of time. You may think - so what, there are already many games of this kind. Of course! However, there is one "but"! In SkyNity you will get to earn real money. How awesome is that?"

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Additional scholars, guild trainers & testers opinions:

Krzysztof (KryptoHolik) Łobodecki: *"P2E is a new level of the entertainment world in which we can combine pleasure with elements of profit. Who can better know the economy of games than the PlayNity team that creates SkyNity. I am sure that they will not make mistakes like the first P2E games and the game will be at the highest possible level. I can't wait!"*

Christian Joseph (Sinjasan) Taborda: *"A skillful person who plays games will win a lot but a person who wants to learn and develop his/her skills in that specific type of game with cooperation with the team will become a dominant gamer. But also don't forget to enjoy the game. Playing games is way better than in real life but playing play-to-earn games will give you motives to do better and give your best shots to earn. I can smell that SkyNity will be a big boom with matching excitement to play and learn this game."*

Miguel (Miguicifu) Tejero: *"I have always liked multiplayer games, this transformed into a Play and Earn becomes the best experience, in multiplayer games you compete against other people, this forces you to be better and better which I love, I think that with SkyNity I will be able to achieve my highest competitive level"*

Mirek (MirekThePrinter) Olszowy: *"When I discovered P2E games I thought that now it's even more worth it to spend time playing as it pays off with $ value. I think SkyNity is worth waiting for as it's developed by a team that is constantly researching how these P2E games are made and what happens in their economy. They will take lessons from this and develop a game that meets criteria of being competitive and profitable in the long run."*

John Paul (Jp07) Galiling JP: *"Since I was young I really loved playing strategy games, maybe because I always used to challenge myself in either games or real life. I think Skynity is worth the wait for everyone , especially scholars. I believe that Playnity has enough experience in P2E games and knows how to balance the economy with the aspects of competition but stress free environment and of course a good profit for everyone"*

Rey (Kenshin) De Guzman: *"I've always had a lot of fun with video games. In particular, those that emphasize strategy and include worldwide competition. If you keep becoming better and climbing the rankings, you'll feel as though the time you spent playing this game was well worth it. I thought it was even more worthwhile to spend time playing when I discovered P2E games. Skynity, in my opinion, will be among the best P2E games that are well worth the wait !"*

Radosław (Cartea) Gibek: *"With nostalgia I think about playing games like Plemiona or Grepolis with my friends in school just for competition. I can't imagine Skynity in that kind of game to Earn, that's wonderful. Skynity is going to be the next level!"*

Martyna (Marii) Czuladlo: *"Building your own empire, watching as its power is growing and being a part of the community is what I'm looking for! Skynity, that kind of game is pleasure itself and the fact that it's an NTF game - that's a kind benefit :)"*

Anlari: *"Creating a strategy game? That is what the video game market lacks. Playing to win and converting it to NFT would be very interesting. Strategy games take your brain to the limit and are much more fun than many other games that do everything with one click. I believe that Skynity will be an innovation for the future of NFT strategy video games."*

Ricardo (Reken) Betancourt: *"I know that I like video games, but only those that have something that I like, that is why I would like to play SkyNity, since a strategy game and also being part of the NFT seems to me that it will be a boom, I trust that the team of PLY will be able to develop a good game and a good economy since they know many failures of other games."*

Kaniya Kumar: *"I love playing games and as now everyone can earn through playing NFT games, eSports and being a part of Playnity. I am proud to be one of the early access members and testers of Playnity's new project called Skynity!"*

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9. Disclaimer

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