

WHITEPAPER

V.01

The internet of multi-chain, interoperable, decentralized Metaverses for all

Accessible with any device

Executive Summary

Blockchain development has propelled massive growth of a very diverse and active Web3 community. Galvanized by Web3 innovation, Web3 music, Gaming, digital fashion, PFP projects, and many more creator communities have sprung up across all Metaverse verticals on a variety of different layer1 blockchains.

As a result, the Metaverse is in a fragmentation crisis. Following the heady days of DeFi Summer 2020 came the year of NFTs, bringing about a multitude of PFP (profile picture NFT) projects — most claiming to deliver a "Metaverse" at some point along their future roadmap. Unfortunately, many of these projects on different chains are building different virtual worlds with little to no thought to interoperability.

A crypto Metaverse built along these lines would be a Balkanized, shattered world. We argue that this is not what William Gibson and Neal Stephenson envisioned for the Metaverse and cyberspace. Instead, humanity's digital alternate reality should be an integrated whole, allowing avatars to walk from NFT world to NFT world, chain to chain, and protocol to protocol.

So, we created RealityChain.

RealityChain is an award-winning interoperable, multi-chain, multi-engine multiverse. RealityChain enriches social interactions with more accessibility by offering a 2D engine accessible via smartphones, as well as a 3D engine for a more immersive experience, covering both mobile and desktop markets.

At its heart, RealityChain's mission is simple: To provide an interoperable Metaverse-as-a-Service product in the most decentralized way possible.

Interoperability Decentralizes the Metaverse Experience

The metaverse experience has been known to enrich human interactions in various activities beyond gaming and eSports — from fashion, shopping, and art to music, education, and community-building.

By supporting interoperability between different platforms and solutions, RealityChain will truly decentralize the metaverse, allowing Users to move between different platforms seamlessly.

Without interoperability, other metaverse platforms confine themselves within a centralized B2B business model — with the corporation of the platform service provider acting as the conventional middleman or gatekeeper — despite their vision to decentralize their systems.

RealityChain is creating a myriad of metaverse realms through a decentralized staking process that enables companies, projects, guilds, and other Users to deploy their metaverses in an integrated, interoperable ecosystem. Thus far, RealityChain is the only metaverse doing this — No other metaverse or metaverse-as-a-service project has attempted metaverse interoperability.

To support this mission, we are structured in several novel ways:

- Stake-to-Generate Metaverses
- Token-backed Spatial NFTs
- Multi-level DAO governance
- Multi-chain interoperability
- Multi-engine interoperability

With our distinctive features, we aim to offer our Users a seamless, decentralized, interoperable Metaverse experience in a vast, multi-chain, multi-engine, Metaverse-as-a-Service Ecosystem.

1. Market Overview

The Metaverse, aka “the future iteration of the internet,” is profoundly changing how businesses, creators, and consumers interact with products, services, and each other.

Somewhat fueled by the confinement imposed by the pandemic which forced entire lives online around the globe, the rising traction of the metaverse expresses a global desire for a closer and more accessible bridging between the digital and physical worlds. Cyberspace has moved beyond gaming and into the worlds of business and networking.

A recent [market research study](#) valued the 2021 metaverse market size at 209.77B USD with expectations that it will expand to 716.5B USD by 2027, noting considerate user penetration rates from diverse applications such as content creation, gaming, learning, social interaction, education, and virtual shopping.

And a global survey [March 2022](#) pointed out that one-third of responding companies had already invested 10-20% of their marketing or innovation budgets in the metaverse with 17% considering metaverse projects a priority investment.

RealityChain intends to tap into this market opportunity by becoming the only decentralized Metaverse-as-a-Service solution on a multi-chain, multi-engine ecosystem available to Users for myriad use cases.

1.1 NFTs Assets

The increasing popularity of owning digital assets as NFTs is occurring hand-in-hand with the mainstreaming of Metaverse Web3. RealityChain enables Users to own the assets from their Metaverse experiences as NFTs. The convergence of NFTs and virtual reality has already impacted many industries with endless opportunities.

NFT technology already touches upon digital art, music, video game items, collectibles, sports, domain names, fashion, memes, tweets, metaverse land parcels, IP, and more. Data from [Statista](#) shows the NFT Market Cap grew by 10X from 2018-2020. [Jefferies](#), a U.S. investment bank, predicts the NFT Market Cap will grow to more than US\$35 billion in 2022, even exceeding US\$80 billion in 2025

Unfortunately, most NFT marketplaces are still operating in silos—interoperability among them has been pretty much unheard of. RealityChain seeks to solve this issue with its infrastructure.

1.2 Growth in Mobile Adoption

Mobile adoption continues to grow quickly in developing countries as more users are coming online and spending time on their mobile devices. Meanwhile, global mobile adoption of metaverse apps has been on the rise. [Statista](#) points out that global downloads of Mobile Apps with Virtual Worlds skyrocketed between Q1 2020 and Q4 2021.

It's clear that the diversification of AR and VR-capable mobile devices will mark the next milestone for the metaverse technology. This is why it's important to create metaverse platforms accessible and functional on mobile devices.

RealityChain is a casual, mobile-friendly Metaverse, which also runs on a 2D engine, easily accessible from your smartphone, giving RealityChain extended reach in the mobile metaverse market.

1.3 Product Market Fit

The four pillars of RealityChain:

1. **Meaningful Human Connections:** We seek to promote meaningful human connections — Instead of replacing face-to-face social interactions completely with some kind of virtual reality, our ecosystem seeks to enhance the quality of real-life human interactions and experiences.
2. **Multi-chain:** RealityChain supports interoperability through our MultiChain system. RealityChain has integrated the wallets used by different NFT Marketplaces offering interoperable commerce from inside RealityChain metaverses
3. **Multi-engine:** RealityChain is designed to be multi-engine interoperable — Different engines and gamification models are built to be interoperable with each other. Our Multi-engine solution offers both a mobile-friendly 2D service and a more immersive 3D experience.
4. **Metaverse-as-Service:** RealityChain's Metaverse-as-Service mechanism allows any company, project, guild, and other user to deploy their metaverse in an integrated, interoperable ecosystem through its crowd-staking mechanism.

2. Meaningful Human Connections

Metaverses aren't games in and of themselves. They are social experiences. RealityChain features are built to support meaningful human interactions, not replace them.

Recent global affairs have highlighted both the urgency and usefulness of metaverse technological development. The novel coronavirus pandemic forced many people to work, study, and conduct their leisure activities from home, making use of digital devices to conduct and monitor their daily activities remotely. The metaverse has enhanced these online/remote activities with the virtual social spaces it provides across all industries.

The RealityChain Metaverse creates a virtual world you can participate in while still walking through your day-to-day — A “Reality Sidechain,” if you will. RealityChain features are built to support meaningful human interactions with a user-friendly interface to connect in the virtual world.

2.1 Persistent Map

You can move around the world, own a parcel, or visit an event nearby. Gather with friends and communities. Anonymous login = accessible.

2.2 Avatar

Use a digital asset you've purchased as an NFT to create an avatar that's uniquely yours. Or customize your own avatar in-app. You can design your own avatar, customize it, and create and mint body parts to match your concept.

2.3 Build Personal Spaces

If you own a parcel, you can build. Customize and build your own floors, walls, and interactive furniture. Upload and display artistic NFTs. You are only limited by your imagination.

2.4 Social Features

You can interact using text chat, audio chat (push-to-talk), and share emojis. Other chat features include mention, nearby chat, public chat and Shareloc. You can also block, mute and report other Users for privacy. See Profile allows you to see other Users' NFTs and teleport.

2.5 Broadcast Events

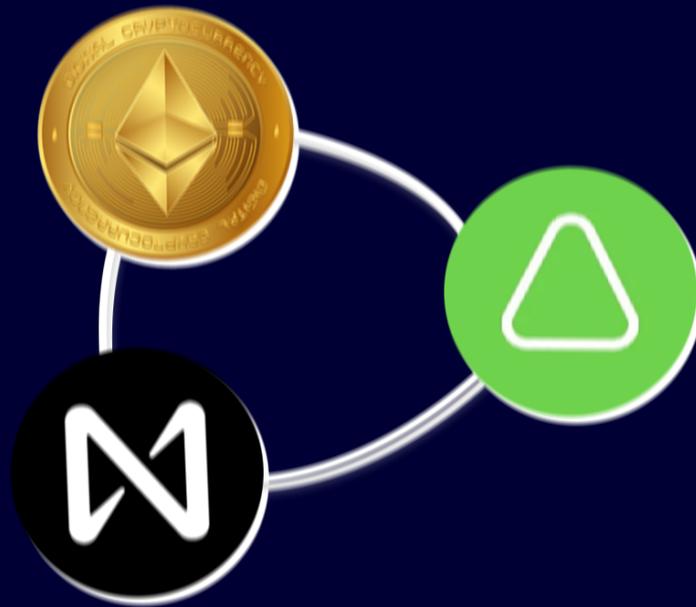
Create and Stream events, parties, concerts, webinars, or meetings directly from your parcel with Youtube/Twitch.

3.1 Multi-chain

Each blockchain uses different tools to create transactions. For example, NEAR Protocol uses the NEAR wallet, while Polygon, a layer2 on top of Ethereum, uses Metamask.

RealityChain integrates multiple chain wallets for each blockchain to be used inside the Metaverse.

Once the wallets are integrated, Users can walk from chain to chain seamlessly by reconnecting to another wallet. A User who owns an NFT native to one integrated chain can simply import the NFT into the Metaverse of another integrated chain.



3.2 Multi-engine

We imagine a future with many Metaverse user types demanding many Metaverse options. While a fully immersive Metaverse can give the user a thoroughly engaging experience, it demands expensive VR equipment and 100% of the user's attention — incapacitating the user who cannot perform any extraneous functions outside the metaverse experience.

RealityChain was designed from inception to be able to capture the mobile market where Users may not have access to the necessary VR accessories or may not be interested in committing to such an investment of time, attention, and capital for a full-fledged immersive experience.

Because fully Immersive Metaverse platforms take up your whole screen, demand your full attention, and have either buggy or nonexistent mobile implementations, RealityChain will initially launch two distinct yet interoperable engines:

- 2DVerse, a mobile-friendly casual Metaverse experience
- RealityVerse, a fully immersive 3D Metaverse experience

RealityChain's multi-engine system allows consumers to switch between different modes of experience based on the different gadgets that they use. For instance, Users can engage with their Metaverse using their smartphones while relaxing on their sofa via the 2D engine, or just open their laptops to switch to the full 3D mode.

RealityChain is also designed to be multi-engine interoperable — Users in both the 2D and 3D Metaverses will be able to interact with each other.

3.3 2DVerse

2DVerse is a 2D virtual world engine meant for casual Metaverse experiences that don't require your undivided attention. Because they are not immersive environments, they are portable and designed to be an exciting new part of your active social life.

You can access 2DVerse anywhere — from your browser and your phone. What's more, if you choose to access 2DVerse within your browser on your laptop or desktop, it won't dominate your entire screen so you can easily switch between other applications instantly without having to exit the Metaverse.

This flexibility offered by 2DVerse gives you a glimpse of how you can access your daily internet functions while also participating in the exciting world of digital asset ownership.

- Mobile friendly
- Casual
- Popular Retro theme
- Light
- Portrait mode (one hand)



3.3 RealityVerse 3D Engine

RealityVerse is RealityChain's 3D engine for a fully immersive metaverse experience. RealityChain's low poly 3D engine uses the lowest possible number of polygons to create a 3D model that increases load speed and improves accessibility from any device.

- Immersive
- Low poly for real-time applications



4. Metaverse-as-a-service

Metaverse Lands in RealityChain are essentially \$REAL token-backed NFTs. Each land parcel is a Spatial NFT backed by staked \$REAL tokens, effectively "defractionalizing" the \$REAL token. RealityChain lets Users generate, deploy, and customize decentralized metaverses in just a few clicks by staking their REAL tokens.

4.1 How to Create a New Metaverse

Creating a new metaverse generally involves four core steps:

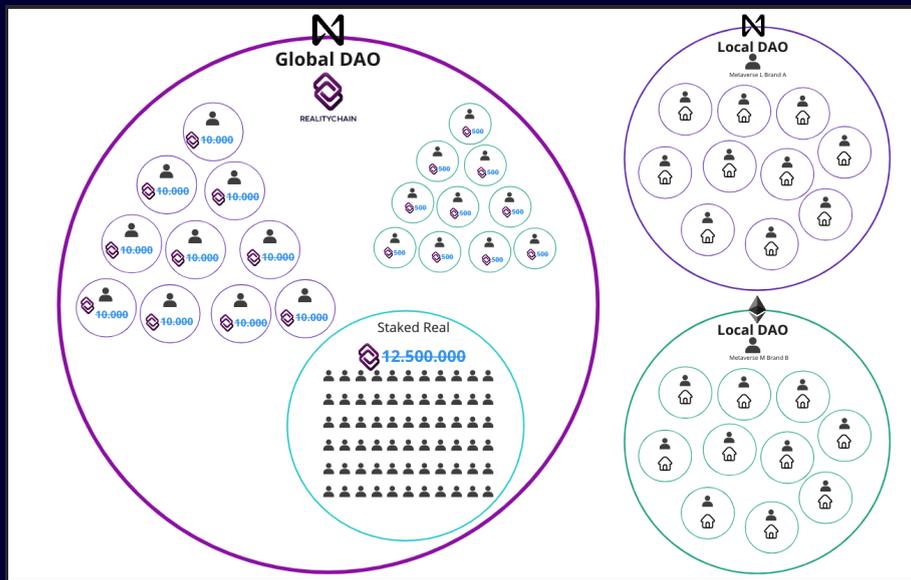
1. Select the chain you'd like to build on and stake your \$REAL tokens. (Current available options are Near, Polygon, and Ethereum.)
2. Choose to create your metaverse on either the 2D or 3D engine.
3. Select the size of the plot of land you'd like to generate (Small, Medium, or Large).
4. Then, based on these specifications, determine how many \$REAL you'd like to stake.

Stake \$REAL to Generate Metaverse

	2DVerse	RealityVerse
Small	Up to 152,100 square tiles (100 parcels) in 2D metaverse.	Up to 152,100 square tiles (100 parcels) in 3D metaverse.
Medium	Up to 756,900 square tiles (500 parcels) in 2D metaverse.	Up to 756,900 square tiles (500 parcels) in 3D metaverse.
Large	Up to 1,500,625 square tiles (1000 parcels) in 2D metaverse.	Up to 1,500,625 square tiles (1000 parcels) in 3D metaverse.

Once you have staked your \$REAL tokens, they are locked into a Metaverse Escrow Minting account until approved by the RealityChain DAO. Once approved, Parcel Land NFTs will be released to the specified wallet.

Each Metaverse realm is governed by \$REAL token-backed land NFTs allocated to that realm. Therefore, to grant all metaverse stakeholders participation in both Local and Global DAOs, a \$REAL token-backed NFT parcel representing 10% of the generated Metaverse is distributed to the RealityChain DAO Wallet.

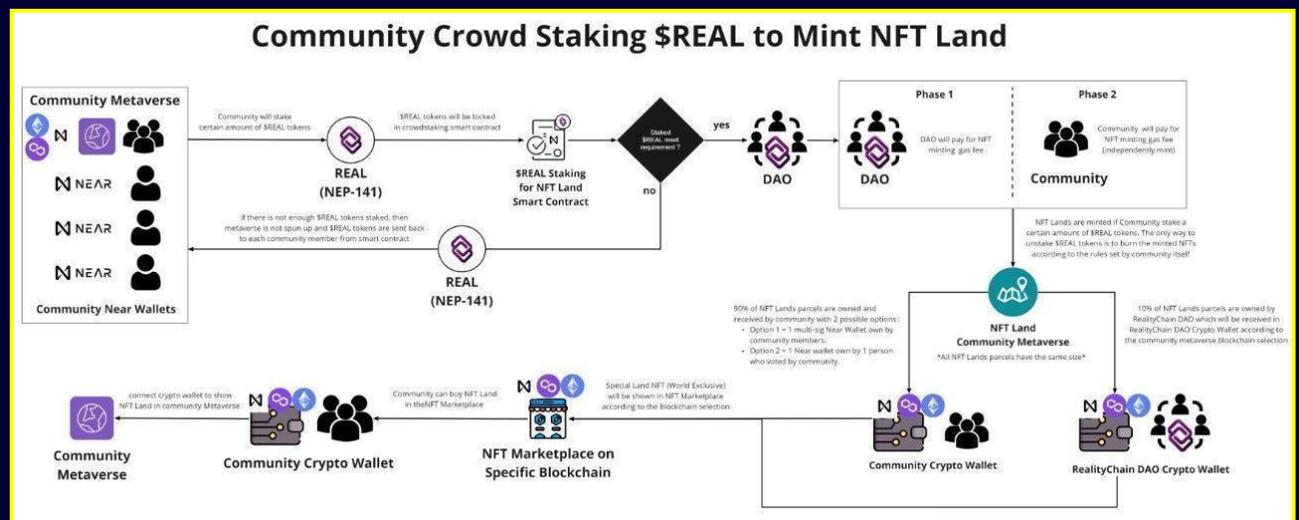


4.2 Crowdstaking Model for Generating Metaverse

Projects, Guilds, DAOs, and Communities may wish to generate a metaverse funded directly by their members. RealityChain offers a fundraising scheme that supports multiple wallet-users in building a new metaverse collectively.

The Crowdstaking Model allows Users of separate wallets to stake their \$REAL tokens to raise funds collectively to acquire Spatial NFTs for their plot of metaverse land. Organizations can freely generate entire worlds with our Crowdstaking Model.

Existing RealityChain DAOs can crowdstake on NEAR to generate additional lands for their realm. And here, we will outline the steps that you can take to fund your community's new metaverse.



5. NFTs

The RealityChain ecosystem has integrated different wallet APIs from various NFT marketplaces, including Paras, Mintbase, and Unique One, with many more to come, for a seamless and interoperable buyer experience.

RealityChain has three different types of NFTs:

1. **Spatial NFT:** Plots of metaverse land.

2. **Utility NFT:** Customizable products, such as clothing items or accessories, which owners can use to personalize their avatars.
3. **Non-utility NFT:** Non-customizable NFTs e.g. graphics, images, art, etc.

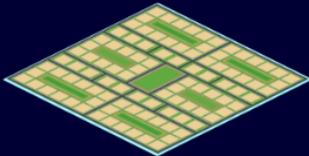
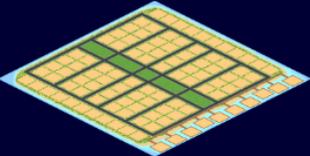
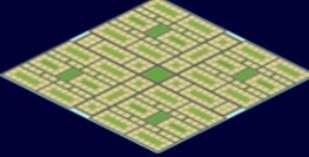
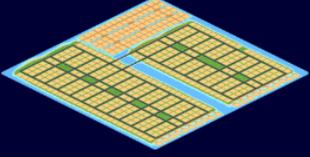
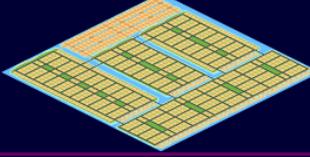
5.1 Spatial NFT

Spatial NFTs are \$REAL-token backed land parcels to own and customize to your desire. If you don't want to customize your own world, you can choose from RealityChain's available pre-generated maps for each map size.

2DVerse initially has two pre-generated themes to choose from when you mint your Metaverse lands: Garden City and Island City. Additional 2DVerse themes and 3D RealityVerse flagship lands are currently in development.

It should be noted that while anyone can enter 2DVerse and even use an Anonymous log-in, only landowners are able to build in RealityChain.

Pre-Generated Land Options

	Garden City	Island City
Small 100 Parcels		
Medium 500 Parcels		
Large 1000 Parcels		

5.2 Non-Utility NFT

Non-utility NFTs such as art, music, images, etc. are digital assets you own that are importable into your personal space or gallery to display. You can display NFT that you bought or imported in the same manner that you place wall decorations and furniture. One NFT stands for one decorative item. If you need multiple copies of a single NFT decoration, you'll need to purchase multiple NFTs of the same item.



Import Non-utility NFTs



5.3 Utility NFT

Utility NFTs are used as Avatars, Skins and Accessories, Floors, Furniture, Walls, etc. With utility NFTs, you can build your world to your liking by creating your own NFTs and minting them into your Builders Menu.

RealityChain's 2DVerse engine enables Users to create simple models from scratch. RealityChain even supports Users who want to design and mint custom Utility NFTs with [guided tutorials](#) and [templates](#) illustrating how to create the objects you want to see in your world. In-world created NFTs are then populated into libraries that Creators can freely trade in the marketplace allowing the Users to share their creativity in both character and structural design. NFT Content packages are also available for Creators.

All custom designed Utility NFTs must be Whitelisted to pass both a technical evaluation and DAO approval before being released in-world.

5.4 Whitelist Utility NFT

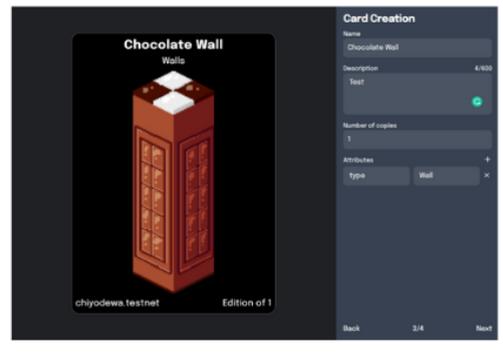
All created Utility NFTs must be reviewed by both the RealityChain Development Team and the Local and Global DAO to protect the integrity and security of the platform. For this reason, all Utility NFT Creators will submit their propositions to the Utility NFT Whitelist and pay whitelisting and gas fees.

Only after the original game developers approve of your Utility NFTs will you be able to unlock them. It is essential for you to unlock your utility NFTs to animate them. For example, if you have created a "chair utility NFT," unlocking it can put the game Avatars into motion by granting them the ability to sit down and get up from the chair.



Whitelist Utility NFT

- Upload Asset
- Fill in Meta Data
- Submit
- Pay Whitelist Fee
- Tech Evaluation
- Whitelist Page
- DAO Review
- Mint Asset



All custom designed Utility NFTs must be Whitelisted to pass both a technical evaluation and DAO approval before being released in-world.

6. Technology

6.1 Layer1 Main Chain

RealityChain is built on NEAR Protocol. NEAR Protocol is a layer one blockchain that focuses on developer and user-friendliness. NEAR's sharding technology is infinitely scalable with low latency. We have chosen to build on NEAR protocol as it aligns with our vision of a totally decentralized metaverse ecosystem.

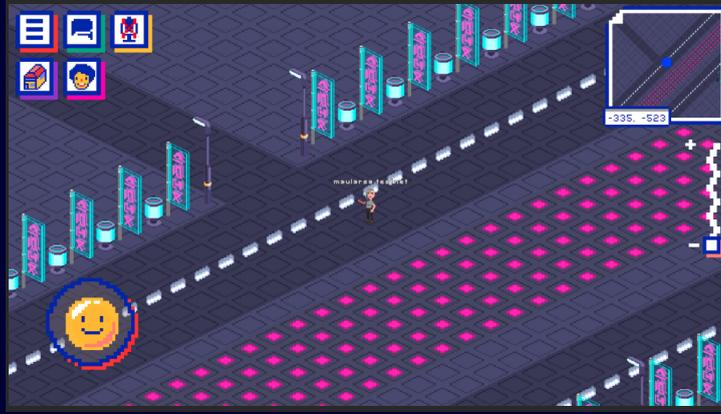
7. Traction

As a Metaverse-as-Service project, RealityChain already has several RealityChain Partner Worlds rapidly building communities on different chains.

7.1 Paras

Paras.city

Paras is a 1st Place Winner of the MetaBUIDL Hackathon -- an NFT Marketplace with a focus on card trading & collectibles on NEAR



7.2 Unique One World

demo.UniqueOne.world

In collaboration with UniqueOne.network, an [Octopus Network](https://OctopusNetwork.com) Appchain Candidate, RealityChain runs on Unique One's Polygon marketplace.



7.3 Myriad

Myriad.town

An Always On Casual Metaverse with a Social NFT focus. In collab with myriad.social -- an [Octopus Network](https://OctopusNetwork.com) Appchain



7.4 NEAR

NEAR Protocol hyper-realm of RealityChain, showcasing NEAR projects



7. RealityChain Use Cases

Use Case of RealityChain

<p>NFT Marketplace Buy/Sell/Showcase NFT in RealityChain</p>	<p>Social Media Platform Meet up, interact, and trade in RealityChain</p>
<p>PFP Projects User your exclusive NFT as Avatar in RealityChain</p>	<p>Project Discovery Interactive engagement to introduce your project in RealityChain</p>

7.1 RealityChain enhances the NEAR Ecosystem

We designed RealityChain to be easily used for collaboration within the NEAR Ecosystem. For example, we're collaborating with Paras, the most prominent marketplace on NEAR, to empower artists in the NEAR Ecosystem. We also work closely with Octopus Network (We have UniqueOne and Myriad metaverse, we hold events with the Octopus guild, etc.)



It's certainly no industry secret that NFTs in the gaming industry allow Users more flexibility in using avatars or tool/weapon specs across different game platforms. But because RealityChain develops our engine from scratch, we can customize a specific use case for gamification to enrich existing projects on Near Ecosystem. For example, imagine an actual farming mechanism inside of a Ref Finance metaverse.

In their own right, PFP avatar projects have taken the NFT industry by storm. With RealityChain, PFP projects on NEAR offer more utility for having unlockable content in the metaverse or using the PFP as the avatar, For example, Users could adopt their NEAR Misfits NFT as an Avatar in the metaverse, or use their Mr.Brown statue as a decoration.)



7.2 Use Cases in Mainstream Web2

As has been witnessed in the NFT marketplaces over the last year, use cases for NFTs and corresponding Metaverses are virtually unlimited, including B2B use cases for onboarding Web2 industries.

NFTs have already harnessed the imaginations of Big Brand Web2 marketers in branding, events, and outreach, opening the floodgates of demand for more NFT brand innovation.

- [Adidas](#)
- [Salesforce](#)
- [Nike](#)

NFTs have also opened opportunities for luxury fashion and cosmetics industries with super fashion brands Gucci, Burberry, and Prada launching their own collections and collaborations.



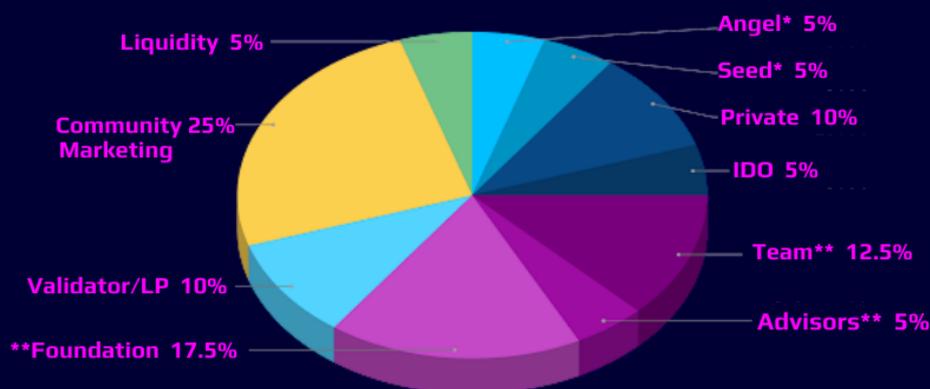
Because RealityChain Avatars can teleport, transport, or walk from a Metaverse realm on one blockchain protocol to a Metaverse realm on another blockchain protocol, many in world assets can translate across realms — taking cross-chain collaborations and partnerships to a new level not seen before in the Metaverse space.

8. Tokenomics

8.1 \$REAL Token Distribution

RealityChain's native token, \$REAL, is NEP-141 standard with many utilities. Only 100m \$REAL tokens will ever be created with 25M in circulation upon launch.

\$REAL Token Distribution



Only 100M \$REAL tokens will be ever be created

*\$REAL staked to generate pioneer Metaverses
** \$REAL vested over 36 months

- 20% Angel, Seed, and Private Round investors. (*Angel and Seed investors receive their \$REAL tokens staked to generate the first 3 or 4 Metaverses.*)
- 17.5% RealityChain Foundation
- 12.5% are reserved for the Development Team
- 5% are reserved for Advisors. (*Foundation, Team, and Advisors are vested over three years.*)
- 25% of the \$REAL tokens are reserved for Community and Marketing
- 5% will be released for IDO
- 10% is reserved for Validators
- 5% is reserved for Liquidity

8.2 \$REAL Token Utilities:

The native token of RealityChain has a variety of functions in application, utility, and DAO.

- Stake \$REAL to create a metaverse
- Use \$REAL to whitelist Utility NFT
- Revenue share for \$REAL holders and \$REAL-backed NFTs
- Govern the global and local DAO using \$REAL and \$REAL-backed NFTs

8.2.1 Stake the \$REAL tokens to create a metaverse

The amount of \$REAL tokens staked is directly related to the size of Metaverse purchased (small, medium or large) and choice of engine, 2D or 3D.

8.2.2 Use \$REAL to whitelist NFT Utility

To mint utility NFTs, Users pay whitelisting and gas fees.

8.2.3 Revenue share generated

Revenue generated from the RealityChain platform in the form of whitelisting fees and transaction royalties will be shared via a distribution mechanism to RealityChain Users and stakers.

8.2.4 Metaverse Governance with NFT backed \$REAL

To further ensure decentralization, RealityChain operates with two levels of landowner-participant governance: Local DAOs and a Global DAO.

9. The RealityChain DAO

The RealityChain DAO is made up of both Local DAOs and Global DAO. All land owners are responsible for participating in the governance of RealityChain in both Local and Global DAOs.

9.1 Local DAOs

Local DAOs are automatically generated for each project, organization, group, or User when they stake \$REAL to generate their Spatial NFTs to spin up their metaverse.

The local DAO governs the utility of the land owned by each metaverse. Whenever a User generates a new metaverse, that User will automatically generate their own Local DAO. Local DAO voting power is directly related to the number of \$REAL originally staked to generate your metaverse.

For example, say you'd like to generate a small metaverse containing 100 NFT Parcels and have therefore staked \$REAL 10,000. In this instance, you can see that 1 NFT Parcel represents 100 \$REAL, which comes with an individual voting power of 100 in that metaverse Local DAO.

Local DAOs can accept proposal submissions to be voted on by local metaverse NFT parcel owners within their Local DAO realm.

9.2 Global DAO

For all metaverse land minted, an additional 10% will be generated for representation in the RealityChain Global DAO. For example, a small metaverse with a hundred Spatial NFTs would generate 100+10, a medium metaverse with five hundred Spatial NFTs would generate 500+50, and a large metaverse with one thousand Spatial NFTS would generate 1000+100. The 10% extra is transferred to the Global DAO Wallet.

The Global DAO is represented by all Local DAO token-backed NFTs generated from all Metaverse lands on RealityChain. However, in addition to the Local DAO representation, Users must also stake \$REAL tokens to participate in Global DAO Governance. Thus, in the Global DAO, Users get additional voting power through the \$REAL tokens staked on top of the voting power earned via the Local DAO through their NFT Parcels.

9.3 DAO Voting

To vote on any proposal, Users simply navigate to *app.astrodao.com*, connect their NEAR wallet, select the proposal they wish to vote on, and vote.

9.4 DAO Proposal Submission

Any landholder can submit a proposal. To submit a proposal, navigate to *app.astrodao.com*, connect NEAR wallet, and submit proposal. The app will then review the proposal. Once a proposal is approved, the Local DAO or Global DAO (depending upon the proposal) will be able to access the proposal and vote.

9.5 DAO Approval for NFTs

For User created NFTs, there will be an automated technical check for technical criteria, after which there are two layers of DAO review required from both the Local and Global DAO. These steps are necessary to confirm both content quality and legality (e.g. to rule out IP infringement.)

10. Roadmap

Q2 2021

- **Ideation**
- **2D-Verse dev start**

Q4 2021

- dApp Dev start** ▫
- Paras and Uniqueone** ▫
- Metaverse Public Demo** ▫

Q1 2022

- **dApp Live and IDO**
- **3 Metaverse live on 2D-verse**
- **Realver.se dev start + 1 2D metaverse**

Q2 2022

- Dev continue** ▫
- + 1 2Dverse metaverse** ▫
- Dev continue** ▫

Q3 2022

- **Realver.se dev launch + 1 2d metaverse**

10. Roadmap

Roadmap RealityChain

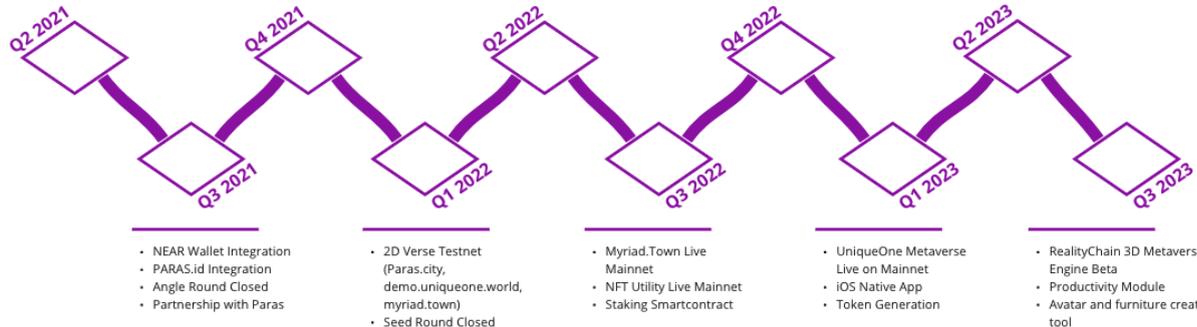
- Idea Conceptualization
- Prototype
- Initial fund
- Partnership with UniqueOne and Myriad Social

- 2D Verse Closed Beta (Build Mode, Multiplayer, and Social Features)
- Metamask Integration
- UniqueOne Integration

- 2D Verse Open Beta
- 3D Verse Prototype
- Add new metaverse (NEAR Metaverse)

- Paras.City Metaverse Live on Mainnet
- Android Native app
- Dynamic NFT to claim parcel

- RealityChain 3D Metaverse Engine Alpha
- Gamification Module
- Public staking to generate metaverse



Q4 2022

- Paras.City Metaverse Live on Mainnet
- Android Native app
- Dynamic NFT to claim parcel

Q1 2023

- UniqueOne Metaverse Live on Mainnet
- iOS Native App
- Token Generation

Q2 2023

- RealityChain 3D Metaverse Engine Alpha
- Gamification Module
- Public staking to generate metaverse

Q3 2023

- RealityChain 3D Metaverse Engine Beta
- Productivity Module
- Avatar and furniture creation tool

11. RealityChain Team

Core Team:

Adam Ardisasmita
CEO

Chairul Ichsan
CTO

Pandu/ Decentricity
Chief Blockchain Officer

Business Team
Joseph T.
Marketing Manager

Shirley
Community Manager

Blockchain Team
Hildegard Lydia
Lead Developer

Irman NM
Blockchain Engineer

Anton Emil
Business Analyst

Mico Wendy
Product Manager

Emily S.
Product Manager

Ryan R.
Lead Programmer

Agit T.M.
Code and Contracts

Rio A.
Programmer

Rizky
Programmer

Randy P.
Animator

M. Alif
Meta Designer

Iskandar
Lead Artist

Celestina
2D Artist

Anggit B.
3D Artist

Hans Leo
Meta Designer

Maulana A.
Game Tester

Belinda
UI/UX Designer

Advisors:

Gilang Bhagaskara (Blocksphere CEO) – technical execution

Jean-Daniel Gauthier (Myriad CEO) – gamification and UX

Jason Vandal (DAORrecords CEO) – current affairs

Pono – editor and PR

Jonathan (Bittrees CEO) – business models and NFTs

Ian (Bittrees) – Metaverse community building

Ben (Bittrees CTO) – Code and Contracts

Francis – Code and Contracts

More info:

RealityChain Deck: [\[Link\]](#)

RealityChain Website: [\[Link\]](#)

RealityChain Documentation: [\[Link\]](#)

Metaverse event documentation: [\[Link\]](#)