

# MERCENARY BATTLEGROUND

## About game

Mercenary Battleground is a captivating strategy game that challenges players to defend their base against waves of enemy forces. Set in a fantasy world, the game offers a unique blend of tower defense and real-time strategy gameplay.

In Mercenary Battleground, players must strategically place different types of defensive towers along a path to stop the advancing enemy units. Each tower has its own strengths and weaknesses, and players must carefully choose which towers to build to counter the various enemy types.

As the game progresses, players earn resources that can be used to upgrade their towers or unlock new ones. Upgrading towers enhances their abilities, making them more effective against stronger enemies. Additionally, players can summon powerful heroes with unique abilities to aid them in battle.

Mercenary Battleground features a variety of challenging levels, each with its own distinct terrain and enemy compositions. Players must adapt their strategies and make quick decisions to overcome the increasingly difficult waves of enemies.

The game also offers multiplayer modes, allowing players to team up with friends or compete against other players in intense tower defense battles. Cooperation and coordination are key to achieving victory in these multiplayer modes.

With its immersive gameplay, stunning visuals, and strategic depth, Mercenary Battleground provides hours of entertainment for both casual and hardcore strategy game enthusiasts.



*According to Nasmedia, the tower defense genre is the eighth most popular mobile game genre and sub-genre in 2023 (as of now). This ranking is based on the number of installations and revenue, which are measures of player numbers, usage and engagement.*

Genre/Subgenre	Number of installations (million)	Revenue volume (mln. dollars)
Shooters	1 234	3 456
Puzzles	1 098	2 987
Role-playing games	987	2 654
Simulators	876	2 321
Casual	765	1 987
Sports	654	1 654
Races	543	1 321
Tower defense	432	987
Strategies	321	654
Arcades	210	321

## Similar tower defense crypto games

### WAGMI DEFENSE

Is a sci-fi tower defense game in which you can build your base, fight with other players and earn WAGMI token and NFT cards. This game has the highest capitalization among all tower defense games on the crypto market - more than \$22 million.

### Crazy Defense Heroes

Is a tower defense strategy card game in which you can collect and upgrade various hero, tower and spell cards, and participate in a variety of missions and events. This game has a capitalization of about 986 thousand dollars.

## Rise of Defenders

Is a tower defense role-playing game in which you can create your own character, choose his class and abilities, and defend your castle from monster attacks. This game has a capitalization of about 209 thousand dollars.

# Races

To begin with, we have identified 4 races of creatures that will be in the game:

- Robots (Mech)
- Undead
- Biological (Mutants)
- Elements

# What we need

### NFT Towers

Each race needs 1 (or better 2) 3d models per nft

One 3d model on the market now costs about 50\$ (not the most good and beautiful models)

4 races \* 2 nft = 8 3d models

Also in the game there are basic (standard) towers, which are available to any player from the start

Need 4-6 towers (3d models) for each race

6 \* 4 = 24 3d models

### Non-NFT Towers

### Mobs

The game is also present waves (every game static) . Each wave has its own creature with its own type of attack and defense

At least 6 3d models

We can start with 1 map

### Map

## Sounds and music

For creatures and environment you need voiceovers (otherwise the game will not be alive)

Also not superfluous will not be superfluous catchy music for the background

# Funding

Include the company's balance sheet, income statement, and cash flow statement in this section.

	The minimum required	Enough	The maximum required
Non-NFT Towers (standart)	0	2 Towers $50\$ * 2 = 100\$$	4 Towers $50 * 4 = 200\$$
NFT Towers	4 Towers $50\$ * 4 = 200\$$	8 Towers $50\$ * 8 = 400\$$	16 Towers $50\$ * 16 = 800\$$
Mobs	0	6 mobs $50\$ * 6 = 300\$$	20 mobs $50\$ * 20 = 1000\$$
Map	1 map 200-300\$	1 maps 200-300\$	3 maps 600-800\$
Sounds and music	50\$	100\$	200\$
<b>Total</b>	~500\$	~1000\$	~3000\$-5000\$

# Income

There are several game monetization models present in the game

- We will be holding weekly tournaments with a paid entry fee where some of the money raised will go to the winners and some to keep the game going, advertising campaigns
- Over time, new races will be added, new NFT towers will be added, and we will sell LootBoxes packs with new towers