Social media has become an integral part of people’s life where they communicate and interact with each other. Users have moved from text-based chats to content sharing platforms where people interact and socialize with each other. The latest advancements in the internet speed have contributed to the growth of the immersive platforms that not only facilitate people to just communicate with each other but also engage in various activities like games, online role-plays, etc. This change in trend has led to the growth of online communities.

The changes in user-behavior have contributed to Minecraft’s popularity and have made it one of the greatest games of all time. A significant contributor to the Minecraft’s success is the flexibility it provides users to unleash their imagination and to build amazing structures and engage in activities. While the user adoption of Minecraft has seen unprecedented growth, there is no incentive-based economy where users can build and trade assets. Moreover, the acquired skills within the game have little to no monetization options.

The rise of Blockchain and cryptocurrencies have led to the exponential growth of decentralized economies. Blockchain opens up the possibility for users to not only build digital assets but also own and transfer them. A decentralized economy created using the addictive features of Minecraft opens up unlimited possibilities and incentive models.
Ethverse is a blockchain-powered MetaVerse built on the Minecraft gaming engine. Ethverse is a decentralized world that allows users to control their assets and participate in the crypto economy within the Ethverse ecosystem.

Ethverse is a complete ecosystem where users can monetize their skills and assets. Ethverse has built an in-game monetary and decentralized finance ecosystem. Land is a tradable asset that can be used as collateral in Ethverse to borrow tokens. In-game marketplace will enable users to trade.
ETHVERSE FEATURES

Land/Asset ownership

Ethverse consists of land parcels where the users can build anything they can imagine. To build on a land parcel, a user must either own the land or receive the authorization from the landowner. Land is an asset in Ethverse, and the citizens of Ethverse multiverse own the title to the land. The land titles are registered on the blockchain and can be leased, sold, and transferred to anyone. Land ownership allows users the autonomy needed to build or host content on their land parcel.

DeFi Banking

Ethverse platform will support multiple decentralized finance solutions as a part of the platform. Users will be able to collateralize assets like land and NFT tokens to borrow ETHV tokens or other digital assets available in the pool and use them towards building new assets on Ethverse. Borrowers will pay interest for the funds borrowed and depositors will earn interest from adding funds to the defi Banking pool. The value of the land for collateralization will be calculated from the base value of the land and the value for other non-fungible assets will be assessed from time to time. The base value for all the assets will be set from time to time based on the ongoing rates to better reflect the assets’ market value.

These features will enable users to increase their portfolio in the Ethverse ecosystem and create a healthy and rewarding structure to encourage the adoption of the platform and the ecosystem tokens.
Building on Ethverse

Ethverse is a multiverse with endless possibilities. Users can create buildings and items from scratch using various building materials and objects available to the users. Ethverse is a social platform where users meet and engage. Plus they can showcase your skills and build something from their imagination. Giving the power in the hands of users will increase engagement in Ethverse.

Payments

Users will be able to pay anyone on Ethverse instantly using the integrated wallet within the game. There will also be an option for users to connect their wallets and authorize the transactions securely using their wallets. Ethverse incorporates both custodial and non-custodial approach to suit the needs of both crypto savvy and new users. The transactions will be instant and on-chain and provide the flexibility to users to use the payment features seamlessly within the game.
Marketplace

Ethverse marketplace is a place where Ethverse users can exchange goods and services. Both in-game and web-based approaches are being considered and will be implemented according to the needs and ease of use. Goods include assets like land, collectibles, building materials, furniture, and other in-game items.

The services section of the marketplace brings together content creators, designers, builders, and other service providers. This section will be like the Craigslist for Ethverse. Some of the examples of marketplace transactions for services are

- Hiring a designer or builder to help with a building construction
- Hiring community managers to manage an event in Ethverse
Monetization

Ethverse will be a land of opportunities where users enjoy and immerse themselves in the numerous experiences and monetize their skills. Users can create items like collectibles, decoration blocks etc. Ethverse citizens can also offer their services on the platform like building services where a landowner can authorize anyone to build on their land. The authorization feature has already been successfully tested in the alpha version of Ethverse and is aimed at skilled builders on Minecraft who can help landowners build amazing architecture.

Expansion

Ethverse is designed to be scaled and will allow future expansion to multiple cities as a part of the Ethverse. The decentralized architecture of the Ethverse will allow anyone to start their servers and design their own world within the Ethverse. During the initial stage, starting a new city will cost 1% of the total supply of ETHV tokens. This fees will change from time to time in consultation with the community factoring in the adoption and token price in the future. A part of the tokens collected in fees will be burned and removed from the supply. This will make ETHV supply deflationary with the growth and adoption of the ecosystem.

The new cities will also be connected to the main Ethverse spawn area using travel portals. These cities will be equipped with all the features of the Ethverse including ownership of assets, future releases, deFi Banking etc. The user/community building the cities in the Ethverse will have a plethora of incentive options to create wonderful spaces within Ethverse as they will earn a significant proportion of the revenue collected from land sales within their region.
ETHVERSE ARCHITECTURE

Blockchain layer

Blockchain Layer is the foundation of the Ethverse and the ecosystem built on it. This contains:

- Smart contracts
- Land ownership titles
- Collectibles
- Tokens
- Marketplace dApp
Application layer

Minecraft Gaming engine is battle-tested and has already gained popularity among users to be one of the best games of all time. Minecraft provides a stable development environment where multiple features and use cases can be built. This also enables Ethverse to tap into the existing audience on Minecraft and offer them a unique experience. Minecraft competitors are plagued with bugs and result in poor user experience, which was the deciding factor on using Minecraft for the application layer.

User Interface

Desktop applications (Windows, Mac, Linux)
Voice Integration
Marketplace website
ETHVERSE TOKEN

One of the foundations of a functioning society is the currency. Ethverse Token (ETHV) is the currency that powers the Ethverse ecosystem. Ethverse citizens will use ETHV for all the transactions in the Ethverse ecosystem.

Some of the use cases include:
- Buying and selling land
- Buying and trading assets
- Paying for services
- deFi Banking services
- Gaming
- Adding new cities

Total supply: 40 million

<table>
<thead>
<tr>
<th>Category</th>
<th>Amount</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Liquidity</td>
<td>1,000,000</td>
<td>2.5%</td>
</tr>
<tr>
<td>Private Sale</td>
<td>6,000,000</td>
<td>15%</td>
</tr>
<tr>
<td>Seed Round</td>
<td>5,000,000</td>
<td>12.5%</td>
</tr>
<tr>
<td>Growth Fund</td>
<td>8,000,000</td>
<td>20%</td>
</tr>
<tr>
<td>Future Development</td>
<td>4,000,000</td>
<td>10%</td>
</tr>
<tr>
<td>Marketing &amp; Partnerships</td>
<td>4,000,000</td>
<td>10%</td>
</tr>
<tr>
<td>Reserve</td>
<td>4,000,000</td>
<td>10%</td>
</tr>
<tr>
<td>Team</td>
<td>6,000,000</td>
<td>15%</td>
</tr>
<tr>
<td>Advisors</td>
<td>2,000,000</td>
<td>5%</td>
</tr>
</tbody>
</table>
Ethverse team includes passionate developers, gamers, and crypto marketers with vast experience who have delivered innovative solutions and services for over 30 projects.

**Alex Cupra**
Founder
Creator of uniswap trade bot which is used by 30+ uniswap projects, have 7+ years experience in backend and 3+ years blockchain.

**SamDev**
Senior Blockchain Developer
Sam is an experienced developer with rich experience in building Java applications, blockchain applications, and implementing distributed ledger technologies.

**Prince**
Chief Marketing Officer
Prince is a marketing genius with experience in growing online communities for blockchain projects and has worked with numerous projects.

**Kevin**
Blockchain Developer
Kevin is an avid blockchain developer specializing in building non-fungible tokens and digital assets will be a great addition to the Ethverse ecosystem.

**Metalife**
Minecraft Developer
Renowned Minecraft developer who has worked creating unique in-game experiences in Minecraft.

**Treefort Lewis**
Graphic
Treefort is a passionate designer with experience in designing UI and UX for multiple brands.

**Corey**
Community Hero
Corey has been working in the blockchain space since 2017 and worked with multiple projects.

**Panchox**
Community Hero
Panchox is a community oriented person with experience in working in community management.