



OJOTRIS WHITEPAPER

OJOTRIS TEAM

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This document does not provide any legal advice and should not be considered a suggestion to buy any tokens. OjOtris Community is publishing this document for the purpose of getting feedback or comments. If and when OjOtris Community decides to offer tokens for purchase, it will be done in an explicit form via a separate document that will contain information on disclosure and risk factors. A separate document may include an updated version of this whitepaper, which may be significantly different from the current version.

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ABOUT

The OjOtris Project - in addition to encouraging interactions within the overall OjOtris Community - will allow users to collect pop art while playing a competitive logic puzzle game. Users can even earn cryptocurrency by winning weekly, monthly, and grand puzzle competitions.

The OjOtris project is open to participation by any users, and we have created a training mode that allows users to play for free. If a user has an OjOtris NFT in their wallet, however, they'll gain access to the wider community and to our P2E mode; they'll also have the chance to earn extra money via the resale of rare tokens. This project will be of interest not only to collectors but also to blockchain enthusiasts who follow the latest developments within the rapidly-growing world of NFTs.

Initially, we plan on selling 10,000 (ten thousand) OjOtris NFTs. Some of these will go to the secondary market, while the rest will be in players' collections. And since the images for our rare tokens (as well as the components of the generated images) were made by talented, world-class artists, they will be digital art pieces of special value to collectors. The OjOtris collection itself contains a large number of references to popular culture (Vikings, Anime, Gaming, etc). In other words, the collection is strongly representative of modern pop art. Our game has five main characters, each of whom can be differently dressed and can possess different backgrounds, accessories, etc.

Since puzzle tournaments will be held on a regular basis, users will remain continuously engaged in the project. Another important factor in keeping users' interest will be the opportunity they'll have to make money via the reselling of tokens on the secondary market.

By purchasing an OjOtris NFT, users will not only be buying a ticket to our tournaments, where they can earn cryptocurrency for making it to the podium, but they'll also be buying privileges for future OjObrand projects.

Our project team has also put particular effort into security - thanks to our airtight system, we will easily be able to confirm the authenticity of each NFT token sold.

Collection

Our game's characters flew to Earth from a distant alien planet and immediately set to exploring it. They tried to understand the purpose of certain human-made items, and they did not always get things right. Nor did these aliens understand which items typically go together. To provide an



example, a character may wear a wall socket on its head, have a baseball bat in his hands, and be draped in a fancy fur coat. Precisely because of its alien origin, the collection can be classified as pop art and, to some extent, as kitsch.

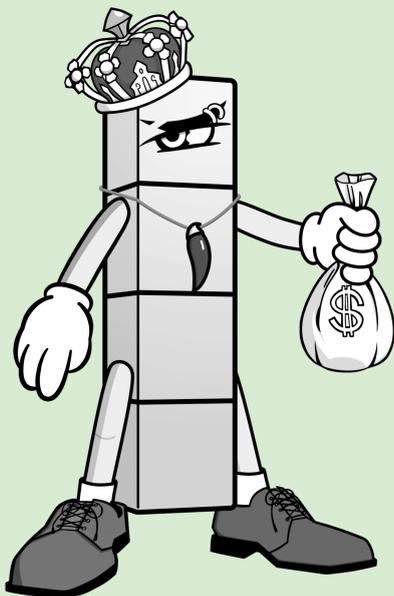
Ten thousand NFTs released will be divided into five series of 2,000 tokens - one series for each one of the five characters. The characters' shapes are modeled after five different letters of the alphabet: I, L, S, O, and T. Each character has four blocks, and one of those blocks has an eye.

The blockchain platform we have chosen to host Oj0tris NFT is Solana. Its distinctive and advantageous features include fast transaction processing, low fees, and a modern, scalable architecture.

Traits

Each character's body has the following basic traits: Eyes, Backgrounds, Body types, Arms, Legs, and Hats. Each also has several accessory traits: Head accessories, Neck accessories, In-arms accessories, Clothes, and Shoes. Each individual trait allows for many customization options. For example, head accessories may take the form of a hat, a crown, a clown wig, etc.

Game



The game's basic mechanics involve the aforementioned figures dropping directly onto the game's playing field. Once an uninterrupted horizontal row is formed, it will disappear, and the player will earn points. The game has two modes: free practice (training mode) and competition. The first mode is open to everyone, and the second mode is open to Oj0tris NFT token holders. The results and achievements from games played in competition mode will be fed into a tournament table. The tournament table will be tabulated based on the points earned by all players within an individual tournament. Winners will be those players (the specific number will change from tournament to tournament) who earned the most points - these winners will be rewarded with cryptocurrency. Information on the rewards will be available on our [website](#), [Twitter](#), and [Discord channel](#). Players who have bought at least one token are given five attempts to play in competitive mode - the highest scoring of these attempts will be leaderboard eligible. Weekly and monthly leaderboards will display the best player results from their given timeframes.

Competitions

In addition to the scheduled weekly and monthly competitions, there will also be a special tournament: the Grand Contest 2022. This will be the first tournament in our “Grand Contest” series. This tournament will boast a 2,200 SOL prize pool and will commence after our whole collection has been sold.

Players will use their available attempts to try and earn the highest possible score on the general leaderboard. Depending on the number of participants in scheduled tournaments, there may be either 10 or 100 winners (i.e., the “top-10” or “top-100” for a given period). Players’ rewards will be sent to their Phantom wallet. Current information on the dates and sizes of prize pools can be found on our [project webpage](#).

Team

Key members of this project’s team are active participants in the OjOtris community. In addition to developing the project itself, they see it as their mission to share and exchange their experiences while building out a robust network of industry professionals.

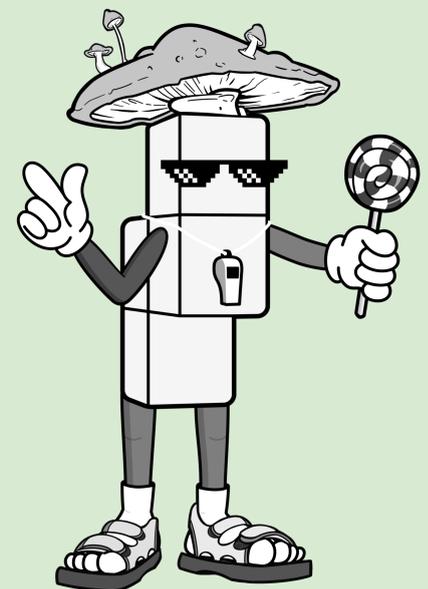
The OjOtris Project’s CEO, Taly, boasts many years of experience in successfully distributing highly-rated digital games with G2A, Kinguin, and Gamivo. During the same period, Taly also managed the development of a complex artificial intelligence software used for price analysis. Apart from being a game publisher, he owns several successful mobile games studios. He maintains close professional relationships with European and Asian crypto and blockchain exchanges as well as developers of global AAA gaming projects.

Our project’s technical leader, Takita256, has more than 20 years of experience in commercial programming. He previously worked in medicine, insurance, and telecommunications. However, Takita’s industry of focus has, for the most part, been fintech; he developed software for electronic global markets trading for the largest bank in Europe, created market data analysis software that stores and extracts data from the largest crypto markets in the world, and constructed one of the largest high-rating retailers on G2A.

Some of Takita256’s key technical accomplishments include:

- Writing high-frequency trading software that processed more than 1,000 orders per second for multiple markets with a latency of less than 1 ms.
- Developing billing software, which processed more than one million payments per day, for the largest telecom company in Europe.
- Developing data mining software that processed real-time market data from approx. 20 of the largest crypto markets.

Takita256 is incredibly inspired by OjOtris - for him our project is an opportunity to create and leave something beautiful in this world. Also, it's



a great chance to work with the web 3.0 technologies that will be such a crucial part of our collective future.

Our Head of Marketing, Tumanskii, has more than five years of experience in digital marketing and boasts more than 100 successfully completed projects under his belt. Eleven of these projects were NFT collections, all of which were launched with great success. Only two of his crypto projects are not under an NDA: the promotion of the coins Stellar (\$XLM) and Ripple(\$XRP). He has deep expertise in bringing blockchain projects to market, developing brand strategy, and maintaining long-term user interest in the projects he leads.

Tumanskii has been teaching his craft on international educational platforms for several years now, and on top of that, he also continues to offer his original courses on marketing and traffic arbitrage. He also likes personal mentoring, which makes him an incredibly helpful member of our community.

Tumanskii is driven to be at the center of IT and marketing technologies, achieve great metrics, and bring blockchain to the masses. We're thrilled to have him as our Head of Marketing.

Our project's chief manager, Xand, is a serial entrepreneur with experience in creating and leading online and offline projects in the IT, crypto, and entertainment industries. In addition to his main job, he also mentors young professionals, helping them crack into the world of business and IT. He considers his greatest skills to be his abilities to create healthy and positive teams and maintain a productive work rhythm. He also possesses well-developed social and soft skills.

For Xand, the OjOtris Project presents an incredible opportunity to use his skills in the world of NFT art and P2E gaming. He hopes to take this incredible industry one step further and make the world a little bit better in the process.

Finally, our project's community manager, Lyoshi, works with NFT projects and communities in the metaverse, actively engaging projects from around the world and helping to bring art and story to blockchain technologies. He loves working with people and believes that strong communities help projects flourish - because people are the heart of every project.

ROADMAP

Completed stages of the project:

- OPEN YOUR EYES
 - Concept development of the collection
 - Webpage first version development and launch
- TAKE A LOOK AROUND
 - Game design approval and commencement of development
 - Collaborations with talented artists, who design an exclusive collection

Upcoming stages and a high-level description of each:

- CAN'T TAKE MY EYES OFF YOU - Q2 2022
 - Whitelist presale
 - Public mint for the full collection begins
 - OjOtris game release
 - Preparations for the Grand Tournament
 - Community discussions about the future of OjObrand begins
- BEHIND BLUE EYES - Q3 2022
 - Development of future games, collections, and projects starts
 - Announcement of the added bonuses that NFT holders will receive in future projects.
 - Announcement of OjOmerch (hoodies, figures, pillows, etc.)
- CAN YOU FEEL MY EYE - Q4 2022 till
 - Building the OjOkingdom (games, collections, metaverse collabs, native tokens, IRL branded stuff)

BUILDING THE COMMUNITY

Our community interactions are diverse and constructive - users do everything from sharing laughs and new memes to sharing business ideas and opportunities for extra income. The social interactions in our community are central to the development and goals of both individual participants and our project as a whole.

What is the OjOtris Community?

The OjOtris Community unites P2E players in many ways. In addition to earning from and playing the same game, selling tokens from NFT bounty campaigns, and exchanging NFTs, players also participate in the further development of the community and the game itself by voting on key issues (e.g., adding new features to the roadmap). Members with a good reputation and long membership have higher vote power and more influence on decisions made by the community; they also have access to exclusive offers in our marketing campaigns. The reputation of a member depends on their total number of playing hours, their date of joining, and how active they've been in participation in events that help popularize both the game and the OjOtris Community.

Another important function of the community in the development of the OjOtris brand is creating additional stories for our characters. In these short stories, various events will unfold - some romantic, some adventurous, and some humorous, and plenty more in between. In other words, one of the goals of the community will be to unite the participants, who will share an interest in the characters' stories and futures - i.e., how they live, how they interact, and how their paths will unfold. It is possible that some of the popular stories could become memes on social media and meta universes.

In recent years, rare NFTs have become symbols of success and status for their owners. By playing OjOtris, players will earn points, and those with the most points will be rewarded in cryptocurrency. OjOtris NFTs can be sold or exchanged for other NFTs such as CryptoPunks, Bored Ape Yacht Club, Gutter Cats, and Hashmasks. Some of them have an average value of \$200,000 and are used by celebrities including Shaquille O'Neal, Eminem, and many more. Exchanges are available on special platforms such as Yawww [1], and a collection registration mechanism will ensure that only authentic NFTs are exchanged. This platform allows users to exchange several NFTs for one NFT.

Due to OjOtris NFT tokens' limited supply (fixed-supply token), their exchange potential will increase as their popularity grows.

Business and Personal Development Opportunities

There will be a special private channel on Discord where community members will be able to share their professional knowledge with other OjOtris NFT owners. They will get an opportunity to participate in meetings and conferences with speakers who are notable and well-respected in their respective fields. Via this format, community members will also be able to pitch their project or business ideas to venture capitalists and other investors. There will also be free advertising opportunities in the Sandbox metaverse.

Socials

The project has social media profiles, mainly on [Twitter](#) and [Discord](#), and the team tries to stay in close contact with our community. OjOtris's Twitter account is an endless feed of comics and memes that displays direct public communication with the project team. Team members try to answer questions and comments, and there are regular contests on Twitter. More in-depth interactions between community members take place on Discord, where, in addition to the main channel, there will be some thematic openings for certain events (for example, financing community members' business projects).

ECONOMY

Whitelist

We will use our whitelist in a traditional way; the list's members will have access to a closed tokens sale with a certain discount. Only 200 users will get access to the whitelist, and these users will be offered a 20% discount. On our webpage, there will be a countdown timer displayed while we collect applications to get onto the whitelist. To be a part of the whitelist, users have to fulfill a number of conditions according to a checklist on the website (brief information about yourself, social media profiles, etc). Some tokens from the whitelist will be given to Influencers for giveaways. It's possible to buy up to five NFTs, but users will have no way of knowing which NFT(s) will be randomly assigned to them.

Pre and post mint

A short time after the whitelist is completed, a "Mint" button and a corresponding timer will be displayed on our website. The mint will take place directly on the project webpage, *not* on any third-party page. The cost per token will be 1.5 SOL. During the public mint, users will be able to buy up to five NFTs for one address. Neither the project team nor the users will be able to influence which of the 10,000 art pieces the purchasing user will receive. There is a special algorithm that shuffles all the images and randomly assigns them to the users. This approach will help hold users' attention through suspense and mystery, as nobody will know whether they will receive a regular art piece or a limited gold-edition character, which could potentially be one of the most expensive tokens.

Royalty distribution

Our royalty is set at 7%. Almost the entire amount (minus the marketing and promotion expenses) goes to the prize pool for the upcoming competitions.

TECHNOLOGY

Our entire project is built on a modern technology stack. Our blockchain platform is Solana. Collection verification will be carried out on known marketplaces. The project webpage was built with React and a separate web client for the game will be built with one of several available modern frameworks (we have a shortlist but have not made a final decision yet).

Game

OjOtris is a browser-based game with authorization through a Phantom wallet. If a user has at least one OjOtris NFT token on the balance, they gain access to “competition mode” and get the chance to win cryptocurrency via tournaments. Winning prizes are automatically transferred to users’ wallets, which are linked to their accounts.

Collection

There are five main characters in the collection. The collection contains 10,000 art pieces, each of which has been generated from images prepared by professional artists specifically for this project.

The characters' base traits can be divided into five groups, each with a different rarity and number of types

- Eye (15 types, rarity vary from 15% to .01% - i.e., one for the whole collection)
- Background (15 types, rarity vary from 15% to .01% - i.e., one for the whole collection)
- Body type (5 types, 20% each)
- Arms (TBA)
- Legs (TBA)

The characters' accessories are the same for all types

- Hats (15 types, rarity vary from 15% to 1%)
- Neck accessories (TBA)
- In-arms accessories (TBA)
- Shoes (TBA)

Security

To protect the interests of token owners and buyers, it will be possible to verify NFTs for authenticity on major online marketplaces as well as on Yawww. The collection will be properly registered, allowing owners to choose a verification page at their convenience.

The product has built-in protection against users transferring tokens from wallet to wallet and thus bypassing the five attempt limit to get a higher score in paid contests. Attempts are tied to the NFT itself, *not* to the personal wallet linked to the account.

SUMMARY

The NFT market has grown tremendously over the past year, and it continues to grow at a rapid clip[3]. Our project team is aware that the proposed OjOtris digital assets are on the same level as those that have not only sold out their original collection but also have formed a wide secondary market. OjOtris NFT, unlike simple NFT tokens (such as Graffiti Bear [4]), which have only collectible value, has several additional advantages, including their ability to allow users to enter a P2E game mode complete with a tournament system. An interactive game element will help the project stay in demand within both app stores and the metaverse [2] in the future. The interactivity and community aspects offered by our project will be a decisive advantage as interactions unfold in the metaverse (e.g., we foresee the community potentially possessing a separate space in the metaverse and holding virtual meetings there).

REFERENCES

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[2] The Sandbox Review: Have we missed the Boat?!

<https://www.coinbureau.com/review/the-sandbox/>

[3] Jefferies Sees the NFT Market Reaching More Than \$80B in Value by 2025

<https://www.coindesk.com/business/2022/01/20/jefferies-sees-the-nft-market-reaching-more-than-80-billion-in-value-by-2025/>

[4] Graffitibear collective

<https://graffitibears.com/>