



StingDefi White Paper

Abstract:

StingDefi is a gaming platform that allows creators to craft, play, distribute, and trade without the need for centralized power, thus maintaining stable copyright ownership and earning further StingDefi (SDFI). The Binance Smart chain technology, SDFI the platform's utility token, is used to create, own, and monetize the StingDefi, a virtual environment where players can design, own, and monetize their gaming experiences. Our goal is to provide a fully interactive metaverse in which players collaborate to build simulated environments and games without the need for centralized control. StingDefi aims to disrupt current game makers such as Minecraft and Roblox by giving creators true ownership of their creations in the form of non-fungible tokens (NFTs) and rewarding their participation with our utility token, SDFI. The concentrated ownership and management of user-generated material in the modern gaming industry restrict developer privileges and ownership. Players are unable to generate equal profit for their creations because of central influence over the trading of virtual products produced by them. Furthermore, proving creative control of works can be challenging, particularly when the material is replicated, changed, and built upon. The team hopes to solve these limitations with the StingDefi while also driving blockchain acceptance to expand the blockchain gaming sector. We will accomplish this by developing a voxel game platform that allows developers to craft, play, distribute, gather, and sell without relying on a central authority, whilst maintaining stable copyright ownership and earning cryptocurrency (SDFI). NFTs can be used to establish and guarantee copyright ownership, with each in-game object having a special and immutable blockchain identifier.



Introduction:

SDFI is a BEP-20 utility token built on the Binance smart chain that serves as the basis for transactions within The StingDefi, and has the following uses:

- ***Access the StingDefi platform:***

Players can spend SDFI on games, equipment, and customizing their Avatar persona, and they can also earn SDFI from gaming. SDFI is used by creators to purchase ASSETS, LANDS, and stakes. LANDSCAPE SDFI's market for LANDS is fueled by sales. Artists use SDFI to submit ASSETS to the Marketplace and to purchase Gems, which are used to define Rarity and Scarcity.

- ***Governance:***

SDFI is a governance token that uses a DAO framework to enable holders to engage in platform governance decisions. They will vote on important issues including Foundation grant attributions to content and game developers, as well as product prioritization on the web Roadmap. SDFI owners have the option of voting themselves or delegating voting privileges to other teams.

- ***Staking:***

SDFI allows for staking, which enables passive income on LANDS: staking SDFI gives you more SDFI as rewards. This is also the only way to obtain valuable Gems and Catalysts, all of which are needed for the production of ASSETS.



Vision of SDFI

While the global market for voxel-based development games has 500,000,000 Creators and 160,000,000 MAUs, the SDFI team claims these developments are critical because it suffers from four major issues that might hinder potential growth if not addressed:

- User-generated content is centralized in popular games like Minecraft and Roblox, which restricts developer privileges and control.
- Central regulation of the trading of virtual products made by players prevents players from getting a reasonable price for their creations by controlling what they can and cannot offer and/or taking a large portion of the sales revenue.
- Given the nature of voxel art, proving creative ownership of works can be difficult, particularly when the material is replicated, changed, and built upon; and
- Existing game marketplaces use fiat currencies, which may not accept true microtransactions and are susceptible to credit card theft, which may cause in-game economies to become unbalanced.

The SDFI provides a one-of-a-kind method for creating, assembling, and sharing 3D voxel models. We provide intuitive and efficient content development resources to Creators. You can create your 3D voxel models, animate them, and then share or sell them on our global marketplace. VoxelEdit is a 3D platform that enables users to build or import their voxel models, edit them, and then easily export them to the marketplace, where they can be converted into small tokens called ASSETS. ASSETS are digital scarcity, confidentiality, and authenticity tokens. They are distinct and indivisible, as well as peculiar and small. Blockchain gives creators real ownership, and thanks to this technology, we, as producers, will compensate players for their time and effort placed into content development by encouraging them to monetize and openly share their ASSETS.



Foundation of SDFI

The Foundation's mission is to promote the StingDefi community by providing grants to encourage the development of high-quality content and games on the web. The Foundation has supported over 15 game ventures and given over 100 artists the opportunity to create NFTs in advance of the public launch in February 2021. The cumulative value of the metaverse rises as the value of all games financed by the Foundation rises, forming a virtuous cycle that allows bigger games to be sponsored.

StingDefi Gaming Ecosystem

The StingDefi gaming community is made up of three items that work together to offer a complete user-generated content (UGC) content creation experience. VOXEL Editor, Market Place, and Game Maker, for example. The StingDefi is a one-of-a-kind tool for creating, assembling, and sharing 3D voxel models. We provide intuitive and efficient content development resources to Creators. You can create your 3D voxel models, animate them, and then share or sell them on our global marketplace. VoxEdit is a 3D tool that enables anybody to build or import voxel models, edit them, and then easily export them to the marketplace, where they can be converted into small ERC-1155 tokens called ASSETS. ASSETS are digital scarcity, confidentiality, and authenticity tokens. They are distinct and indivisible, as well as peculiar and small. Blockchain gives creators real ownership, and thanks to this technology, we, as producers, will compensate players for their time and effort placed into content development by encouraging them to monetize and openly share their ASSETS. Our ASSET smart contract transforms content into a new medium, ushering in a new era. This is because they can be used for a variety of purposes and are not exclusive to a specific game. This "second-layer programmability" empowers every creator to provide ASSETS of long-term and growing utility, which can be replicated through apps, networks, and chains. The Marketplace is a location where PLAYERS can trade ASSETS for free or sell them to other PLAYERS. The Game is the overall game structure that allows players to enjoy and exchange playable interactions. Not only can developers benefit from their work in the Game, but players can also gain money by obtaining rewards and tokens.



Staking Reward:

SDFI allows for staking, which enables passive income on LANDS: staking SDFI gives you more SDFI as rewards. This is also the only way to obtain valuable Gems and Catalysts, all of which are needed for the production of ASSETS.

- Stake Amount :1 - 50 (Annual Profit 50% to 100%)
- Stake Amount: 51 - 100 (Annual Profit 101% to 150%)
- Stake Amount: 101 - 500 (Annual Profit 151% to 300%)
- Stake Amount: 501- 1000 (Annual Profit 301% to 500%)
- Stake Amount: 1001- 5000 (Annual Profit 501% to 1000%)

Use Case of SDFI



Future Directions:

SDFI has a solid product roadmap ahead of us, as well as a top team to carry out our vision of creating a new virtual reality gaming network where players can create, own, and monetize their gaming experiences while also spreading the power of blockchain as the industry's leading technology. All of this, along with what we've already accomplished, has earned TSB the title of most anticipated blockchain game in 2021.

We'll be introducing the fourth LAND presale and Game Maker soon. This will be supplemented by the official unveiling of the SDFI. As a result, we anticipate making SDFI open to individuals and businesses to maximize liquidity and affordability, with the primary goal of assisting population development and ecosystem flow. The group of developers and players would need to gain entry to SDFI to participate in the proposed SDFI offering. We want to make it available to the public in a variety of ways, with supply mechanisms that can be regulated, such as buying SDFI from several exchanges. As the environment grows in terms of developers, players, and ASSETS traded in the marketplace, there could be a greater need for SDFI within the ecosystem. As a result, although the overall availability of SDFI remains constant, the initial amount of SDFI provided creates a shortage impact, decreasing the amount of SDFI accessible and thereby increasing demand.

