

# OXYA

O R I G I N

# WHITEPAPER





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## RATIONALE

The rising accessibility of high-performance tech products means that users are spending an increasing amount of time playing games set in virtual worlds. Unfortunately, studios and brands started to take advantage of gamers willingness to spend money and developed various models such as “Pay-to-Win” and “Freemium” that focus on users rather than players by prioritizing monetization over quality production.

The emergence of cryptocurrencies and Play-to-Earn games was set to change that narrative and give gamers the power and opportunity they deserve through decentralization, but it didn't pan out.

This, mainly because most current Play-to-Earn games are glorified ponzi schemes that focus on economic incentives while neglecting gameplay, storytelling, and design. It only works considering that players are driven by purely economic incentives but that's not true. People have been spending money to play games for 50 years.

Oxya Origin's purpose is to take the Play-to-Earn gaming model and implement a long-term philosophy that envisions players as individuals and in which user experience prevails, but economic opportunity pertains giving purpose to play.







## WHAT IS OXYA ORIGIN?

Oxya Origin is a Play&Earn third person shooter (TPS) video game built on Immutable X, a L2 for the Ethereum blockchain, that leverages NFT and Blockchain technology to allow players to truly trade, own, govern and craft game assets. In Oxya Origin, players embody realistic 3D Avatars set in a distant planetary system, colonized by 3 factions that escaped earth's totalitarian regime. Inspiration for Oxya Origin is drawn from real world cultures, scientific knowledge, sci-fi classics, the western philosophical canon, and the crypto culture itself.

Players will be able to enjoy a variety of single-player and multiplayer game modes. In the short-run, players will be able to loot resources in our PVE (player versus environment) Roguelite TPS game by fighting mobs and level bosses, either individually or with their friends. In the medium-term, players will team up to fight in PvP (player versus player) style battle royale tournaments. In the long-run, players will enjoy the experience of an immersive open world filled with dungeons, quests, challenges, Battle Royale events, and user-generated social experiences. By simply playing the game and engaging in economic transactions, players will be able to collect resources, earn tokens, develop their lands, and craft their own game assets.







## 1 - VISION

Oxya Origin is an ambitious project pioneering a sustainable economic framework for the future of blockchain gaming. By merging talents from Web3, economics, gaming and storytelling, Oxya Origin intends to develop enthralling games grounded on sound economic principles and engaging narratives.

Our vision rests on 3-core tenets:

- ✦ Play&Earn projects should not reinvent the wheel, but rather build upon core gaming principles, implement battle-tested gameplay modes, and draw inspiration from intemporal storytelling archetypes.
- ✦ GameFi projects should be based on sound economic principles that have been proven fair, sustainable, and scalable in real world settings, instead of abstract and convoluted financial schemes running in the face of economic history/wisdom.
- ✦ Gaming is a powerful cultural medium that can be leveraged to accelerate the community-driven crypto revolution through symbolic embodiment and practical use.





# GAMEPLAY

## 1 - LORE

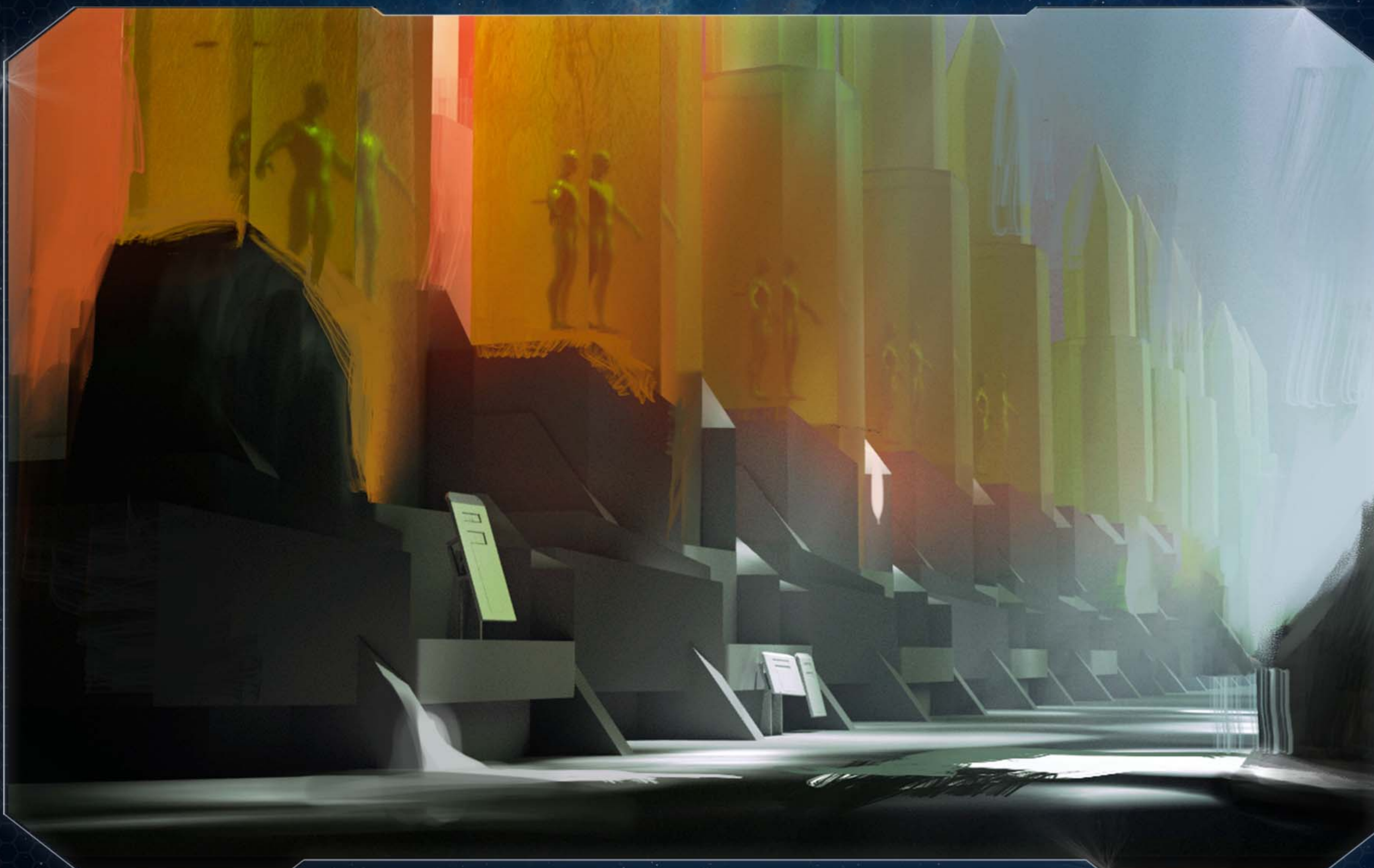
At the turn of the XXIst century, humanity was propelled out of the industrial era and entered the information age. In this post-industrial era, wealth tended to be ever more concentrated in fewer hands. A class of thought leaders and opinion makers, a sort of new “clerisy”, provided support for the emerging hierarchy. As society became more stratified, with decreasing chances of upward mobility for most of the population, the model of liberal capitalism lost appeal around the globe and new doctrines arose in its place, including ones that lend support to a kind of neo-feudalism.

A new class of globalized elites, armed with powerful tools of surveillance, control and propaganda, seized the lever of power and imposed its own narrative upon the people. Order and obedience were at the top of the global agenda. Fear and information had been weaponized to convince the public to voluntarily yield its natural rights and freedoms. Everything important in life was taken care of by the elites from above and the masses, liberated from the shackles of choice and responsibility, could then fully enjoy bliss in serfdom.

To satisfy their unparalleled thirst for power, the global elites decided to launch a space program with the aim of colonizing another planetary system, where life forms had been detected, with genetically modified clones. The cypherpunks, a dissident faction that had been resisting the high-court for decades seized this opportunity to flee the earthly totalitarian order by stealing the remaining space-capsules and sailing to the GATES OF OXYA.







Upon arrival they found 3 planets orbiting around Genesis, a central planet emitting a strong and mystical force.

The clones, devoid of memory and feelings, settled on Kryo, an icy planet and developed their civilization by leveraging science, reason, and knowledge.

The cypherpunks, an anarchist movement seeking to use computers to liberate the individual rather than enslaving him, settled on Luxion, a magmatic planet, and established an anarcho-capitalist utopia upon the principles of individual liberty, freedom of contracts and property rights.

To their surprise, the sandy planet, Naya, was already home to sophisticated and intelligent beings whose apparency was astonishingly close to theirs.

Although hospitable for humans, this new planetary system rests on a different physical equilibrium. There, the strong interaction (a.k.a strong nuclear force) seems tenuous. Hence all structures and elements in the GATES OF OXYA naturally tend to collapse. A peculiar substance, called OXYA, thwarts this strange phenomenon and binds matter and energy together, making it the cornerstone of all life and matter in the GATES OF OXYA.

After centuries of peaceful cohabitation and development, OXYA started to run scarce, and factions fought over the precious resource.





## 2 - GAME MODES

Oxya Origin is a Third Person Shooter game comprising various modes. The game is designed to satisfy different cohorts of players by offering PvE and PvP modes, as well as social experiences.

Our game modes include:

- ◆ *PvE* (quests, dungeons, and challenges to be accomplished either solo or with friends)
- ◆ *Battle Royale*
- ◆ *Virtual World*





TORKAL



## A - PVE

PvE modes will be accessible to all Oxyan holders (avatars sold during our first mint in January 2022 : <https://opensea.io/collection/oxyaoriginproject>) and will allow players to earn rewards by looting mobs, solving quests or achieving various milestones.

### I) ROGUELITE TPS

In the short-run (Q1 2023), Oxya Origin will release a 3rd-person re-playable Roguelite TPS in which the player is an Oxyan, arrived in his spaceship, who will explore procedurally generated dungeons composed of various rooms where he will have to fight monsters and avoid traps to collect resources. The dungeon ends with a boss fight that unlocks a new dungeon with different and harder biomes upon completion.

The Roguelite TPS is inspired by industry classics such as *Warframe*, *Returnal*, or *Risk of Rain 2* and is developed on Unreal Engine 5 (as are other game modes), a state-of-the-art gaming engine. It will allow players to get a foretaste of the final game ecosystem in terms of graphics and to familiarize themselves with the gameplay.

This game will also kickstart the game economy by allowing players to earn resources and incentivizing them to craft stronger weapons.

While the Play&Earn mode will only be accessible to Avatar holders (or equivalents, see next section), everyone will have the ability to play in guest mode. This game mode is a full Free-to-Play-to-Earn product in that players with the highest rankings will earn rewards such as Avatars, lands, weapons and/or tokens.





## II) LAND ECONOMY

The GATES OF OXYA comprises scarce land plots that landowners will be able to exploit to farm fungible resources. These fungible resources found on the lands, such as Alkar (Stone), Steelvar (Steel) and Electrium (Cobalt) can't be obtained elsewhere, thus giving the landlord (as a group) a monopoly on certain economic activities.

Landowners are the producers of the GATES OF OXYA: by turning their resources into productive infrastructures they will have the ability to craft game assets such as weapons, accessories, and vehicles. By listing crafted assets on the Oxya Marketplace section (see Dashboard for more info) landowners can generate income streams.

To facilitate on-boarding of new players to the PvE mode, Landowners will have the ability to craft Avatar ersatzes, therefore providing their holder Play&Earn modes. Although endowed with the same fighting abilities, all things being equal, these avatar ersatzs will generate lower income than Oxyans.

In the short-run, land value will mostly stem from demand for in-game resources, but with new players coming to the GATES OF OXYA, social interactions will form from the ground-up and lands will acquire social value as well.

To manage their lands, place building, craft items and access the marketplace landowners will rely on "Oxyan HQ" a web-based dashboard launched in Q4 2022:





ARATRYLIS



### III) FUTURE DEVELOPMENTS (GUILDS, MULTIPLAYER, ETC.)

In the long run, the GATES OF OXYA will have multiple dungeons, various quests, multiplayer instances, and special events. Landowners will be able to pull land plots together to form guilds, either to devise collective strategies (a requirement for solving certain quests) or to form trading cartels.

The gist of this multiplayer game is helping one's factions/tribe to prevail against other faction/tribes in the race for securing OXYA, the central resource from the GATES OF OXYA.







## B - BATTLE ROYALE

By 2024, Oxya Origin will launch a Battle Royale mode developed on Unreal Engine 5 and featuring the same gameplay as the Roguelite game explained in the previous section.

Players won't need any Avatars to access these game modes. However, in the Play&Earn version of these games, they will have to stake a certain quantity of ETH to fuel the prize pool. Winners will share the prize pool, minus some entry fees channeled to Oxya's vault.

Avatar holders will nonetheless have the ability to play the Battle Royale mode embodying their own avatar (no game upside, only cosmetic). Although not implemented at launch, a wide array of cosmetic upgrades could be bought on the Oxya Marketplace.

As with the Roguelite game (see previous section), players will be able to enter the "guest mode" for free and earn various rewards if they rank high enough on the leaderboard.







The Battle Royale mode is inspired by industry classics such as *Spellbreak*, *Fortnite* and *PUBG*, and takes place on Genesis, the central deserted planet of the GATES OF OXYA. It features a SOLO mode as well as a SQUAD mode (team up with friends to form a squad).

During the game, players will find many different items that will grant them permanent or temporary advantages, such as:

- ◆ *Enhanced weapons*

- ◆ *Consumables*

- ◆ *Equipment*

Whether playing in squads or solo mode, the goal is to survive as long and kill as many enemies as possible.

At launch, there will be two different prize pool structures for the battle royale mode:

**1: Classic battle royale**

**2: Bounty Hunter mode**

In the former, the general prize pool is distributed in function of the final rankings with decreasing rewards: the last man/team standing will earn the lion's share of the prize pool, while players/teams ranked just after (2nd, 3rd, etc.) will earn less.

In the latter, half of the stakes are vested to the prize pool and distributed in the same manner, while the other half is vested as a bounty per player. Each time a player kills another, he will earn half of the target's bounty while the other half will be added to the killer's bounty, thus increasing the incentives for other players to hunt him down.



## C) VIRTUAL WORLD (SOCIAL EXPERIENCES)

### I) MINI-GAMES, SHOWROOMS & SOCIAL EXPERIENCES

Partners will have the opportunity to develop and host social experiences on their lands. They will be free to determine the content as well as set specific conditions to access them (private events, public paying events, public free events).

### II) INTEGRATION OF CORPORATIONS WITHIN THE GATES OF OXYA

This is also true for corporation purchasing larger land plots directly to **Gates of Oxya** with the aim of being either integrated to the game storyline (as quest givers for example), or offering virtual experiences such as mini-games, NFT stores, concerts, showrooms, etc.

*Stay tuned to our social media channel to discover what our partners are building in the GATES OF OXYA.*





# TOKENOMICS

## INTRO : ASSETS & RESOURCES OVERVIEW

There are 6 different categories of assets, resources, and currencies within to the GATES OF OXYA :



**Characters/Avatars (NFT)**, used to access Play&Earn modes, and grant holders perks such as airdrops, staking, higher rewards in Play&Earn modes, alpha access, forming guilds, etc.

**Lands (NFT)**, used to farm fungible resources, develop productive facilities to craft weapons and other game assets, develop social/virtual experiences, form guilds, etc.).



**Game Assets** such as weapons, buildings, and vehicles (NFT), used to progress within the PvE modes.



**Fungible Resources** such as minerals, stones, and plants (non-tokenized), used to build productive and recreational facilities.



**LUKRYA (LKRA)** Game Token (high-velocity ERC - 20 token) earned in play&earn modes, used to craft game-assets & access certain game modes, internal currency of the game for p2p transactions, also spendable in future mints.

**Oxya Governance Token** (low-velocity ERC-20 token), used to cast votes (DAO), earning yield in LKRA or in OXYA. Its value is backed by crafting, game and listing fees (sent to the Vault/DAO).







## 1 - LKRA (ERC-20 GAME TOKEN, HIGH VELOCITY)

Lukrya is an ERC-20 token deployed on Ethereum that users can deposit on IMX to use in the game to craft game assets, access certain game modes, spend in various NFT-mints and conduct p2p transactions with other players. Players can earn LKRA through Play&Earn game modes or by staking OXYA in the staking contract. Though inherently inflationary (no supply cap), we have devised burning mechanisms (crafting, access to certain games, etc.) to offset inflationary pressures and avoid a hyperinflationary spiral.

## 2 - OXYA (ERC-20 GOVERNANCE TOKEN, LOW VELOCITY)

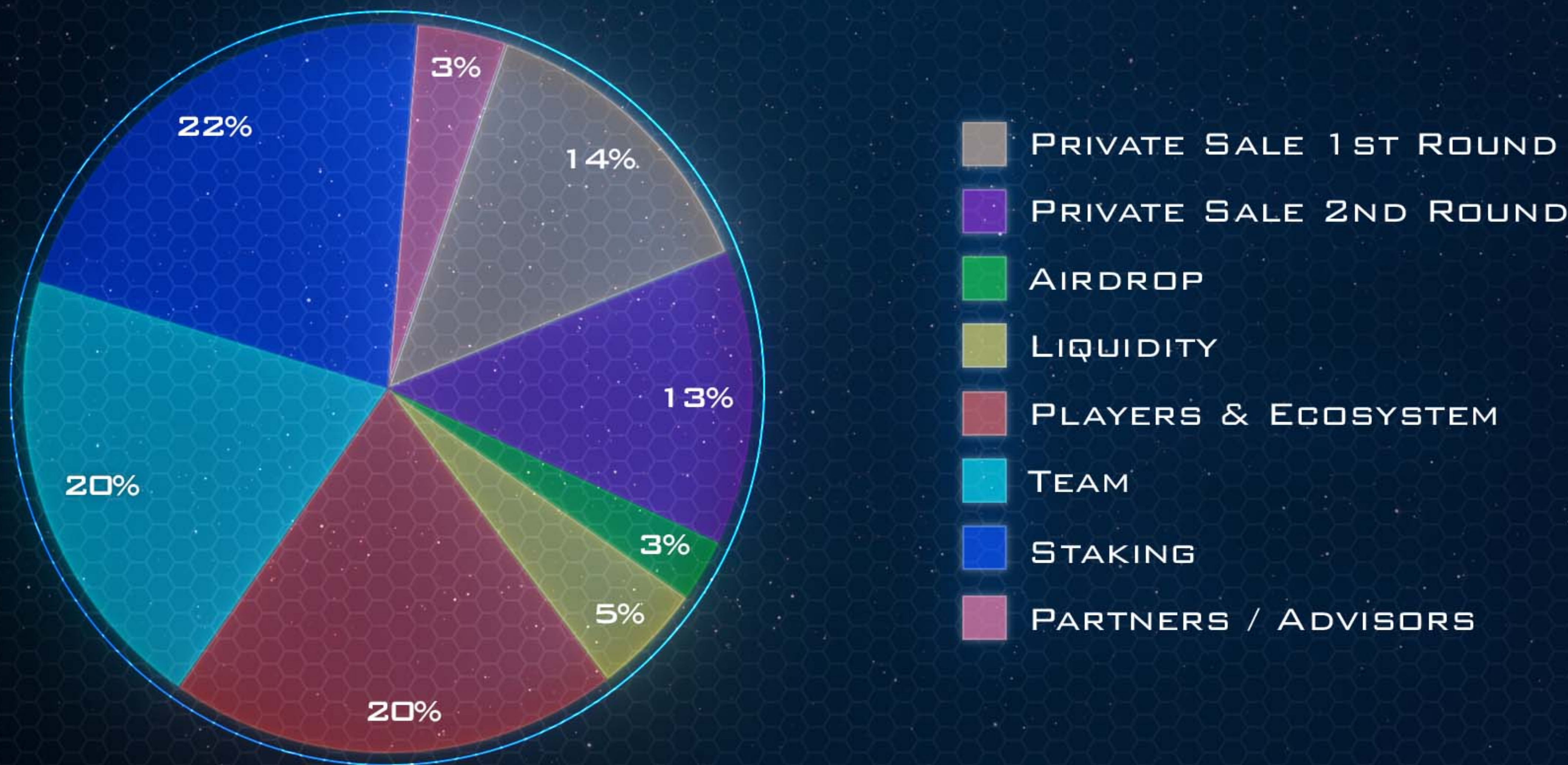
OXYA is an ERC-20 Governance token for the GATES OF OXYA with a total supply of 750,000,000 units. By staking it, holders will earn yield and gain the ability to participate in the project's governance. An increase in recurrent players and game interactions (crafting, trading, gaming, etc.) will subsequently increase the value of OXYA as the Vault's funds will be used to buy back OXYA on Decentralized Exchanges (Uniswap).



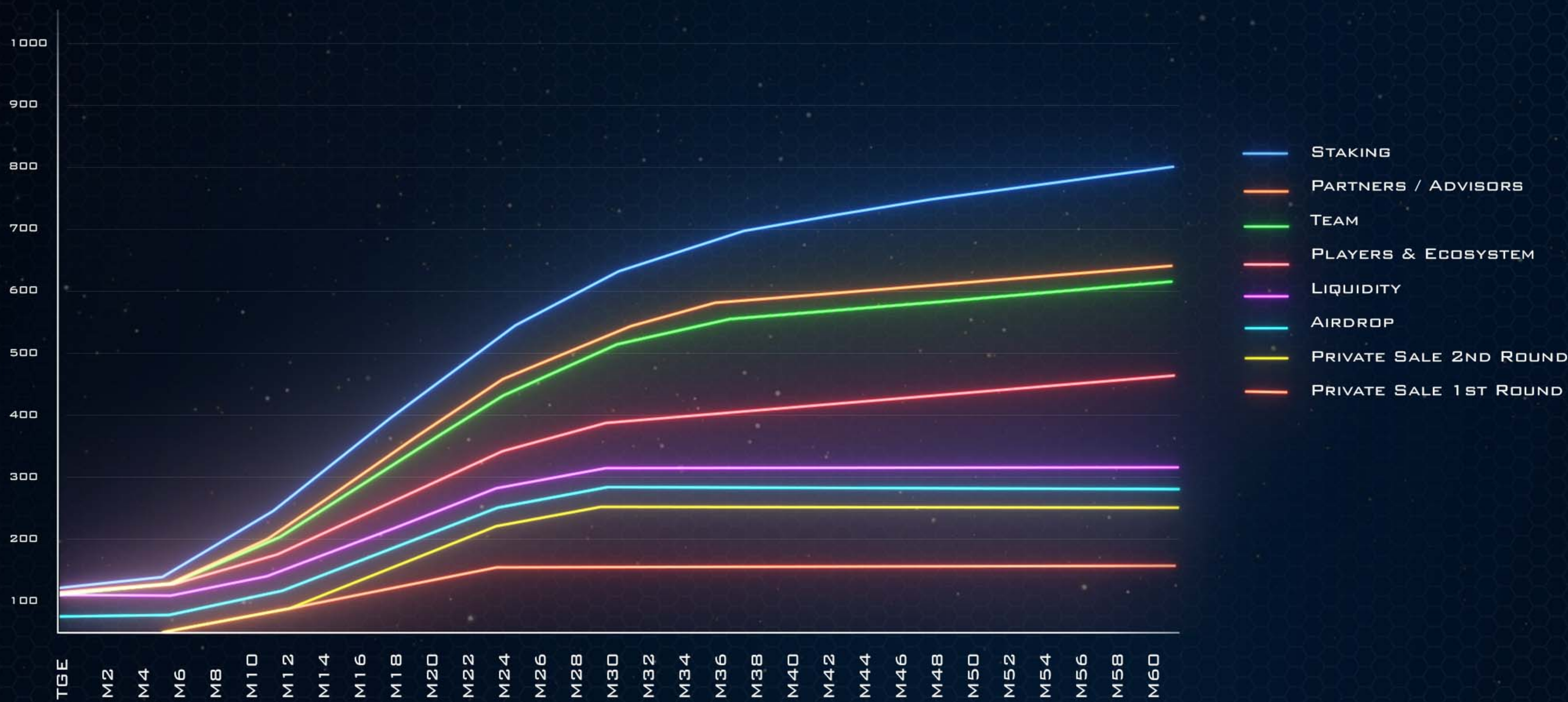


3 - ALLOCATION AND UNLOCK SCHEDULE

OXYA TOKEN ALLOCATION BREAKDOWN  
(Total Supply=750,000,000 tokens)



ALLOCATION AND UNLOCK SCHEDULE OVERVIEW





◆ **PRIVATE SALE 1ST ROUND**

13.33% of total supply, to be sold during the first round of the Private Sale to finance short- & medium-term milestones. Subject to a 6-month cliff, then linear vesting over 18 months.

◆ **PRIVATE SALE 2ND ROUND**

13.33% of total supply, to be sold during the second round of the Private Sale to finance medium- & long-term milestones. Subject to a 6-month cliff plus linear vesting over 18 months.

◆ **AIRDROP**

3.33% of total supply to be earned through Oxyan staking and to be airdropped to our community (NFT holders) at TGE. No locking or vesting period.

◆ **LIQUIDITY**

5.00% of total supply, to be loaned to our market maker to ensure smooth trading on DEX and CEX.

◆ **PLAYERS AND ECOSYSTEM**

20.00% of total supply, to be allocated by Oxya Origin at first, and then by the DAO. Comprises token won in Play&Earn modes, tournaments and tokens used to grow the Oxya Origin ecosystem. Linear vesting over 60 months.

◆ **TEAM**

20.00% of total supply, to be distributed to Oxya Origin's team. 6-month locking, then 24-month linear vesting.

◆ **STAKING**

22.00% of total supply, to be distributed as yield to stakers over a 60-month period. Staking issuance decreases by 1.5% each month. Staking rewards are vested linearly over a period matching the locking period chosen by the staker (only when they chose to get yield in OXYA, see "Staking" section).

◆ **PARTNERS/ADVISORS**

3% of total supply, to be distributed to Oxya Origin's partners and advisors. Subject to 6-month locking plus 18-month linear vesting.







## 4 - OXYA PRIVATE SALE

### ✦ 1<sup>ST</sup> ROUND

Oxya Origin will sell 13.33% of OXYA's total supply to investors and strategic partners during a private sale starting in Q4 2022. The raised funds will finance development over the short and medium term (Roguelite, Oxyan HQ, PvP modes, marketing, etc.). Investors are subject to a 6-month locking period plus 18-month linear vesting.

### ✦ 2<sup>ND</sup> ROUND

To be announced.

*\$OXYA will only be available through the private sale rounds, holders' airdrop and staking mechanisms that already started in Q2 2022, giving an advantage to early believer and holder of OXYA as well as specific partners.*





## 5 - STAKING

OXYA token holders will have the opportunity to stake their tokens in the staking contract (live in Q4 2022) either for a fixed (locked) or flexible duration.

Staking tokens for a fixed duration will generate higher yield. A predetermined monthly staking reward will be shared among stakers depending on the weight they represent.

Since staking early in the life of the project helps grow liquidity and represent a stronger commitment, staking rewards decrease by 1.5% per month (see graph below).

Weights in the staking contract are calculated as the share of tokens locked over the total of all OXYA locked in the staking contract, multiplied by a duration coefficient. This coefficient equals one for flexible staking and is equal to  $\exp(d/365)$ , where  $d$  represents the locking duration chosen in days, for locked staking.

Yield is escrowed in the Vault for a 6-month period and then distributed linearly over a 12-month period.

At any point, stakers can chose to receive LKRA instead of OXYA at a 1:1 ratio. In this case, LKRA are minted on IMX and directly distributed to stakers.

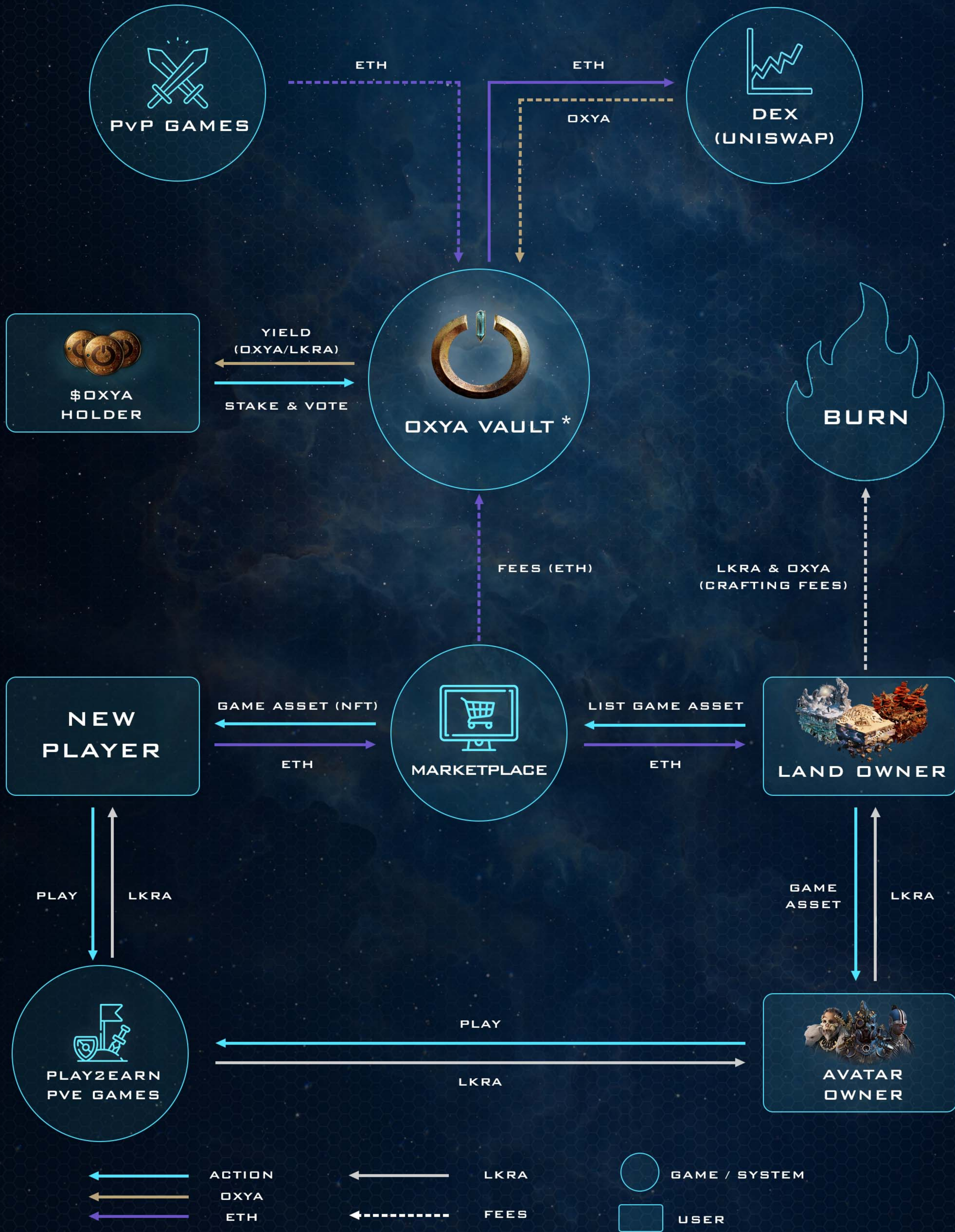
Once yields are unlocked, stakers can either withdraw them, or re-stake and thus compound their yield

STAKING INSSUANCE (PER MONTH)





# 6 - TOKEN FLOW OVERVIEW



\* OXYA VAULT IS A MULTISIG HOLDING FUNDS STEMMING FROM GAME INTERACTIONS AND PERIODICALLY BUYING OXYA TOKEN IN THE MARKET



# GOVERNANCE

## 1 - DAO

Going from an idea to a concrete realization is a constant struggle against idleness and energy dissipation; it requires leadership, hard work and focus. When a project is in its infancy, centralized governance is a necessity, but afterwards it often hinders long-term stability.

When it comes to Oxya's governance, this simple, albeit enduring, wisdom guides our vision.

On top of the yield they earn, stakers will have the opportunity to participate in the project's governance. They will be able to submit proposals and elect council members, who act as delegates for the DAO. Council members can be members of the OXYA ORIGIN team as well as outside participants (players, Oxya holders, partners).

At first, the project will be quite centralized around the Oxya Core Team, but as it matures, governance will gradually decentralize to include a wide range of stakeholders. To concretize such a pledge, we propose the following roadmap:



*This schedule is for information purposes only, it doesn't constitute a firm commitment on behalf of OXYA Core team. This schedule could change for a myriad of different reasons, among which: delays in game development, revenue underperformance, lack of staking, unhealthy token concentration, etc. The reader must consider that decentralized governance is still a novel process that we gradually understand as we experience it.*





## 2 - QUADRATIC VOTING

Although this will only be confirmed after the Oxya core team have conducted a series of tests and simulations, we intend to rely on a process called “quadratic voting” for important decisions. In essence, quadratic voting is an elegant solution to the problems of “the wealthy minorities/plutocratic rule” and of “weak majorities”.

In traditional “1 person = 1 vote” governance structures, large cohorts with limited skin in the game (weak preference) can impose their rule on minorities, while in “plutocratic votes” (1 stake = 1 vote) the wealthiest rule. Each solution appears suboptimal.

Hence, we want to explore the avenue of quadratic voting: a system in which  $X$  stakes yield the square root of  $X$  votes (e.g.: 9 stakes only give the right to cast 3 votes). Quadratic voting offers a middle ground between the above-mentioned systems: the “wealthy minority” could only impose their preferences on a limited number of subjects (because their voting credit would deplete fast), and the “majority” would not impose “weak preferences” on minorities (because they lack the willingness to spend many voting credits on a given issue).

Here is how Glen Weyl & Eric Posner, sum-up the benefits of Quadratic Voting in their book “Radical Markets” (Princeton University Press, 2019):

***“Quadratic Voting addresses the problem of varying intensities of preferences by allowing those with stronger preferences a way to influence the outcome in proportion to the strength of their preferences”***





# TECHNOLOGY

Oxya Origin is a 3D-game with high resolution graphics powered by Unreal Engine 5, a game engine used in games such as *Final Fantasy VII*, *Mass Effect*, *Fable*, and many more.

NFTs are stored as ERC-721 tokens on the Ethereum blockchain and hosted on IPFS. Staking, Governance and related contracts will be hosted on the Ethereum Blockchain.

## LAYER 2

To address the scalability issue and allow users to seamlessly mint, exchange and transfer game assets, Oxya will rely on IMMUTABLE X (StarkWare technology), an L2 built on-top of the Ethereum Blockchain optimized for Blockchain games. IMX leverages state-of-the-art cryptographic solutions (Zero-Knowledge Proofs) to offer high-throughput ((thousands of Tx per second) without gas fees.

We chose IMX over alternative solutions such as Sidechains, due to liveness and security considerations. The frequent halting (e.g. Solana & Polygon) and hacks (e.g. Ronin) encountered by federated chains seem to indicate that roll-ups come with fewer risks.





# ROADMAP

MAY 2021  
*Oxya inception*

AUGUST 2021  
*Origin and storyline introduced*

DECEMBER 2021  
*+300k members across all media channel*

JANUARY 2022  
*7898 3D-realistic avatars sold out in 20 mins*

MAY 2022  
*NFT Staking platform goes live*

MAY 2022  
*Incubation at Ubisoft Entrepreneur Labs in Station F (biggest European incubator)*

JUNE 2022  
*Immutable X partnership*

SEPTEMBER 2022  
*Whitepaper released & explanation of the P&E game economy*

S2 2022  
*1st Land Mint*

Q4 2022  
*End of 1st Private Sale and token launch*

Q1 2023  
*Roguelite game & Oxyan HQ (land management dashboard) released*

S1 2023  
*\$OXYA Staking goes live*

S2 2023  
*2nd Land Mint*

Q4 2023  
*Launch of social Experiences on Lands*

Q1 2024  
*Alpha test of Battle Royale*

Q3 2024  
*Battle Royale goes live.*

2025...  
*GATES OF OXYA goes live (PvE modes + PvP modes + Virtual World)*





# TEAM

## MALIK TIGRINE (CO-CEO & CO-FOUNDER)



He started his career as a cinematographer, former CEO of a rental cinematography company, shooting commercial videos for high-end luxury brands including Dior, LVMH, Chanel, Amazon, Disney & more. He also travelled around the world for documentary films in Iraq, Bosnia, Myanmar & more.

Malik has also been in the crypto business as an analyst & trader. With his hardcore-gamer background and his artistic vision, Malik rallies the whole company behind his vision for Oxya Origin.

## THEO M. (CTO & CO-FOUNDER)

Professor at Kedge Bordeaux, a leading Business School, teaching Economics & Blockchain. Also, Founder of l'Institut Bitcoin, a consulting firm helping French corporations interact with Bitcoin, writer at the famous Bitcoin Magazine, author of a monthly financial newsletter, The Road to Financial Repression & previously Data Scientist at Oracle.

With his 5+ years of experience in Web3 and his passion for economics, finance, game theory, and Bitcoin, Théo brings a unique insight into DeFi, web3 architecture, cypherpunk culture and game economics.



## AARON BESNAINOU (CO-CEO & CO-FOUNDER)



Business strategist and in crypto since 2018, Aaron is also part of the NFT Factory with 100 great WEB 3.0 entrepreneurs.

He previously co-founded multiple startups totalling 10M\$ in sales across commercial Fin Tech & PropTech. Alumni of University of Michigan, ESSEC Business School & CASS Business School.

Aaron's strategic vision, his strong knowledge about the NFT markets and networking skills add tremendous value to Oxya Origin.

## JEAN-GABRIEL REGO-KIRK (GAME DESIGNER)

J.G. has been passionate about games since early childhood and can count on his experience and knowledge of hundreds (if not thousands) of different games to find inspiration for his game design. Before working on video games, Djidjay has created big outdoor complex games and serious games. He also developed PC-games for hardcore gamers, free-to-play casual mobile games, VR, and smartwatch games.

He loves to learn, thinks creatively, and considers new constraints and features brought by blockchain in gaming as both opportunities and challenges making his job even more interesting.







## CARLA B. (CO-FOUNDER & COO)

Previously HR and COO for 7+ years, she has learnt how to deal with more than 200 people and drive a company to profit quickly.

On top of that, she has a great experience in the real estate sector and managing artists through entrepreneurial experiences around digital art and her education at ESA, a leading Architectural School in Paris.

## NICOLAS BOUGARTCHEV (LEAD BUSINESS DEVELOPER)

Prior to joining Oxya, Nicolas was a Private Equity analyst @Tikehau Capital, where he was involved in the management of a European real estate fund, with \$750m of AUM.

Trained by industry leaders, such as Merlin Properties, Colony Capital and Rothschild.



## BASTIEN H. (CMO)

After 15 years of experience in communication, marketing and sales in agencies and advertisers in industries such as music, IT, gaming and e-commerce. Bastien is passionate about new paradigms and is self-taught in 3D Unity Engine.

He has had multiple roles in XR studio and LBE development. His passion for video games, deep curiosity about Web3 and extensive experience in entertainment and marketing are a great asset for the project.



## KARIM GUENOUN SANZ (DEVELOPER & SOUND DESIGNER)

Karim has extensive experience producing VR apps on Unreal Engine and has an optimization expertise on UE4/5. He has already worked with Sanofi, PSA, RATP and Carrefour including his work at the VivaTechnology in Paris.

Karim also has a background in sound and music, working with famous events and well known artists. One of his notable achievements is the *Playstation Award* granted in Spain.







## MAXIME CARCAILLON

(LEAD ENVIRONMENTAL ARTIST)

Maxime has been working in the game industry for 5+ years. He previously worked for a AAA production of Ubisoft, The Division 2, and then, motivated by his passion for the Zelda series, he conceived and developed his own game all by himself. Over his career he participated in the conception, development, and publication of 3 different studio games, with different production methods and graphical styles.

His polyvalence, technical skills, creativity, and unfailing good mood make him a delight to work with.

## RAOUL DESMAREST

(LEAD TECH)

Before joining Oxya Origin, Raoul has been Technical Artist/VFX Artist at Sloclap, working on SIFU for 2 and a half years. He also teaches Unreal Engine basics @ New3dge, a French game dev. school. Raoul is a “game purist” with tremendous knowledge about games and their history.

His experience and passion help him provide guidance to, and grow the skills of, our junior developers and artists.



## THOMAS CRAUK

(LEAD WRITER)

Former script writer at BackLight, awarded for Eclipse VR experience, Thomas brings his 20+ years of experience as Artistic Director and screen writer in the movie industry, to Oxya Origin.

His talent and passion for storytelling combined with his deep culture and genuine curiosity helped create a whole fictional world which is the backbone of our game ecosystem.

## AYALE HADDAD

(LEAD DEVELOPER)

Built his first video game at 14, holds multiple degrees in Machine Learning, Mathematics & CompSci & Previously Lead Dev at AirMask, a unique blockchain wallet, Ayale brings his expertise of Web2 & Web3 tools to the Team.

As an early NFT collector, Ayale also helps the team by providing precious insights about the latest trends of the NFT market.







## FELIX ROUBAUD (FULL STACK DEVELOPER)

Before joining Oxya Origin, Felix has carried out numerous missions with Parisian tech startups, including Ankorstore, Cajoo & Murfy. During these missions, he developed several technical hats; software engineer (React / Node / Python), data engineer (Stitch / DBT / bigQuery) and architect engineer (GCP / Kubernetes / Serverless). Deeply interested in blockchain, he also codes in solidity and builds web3 products.

## MAITHAM MOHAMMED (ADVISOR)

Co-Founder & CEO of Material10, an AAA blockchain gaming studio and publisher building a new paradigm in gaming backed by leading investors in the space. Prev DAO Lead at Nyan Heroes, one of the leading AAA blockchain game studios. Also was Ops & Incubator Lead at OlympusDAO, growing it and building the next iteration of DeFi.

Prior to entering the blockchain world, worked at FAANG as a Product Manager at Amazon within Machine Learning teams along with experiences across venture capital, investment banking and hedge funds. Also currently, a consultant to Fortune500 companies on blockchain infrastructure, DeFi & more.



## MAXIME BUCAILLE (ADVISOR)

Maxime has been working in the blockchain industry since 2017. He helped shape DeFi in its early days building one of the first Decentralized Exchanges (AirSwap) and then went on to develop the blockchain team at Atari where he laid the foundations for their Web3 initiative. Maxime is currently a Web3 VC at QCP Capital where he focuses mainly on DeFi and Gaming.

+100 PEOPLE HAVE CONTRIBUTED CLOSELY OR VERY CLOSELY TO MAKE OXYA ORIGIN WHAT IT IS TODAY. THERE ARE MORE THAN 30 OF US PASSIONATELY INVOLVED IN THIS ADVENTURE





# SOCIAL MEDIA & PARTNERS

Our community comprises +300,000 people spread across various platforms



Discord : <https://www.discord.gg/oxyaorigin> (+200K members)



Twitter : <https://twitter.com/OxyaOrigin> (+90K followers)



Instagram : <https://www.instagram.com/OxyaOrigin> (+25K followers)



Youtube : [https://www.youtube.com/channel/UCLv4c\\_vOHTDueESoMilaDAg](https://www.youtube.com/channel/UCLv4c_vOHTDueESoMilaDAg)



OpenSea : <https://opensea.io/collection/oxyaoriginproject>

# PARTNERS





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