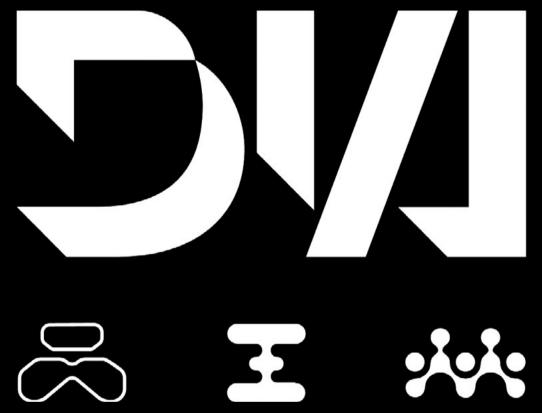
Whitepaper

sept.2022





# NCIDVI

#### Introduction

The World of LVCIDIA

Ready to escape the waking world?

- Galaxies
- Stars
- Staking
- FVCK\_CRYSTAL//
- FVCK\_AVATARS//
- Future Expansions
  - Galactic Expansion
  - Planets And Environments
     Reformation
  - THE\_HUB//
  - Explore To Earn
- Crafting
- •Economy Mechanics
- •NFT Marketplace overview

Technology

- Expertises
- Overview
- User Interfaces
- User Portal
- 3D environment
- Asset Creation and Ownership
- Analytics
  - Ingestion Pipeline
  - Distributed Processing
  - Business Intelligence
- Security

Partners

Vision and Principles

- Community First
- Beautiful, Unique Artwork

Conclusion

Introduction 3

LVCIDIA is a space-themed virtual art experience filled with unexplored secrets and is a hub for the most creative and celebrated emerging artists in the NFT space. Each planet or environment in the universe will feature unique artwork from these artists. Explorers can work independently or collaboratively to explore galaxies, complete challenges and puzzles, discover hidden artifacts and gather rare resources they can use to craft unique items which will help them along their awakening journey.

Our vision is to build an engaged community passionate about experiencing art in new and fun ways, who are actively involved in decision making to ensure LVCIDIA is built for the community and by the community to benefit its members. Digital experiences must continue to evolve throughout their lifecycle and the team behind this project have built experiences that have captivated audiences for over a decade.

LVCIDIA will be a semi-conscious entity that will react and respond to Web3, Web2 and IRL events. The goal is to make LVCIDIA more dynamic with programming so the value of the brand, its entities and the industry all increase in value over time.

Our Explore-to-Earn (E2E) experience is intended to provide an outlet for creative expression on the frontier of web3 design and art to ultimately generate a cultural impact on society.

# THE WORLD OF INCIDIA



The World of LVCIDIA

Ready to escape the waking world?

- Galaxies
- Stars
- Staking
- FVCK\_CRYSTAL//
- FVCK\_AVATARS//
- Future Expansions
- Galactic Expansion
- Planets And Environments
- Reformation
- THE\_HUB//
- Explore To Earn
- Crafting
- Economy Mechanics
- NFT Marketplace overview

Technology

Partners

Vision and Principles

Conclusion

# **READY TO ESCAPE THE WAKING WORLD?**

LVCIDIA is about limitless exploration. It is a place where we challenge explorers to create their own goals, and find their own ways to achieve them. It is a place for explorers to come together and harness the power of their dreams to help build LVCIDIA one step at a time. But most importantly, it is a place to connect with yourself, and explore who you are.

The universe will be filled with an ever expanding set of distinct experiences to discover and take part in, rewarding users who explore both the depths of space, and their own personal limits.

Your awakening journey begins here.





The World of LVCIDIA 6

#### Introduction

The World of LVCIDIA

- Ready to escape the waking world?
- Galaxies
- Stars
- Staking
- FVCK\_CRYSTAL//
- FVCK\_AVATARS//
- Future Expansions
- Galactic Expansion
- Planets And Environments
- Reformation
- THE\_HUB//
- Explore To Earn
- Crafting
- Economy Mechanics
- NFT Marketplace overview

Technology

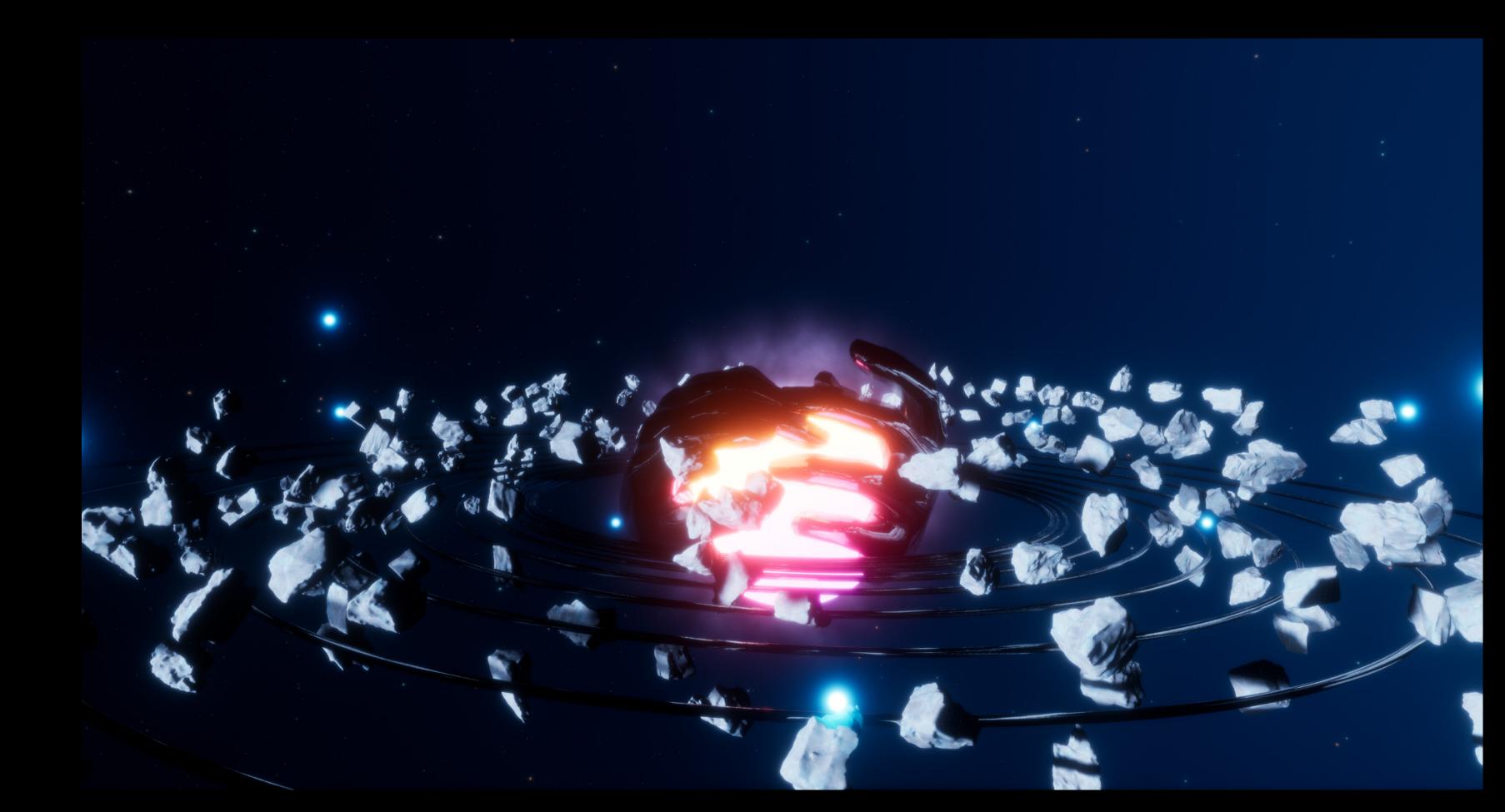
Partners

Vision and Principles

Conclusion

#### GALAXIES

Our virtual art experience is made up of an interconnected set of galaxies. Each galaxy will be composed of a number of stars and will feature one or more planets or environments. In our initial offering, we will begin with a single galaxy and task explorers to expand LVCIDIA and open new galaxies by creating stars.





The World of LVCIDIA

Ready to escape the waking world?

- Galaxies
- Stars
- Staking
- FVCK\_CRYSTAL//
- FVCK AVATARS//
- Future Expansions
- **Galactic Expansion**
- Planets And Environments
- Reformation
- THE\_HUB//
- Explore To Earn
- Crafting
- Economy Mechanics
- NFT Marketplace overview

Technology

Partners

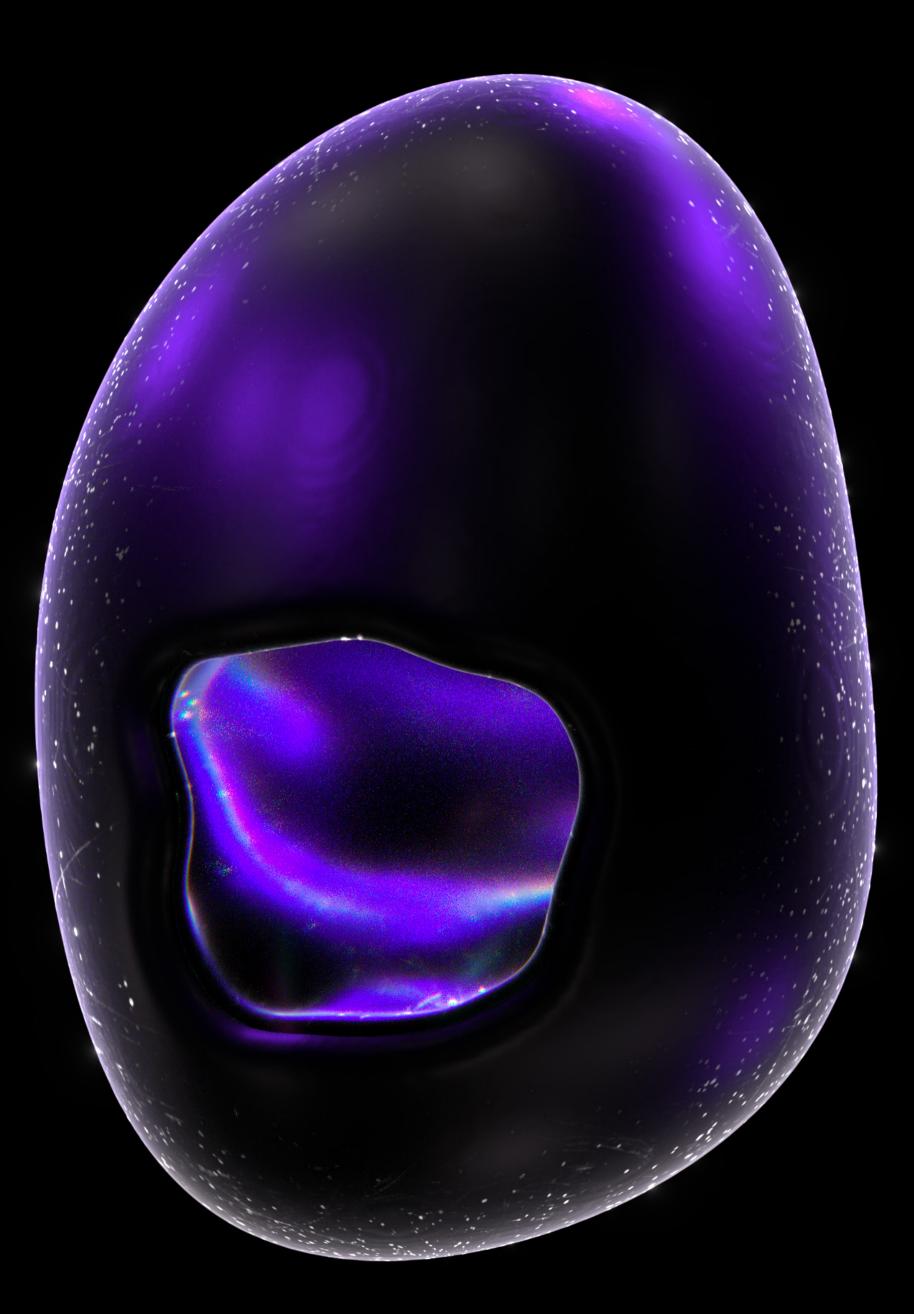
Vision and Principles

Conclusion

#### Stars

Each galaxy will have a number of stars contained within it. These stars act as beacons, lighting the way towards new galaxies. Yet, it appears that the stars of LVCIDIA have faded...The dreamers of LVCIDIA will need to come together to return these stars to their former splendor, paving the way to new galaxies and planets in the process. There isn't just one way to make a star; a number of methods have been discovered - each requiring a number of resources that can be used to craft new stars, allowing explorers to explore the universe one step at a time. The brightness of each star will be measured in LVMINANCE which will be tracked, allowing explorers to compare how much light they are generating in LVCIDIA's first galaxy. Upon creating a star, explorers will be able to name it, forever making their mark on the galaxy. They will receive an ERC-

721 token of their star in exchange for their contribution.





The World of LVCIDIA

- Ready to escape the waking world?
- Galaxies
- <u>Stars</u> Staking
  - FVCK\_CRYSTAL//
  - FVCK\_AVATARS//
- Future Expansions
  - Galactic Expansion
  - Planets And Environments
  - Reformation
  - THE\_HUB//
  - Explore To Earn
- Crafting
- •Economy Mechanics
- NFT Marketplace overview

Technology

Partners

Vision and Principles

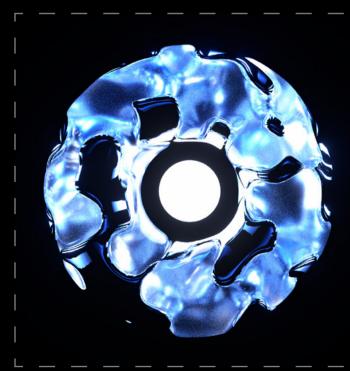
Conclusion

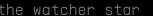




hydrogen star

silversmithed star

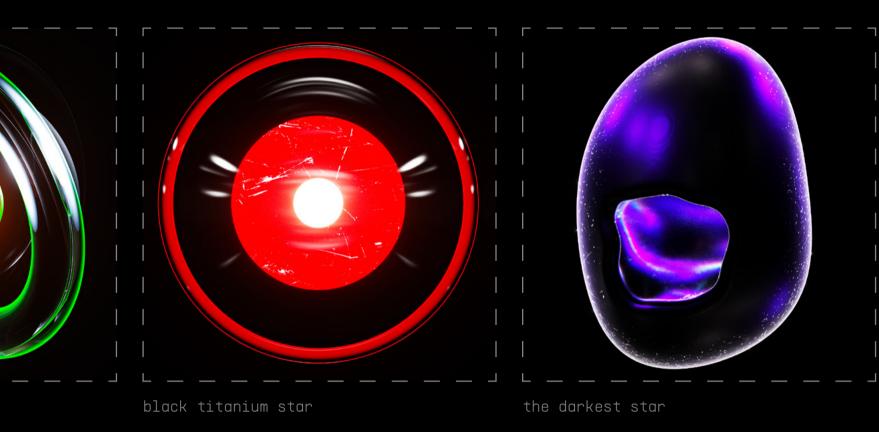




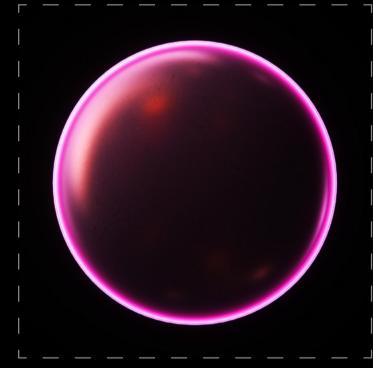
helium star











the fragile star







The World of LVCIDIA

- Ready to escape the waking world?
- Galaxies
- Stars
- Staking
- FVCK\_CRYSTAL//
- FVCK\_AVATARS//
- Future Expansions
  - Galactic Expansion
  - Planets And Environments Reformation
  - THE\_HUB//
  - Explore To Earn
- Crafting
- •Economy Mechanics
- •NFT Marketplace overview

Technology

Partners

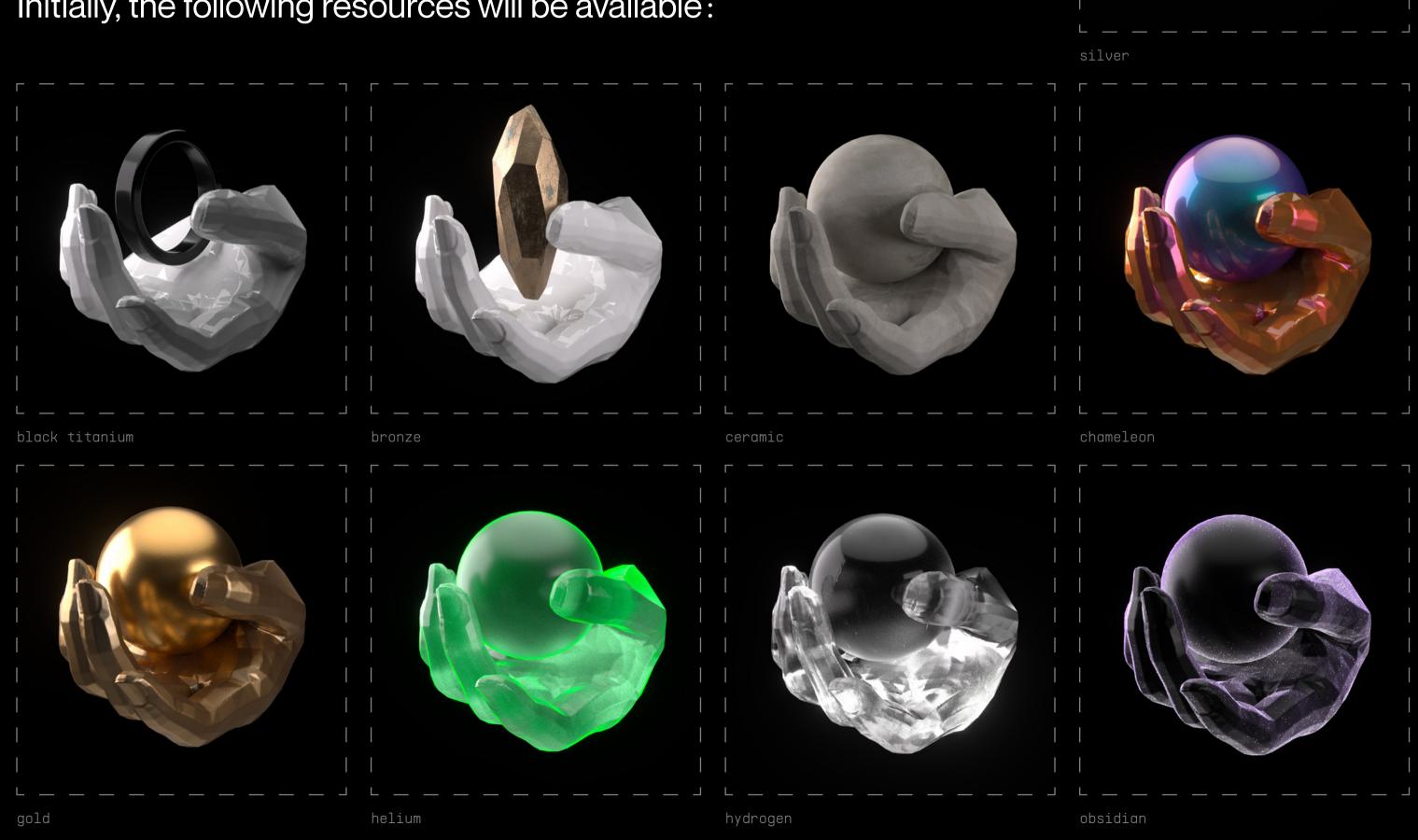
Vision and Principles

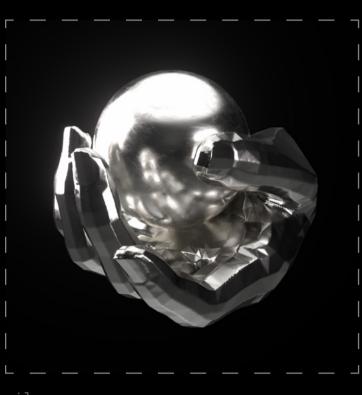
Conclusion

#### Staking

Collectors will be able to draw resources from various resource fields throughout LVCIDIA. In this initial experience, the galaxy will center around an energy filled black hole. By tapping into this black hole, collectors will be able to draw out resources. It's uncertain how long this black hole will be able to produce resources for, but the amount that comes through seems to be consistent... for now.

Initially, the following resources will be available:







The World of LVCIDIA Ready to escape the waking world? Galaxies • Stars Staking • FVCK\_CRYSTAL// - FVCK\_AVATARS// Future Expansions **Galactic Expansion**  Planets And Environments Reformation • THE\_HUB// Explore To Earn Crafting Economy Mechanics NFT Marketplace overview Technology

Partners

Vision and Principles

Conclusion

To gather resources, collectors will need to stake either a FVCK\_CRYSTAL// or FVCK\_AVATAR//. Once staked, they will begin to draw resources to them based upon their properties, with each property attracting different resources and at various rates known as their "draw rate". The quantity of each resource produced will be fixed per period, meaning that when more collectors draw a specific resource, it will become harder to earn. Additionally, there will be an upper bound to the speed at which the collector can gather based upon their draw rate, even if this would cause the black hole to generate fewer resources than the assigned fixed resources per period value.

For example, the black hole might generate 1000 Obsidian per day. A collector who has a draw rate of 1 towards Obsidian assuming no other collectors were drawing Obsidian would receive 1000 obsidian per day. If another collector were to begin drawing Obsidian with a draw rate of 5, the original collector would receive 1/(1+5) \* 1000 = 166.7 Obsidian per day, with the other collector earning 833.3 Obsidian per day.

Factoring in the upper bound into the above example, we could imagine that a collector can only earn 100 Obsidian per point of draw rate.





The World of LVCIDIA • Ready to escape the waking world? Galaxies • Stars Staking FVCK\_CRYSTAL// FVCK\_AVATARS// Future Expansions Galactic Expansion Planets And Environments Reformation THE\_HUB// • Explore To Earn Crafting Economy Mechanics NFT Marketplace overview Technology

Partners

Vision and Principles

Conclusion

Resource fields will have a maximum resource Assuming the same collector with a draw rate quantity that they can generate before they 100 Obsidian per day. If another collector were become permanently depleted. When this to begin drawing Obsidian with a draw rate of occurs, collectors can still harvest any other resource types present in that resource field, but the depleted resource will cease to generate going forward. Some resource This would scale linearly until the limit fields will have a resource regeneration rate which will allow a resource to increase up to the maximum resource quantity. In this way, LVCIDIA can recover, while still motivating collectors to explore other resource fields that will have higher earn rates in the short term. with their total earnings being equal to the Staking will lock up a FVCK\_CRYSTAL// proportional draw rate vs the global draw rate: or FVCK\_AVATAR// for a period of one week, at which point the collector can either continue collectorDailyResources =[collectorDrawRate / to gather, or claim their created resources in the form of ERC-1155 tokens. Unstaking before the period has elapsed will cause collectors to forfeit their gathered resources. the total draw (1 + 5 + 5 = 11) would exceed the Collectors are able to stake any number (1000 / 100 = 10), and therefore collectors and any combination of FVCK\_CRYSTALS// and FVCK\_AVATARS//. proportional rate: As LVCIDIA expands, new resources will

of 1, this in turn would cause them to earn 5, the original collector would still receive 100, while the new collector would receive 500. is reached: maxDrawPointsBeforeLimitReached = dailyResourceLimit / dailyResourcesPerDrawPoint Once the limit is reached, collectors would begin to have their payouts decreased, resourceDrawRate) \* dailyResourceLimit Using the above example, imagining a third collector began to draw with a draw rate of 5, maxDrawPointsBeforeLimitReached value would receive resources based on the

be discovered, increasing the utility of each

FVCK\_CRYSTAL// and FVCK\_AVATAR//.

**Collector 1**: [1 / 11] \* 1000 = 90.9 per day **Collector 2**: (5/11) \* 1000 = 454.5 per day **Collector 3**: (5/11) \* 1000 = 454.5 per day



The World of LVCIDIA

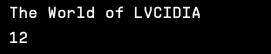
- Ready to escape the waking world?
- Galaxies
  - Stars
  - <u>Staking</u>
  - FVCK\_CRYSTAL//
  - FVCK\_AVATARS//
- Future Expansions
  - Galactic Expansion
    - Planets And Environments
    - Reformation
    - THE\_HUB//
    - Explore To Earn
- Crafting
- Economy Mechanics
- •NFT Marketplace overview

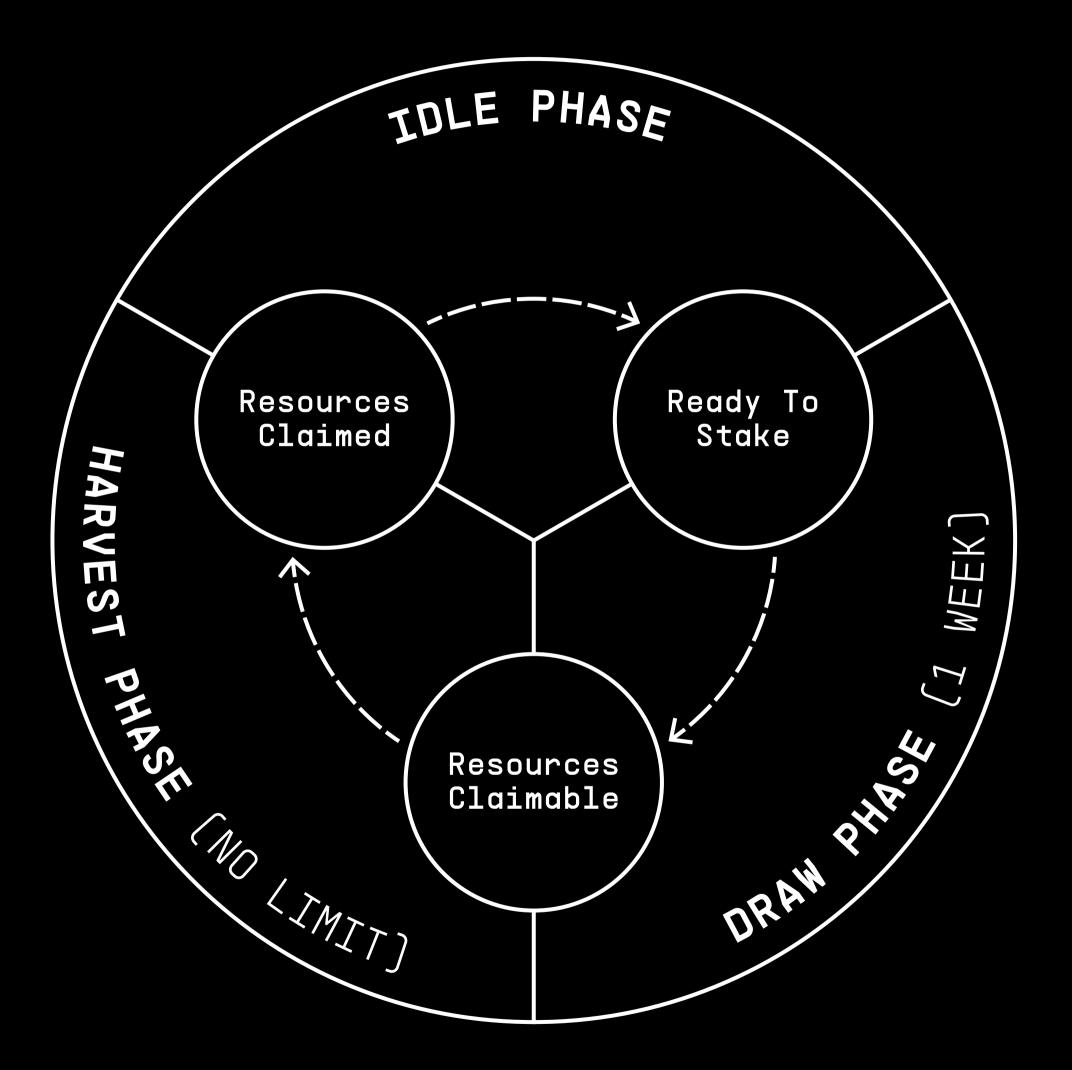
Technology

Partners

Vision and Principles

Conclusion







The World of LVCIDIA

Ready to escape the waking world?

- Galaxies
- Stars
- Staking
- FVCK\_CRYSTAL//
- FVCK\_AVATARS//
- Future Expansions
  - Galactic Expansion
  - Planets And Environments
  - Reformation
  - THE\_HUB//
  - Explore To Earn
- Crafting
- •Economy Mechanics
- •NFT Marketplace overview

Technology

Partners

Vision and Principles

Conclusion

#### FVCK\_CRYSTAL//

Each FVCK\_CRYSTAL// has a number of traits which will affect which resources it can draw, and at what rates. The rarer the traits, the rarer the resources they yield.

Having a crystal will also grant explorers early access to LVCIDIA experiences, access to exclusive planets or environments, 'see the future' feature, in-game power-ups, loaning capabilities, as well as allow them to earn premium rewards.





The World of LVCIDIA

- Ready to escape the waking world?
- Galaxies
- Stars
- Staking
- FVCK\_CRYSTAL//
- FVCK\_AVATARS//
- Future Expansions
- Galactic Expansion
- Planets And Environments
- Reformation
- THE\_HUB//
- Explore To Earn
- Crafting
- Economy Mechanics
- •NFT Marketplace overview

Technology

Partners

Vision and Principles

Conclusion

#### FVCK\_AVATARS//

Each FVCK\_AVATAR// has a number of traits which will affect which resources it can draw, and at what rates. Collectors will need to experiment with their FVCK\_AVATARS// to puzzle out what each of the traits does.

In addition to this, we will be using avatars to symbolize the explorers throughout the experience, such as via 3rd person avatar, the listings of those who helped build LVCIDIA, leaderboards, and owners of crystals and crafting stations.

Having an avatar will also grant collectors early access to LVCIDIA experiences, access to exclusive planets or environments and loaning capabilities.







FVCK\_AVATAR// #997



FVCK\_AVATAR// #10



The World of LVCIDIA 15

Introduction

The World of LVCIDIA
• Ready to escape the waking world?
• Galaxies
• Stars
• Staking
• FVCK\_CRYSTAL//

FVCK\_AVATARS//
 Future Expansions

· Galactic Expansion

· Planets And Environments

Reformation

• THE\_HUB//

• Explore To Earn

Crafting

•Economy Mechanics

•NFT Marketplace overview

Technology

Partners

Vision and Principles

Conclusion

## **FUTURE EXPANSIONS**

#### **Galactic Expansion**

The focus of new releases will be the launch of new planets and environments; with each one unlocking new experiences and resources within it. To bolster the existing content in LVCIDIA, we will also explore the use of procedurally generated content. This will allow planets and environments created by NFT artists to act as our keystone elements, while ensuring that there is plenty to do and see while we work to bring these worlds to life.





The World of LVCIDIA Ready to escape the waking world? Galaxies • Stars Staking FVCK\_CRYSTAL// FVCK\_AVATARS// Future Expansions Galactic Expansion Planets And Environments Reformation • THE\_HUB// • Explore To Earn Crafting Economy Mechanics NFT Marketplace overview

Technology

Partners

Vision and Principles

Conclusion

#### PLANETS AND ENVIRONMENTS

Planets and environments will be handcrafted by some of the top NFT artists to become the core way in which users explore LVCIDIA, with each of them acting as an immersive experience. Each planet or environment will be visually distinct, with their own landscape, climate and resources. They will be broken down into distinct geographical regions, similar to continents on Earth. In addition to unlocking new resources, planets and environments will have challenges and puzzles to engage with, and hidden treasures to find.

#### REFORMATION

While many of the planets and environments of LVCIDIA will be accessible as soon as they are discovered, some of them will be fragmented. To build the planet or environment, explorers will be able to supply certain resources to a community pool based upon the traits of the planet or environment. As explorers supply resources, portions of the planet or environment will be reformed. Some fragmented planets or environments will simply require one reformation, where others may be heavily fragmented and require additional phases to fully restore.

Upon restoration, those who contributed the greatest quantities of resources will receive land on the planet or environment as a reward. All contributors will be remembered for their contributions, making them a part of LVCIDIA history.





The World of LVCIDIA Ready to escape the waking world? Galaxies • Stars Staking FVCK\_CRYSTAL// FVCK\_AVATARS// Future Expansions Galactic Expansion Planets And Environments Reformation • THE\_HUB// • Explore To Earn Crafting Economy Mechanics NFT Marketplace overview Technology

Partners

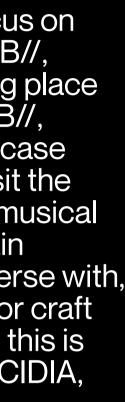
Vision and Principles

Conclusion

#### THE\_HUB//

Our experience will have a strong focus on community building. It will center on THE\_HUB//, a gigantic space station that acts as a meeting place for users exploring LVCIDIA. Within THE HUB//, art exhibitions often take place, helping showcase the works of emerging artists. While there, visit the hustling and bustling marketplaces, take in a musical performance, see what hidden artifacts remain undiscovered, find a crew to explore the universe with, discover new features about the experience or craft some of the latest and greatest gear. In short, this is the place to learn more about the world of LVCIDIA, its resources, its planets, its explorers.

THE\_HUB// is and always will be a work in progress. As LVCIDIA expands, so too will THE\_HUB//. Explorers will be able to help expand THE\_HUB// by contributing their resources towards expansion projects. Like stars, explorers who contribute towards projects will be recorded. This includes the amount they contributed and any participation in LVCIDIA challenges and activities, allowing others to see the dedication of those who came before.







The World of LVCIDIA

Ready to escape the waking world?

- Galaxies
- Stars
- Staking
- FVCK\_CRYSTAL//
- FVCK\_AVATARS//
- Future Expansions
  - Galactic Expansion
  - Planets And Environments
  - Reformation
  - THE\_HUB//
  - Explore To Earn
- Crafting
- •Economy Mechanics
- NFT Marketplace overview

Technology

Partners

Vision and Principles

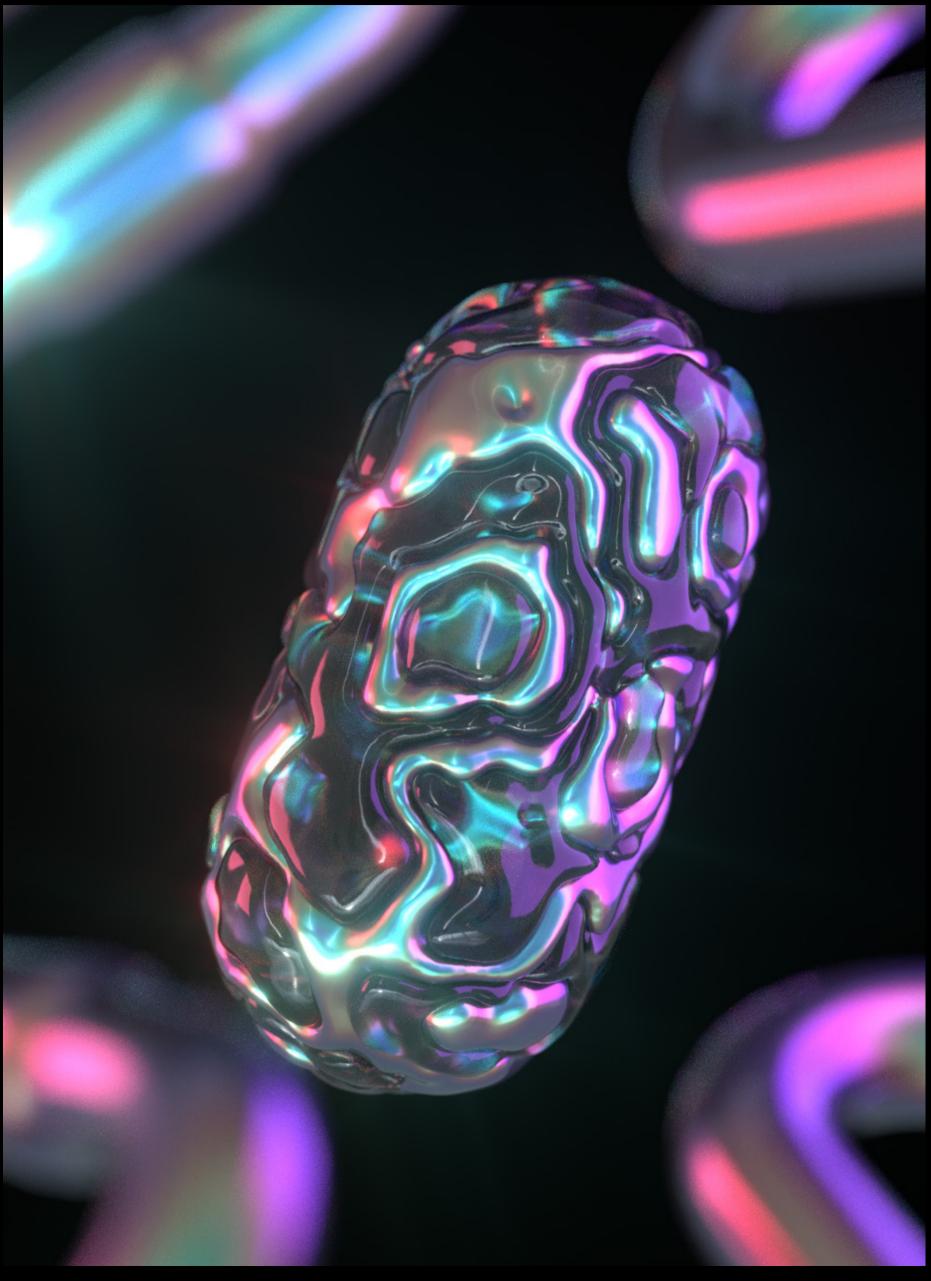
Conclusion

#### EXPLORE TO EARN

LVCIDIA will have an optional Explore to Earn experience. We want explorers to fully immerse themselves inside LVCIDIA, and reward those who explore its furthest reaches. This will take the form of various quests, puzzles, and time limited events that the explorer will chance upon as they travel amongst the various worlds and regions within LVCIDIA. These experiences may be contained within a singular planet or environment, or may motivate explorers to travel to other locations to move on to the next step. Completing these objectives will net explorers unique or rare resources, and in some cases new NFT's.

We will also reward those who participate in chronicling - the act of capturing information and imagery of various locations and objects. By exploring and filling out their chronicles, explorers will unlock exclusive rewards, but to do so, users will need to thoroughly explore the various regions of LVCIDIA.

As LVCIDIA expands, we will continue to explore new ways to reward users who explore each of its unique landscapes.



ROUGE// Challenge #2 Reward: The Tenacity Stone



The World of LVCIDIA

- Ready to escape the waking world?
- Galaxies
- Stars
- Staking
- FVCK\_CRYSTAL//
- FVCK\_AVATARS//
- Future Expansions
- Galactic Expansion
- Planets And Environments
- Reformation
- THE\_HUB//
- Explore To Earn
- <u>Crafting</u>
- •Economy Mechanics
- NFT Marketplace overview

Technology

Partners

Vision and Principles

Conclusion

#### Crafting

Explorers will be able to craft NFT's within LVCIDIA by depositing a number of resources and/or NFTs into a crafting machine. There will be various types of crafting machines that will specialize in different tiers of goods, requiring the explorer to relocate to new locations to perform certain crafts. Explorers will also be able to craft their own machines as a high tier craft, allowing owners to receive a portion of the resources spent at that machine.





The World of LVCIDIA • Ready to escape the waking world? Galaxies • Stars Staking • FVCK\_CRYSTAL// FVCK\_AVATARS// Future Expansions Galactic Expansion Planets And Environments Reformation THE\_HUB// • Explore To Earn Crafting Economy Mechanics NFT Marketplace overview

Technology

Partners

Vision and Principles

Conclusion

# **ECONOMY MECHANICS**

The world of LVCIDIA has a complex resource field based upon the draw rate of their NFT's, ensuring that we don't bloat a and interconnected set of resources and items. Each of these resources, as well as singular collector or small pool of collectors should they begin to harvest an underutilized the craftable items that exist in the experience will be ERC-1155 tokens. resource field. To avoid inflation, we will have a number of Creating Stars will act as a major deflationary mechanic, as explorers will be motivated to mechanics in place that aim to combat the rate in which resources are accrued. spend their resources to create them. In turn, they will receive prestige for helping Firstly, each resource field has a strict expand LVCIDIA. Long term, new crafting maximum daily payout, allowing us to know opportunities will emerge, creating additional exactly how much is flowing out into the sinks for resources, including consumable economy. Should the supply become more items and materials that are simply used to constrained for that particular resource craft higher tier gear, or to maintain various token, the value proposition of harvesting items. that resource will decrease. Additionally, as each resource field itself has its own While the economy in LVCIDIA will be a difficult balancing act, this interconnected web of harvesting cap, availability of a given resource field will also allow us to limit the maximum resources and items is core to the LVCIDIA experience, and as such, we will be taking outflow of a given resource at any given time. Careful introductions of new resource all necessary precautions to ensure that the fields, rebalancing resource field payouts, economy remains viable for many years and even removing resource fields could to come. be paths forward to help course correct the resource economy as it evolves alongside

an expanding user base. Finally, collectors will have a maximum daily payout via a given



The World of LVCIDIA

• Ready to escape the waking world?

- Galaxies
- Stars
- Staking
- FVCK\_CRYSTAL//
- FVCK\_AVATARS//
- Future Expansions
  - Galactic Expansion
  - Planets And Environments
  - Reformation
  - THE\_HUB//
  - Explore To Earn
- Crafting
- •Economy Mechanics
- NFT Marketplace overview

Technology

Partners

Vision and Principles

Conclusion

#### NFT MARKETPLACE OVERVIEW

The LVCIDIA Marketplace will allow explorers to buy and sell all in-game assets, including NFTs and resources. Since all assets will exist "on chain", they can be traded outside of the marketplace as well. In fact, there is already bustling activity for FVCK CRYSTAL// NFTs on public exchanges supporting Ethereum such as OpenSea and LooksRare.

Our goal for the LVCIDIA Marketplace is to provide a seamless, game-like user experience to keep users immersed in the game. Trading fees will generate additional in-game engagement rewards for users based on the size of the trades. To start, the Marketplace will support Layer 2 assets, and Layer 1 NFTs such as FVCK CRYSTAL// will be a later addition.







The World of LVCIDIA

Technology

- Expertises
- Overview
  - User Interfaces
  - User Portal
  - 3D environment
- Asset Creation and Ownership
- Analytics
  - Ingestion Pipeline
  - Distributed Processing
  - Business Intelligence
- Security

Partners

Vision and Principles

Conclusion

#### **EXPERTISES**

The LVCIDIA project has brought together technology experts from 3 different companies, AnamXR, Uken Games and manifold. xyz. This combination of market proven world class teams with complementary skill sets allows us to deliver the best technology platform for LVCIDIA. See more information in the Team section.

#### **OVERVIEW**

The LVCIDIA technology platform is most appropriate experience for each type of user action. For strategic moves such as staking, collecting rewards and generating new NFTs, we provide a low bandwidth, responsive and streamlined User Portal in the form of a web application. To immerse yourself in the LVICIDA universe, we provide a low friction, streaming and cloud based, interactive 3D Environment accessible through a desktop browser.

created through a combination of technologies and applications, with the goal of using the most suitable technology for the job. For its superior ownership and decentralization properties - blockchain technology, more specifically the ethereum network will be used for Asset Creation and Ownership, enabling users to have true ownership of assets.

The user interface uses a combination of Users interact with the LVCIDIA ecosystem EVM based blockchains (see Asset Creation through 2 distinct but connected applications. and Ownership for more details) and web2 This allows for maximum user flexibility and backend systems for state management. provides the technology platform with the



Technology 24

Introduction

The World of LVCIDIA

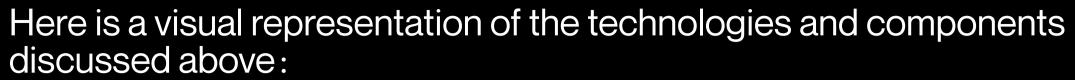
Technology

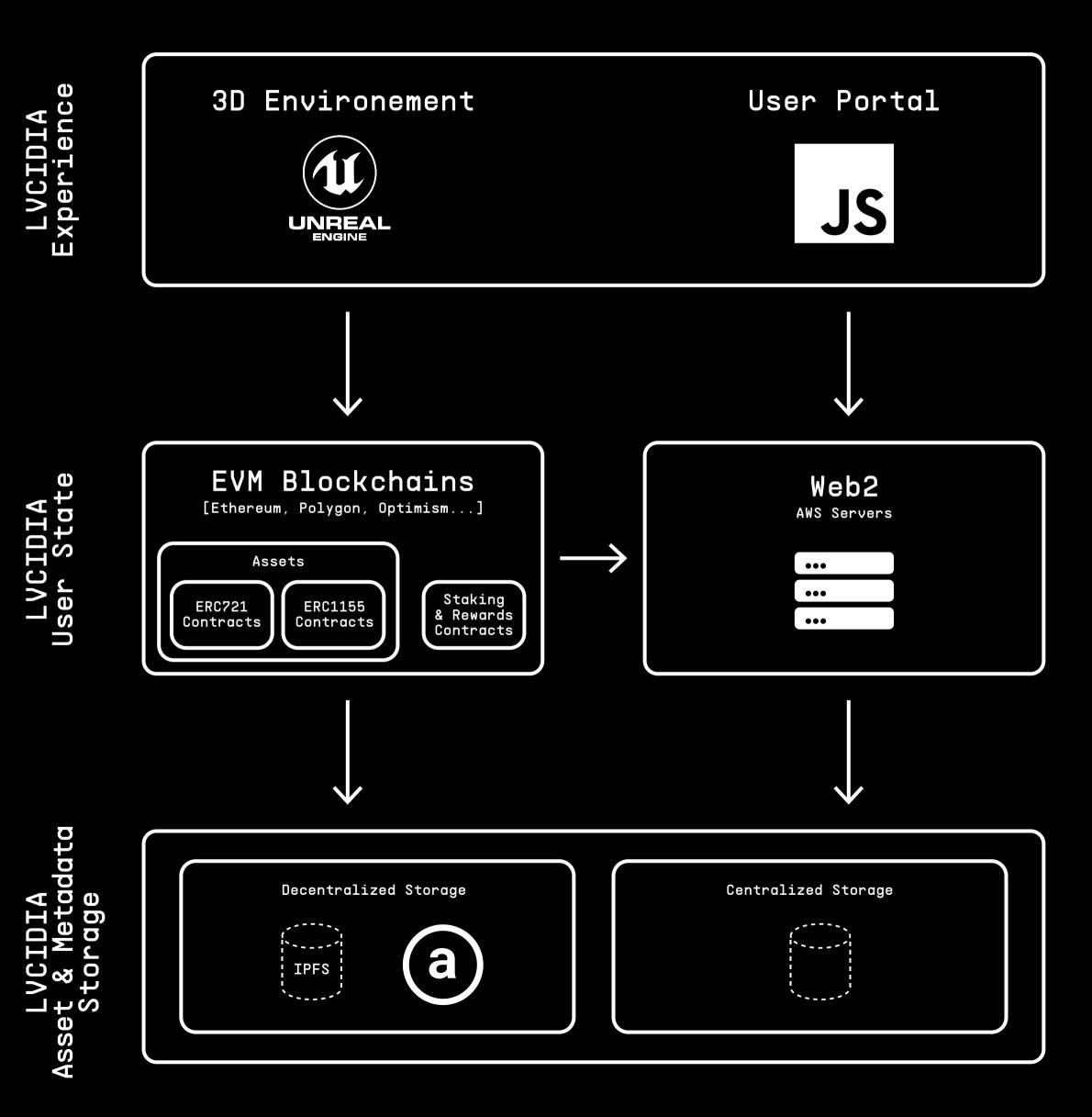
- Expertises
- Overview
- User Interfaces
- User Portal
- 3D environment
- Asset Creation and Ownership
- Analytics
  - Ingestion Pipeline
  - Distributed Processing
  - Business Intelligence
- Security

Partners

Vision and Principles

Conclusion







The World of LVCIDIA

Technology

- Expertises
- Overview
- User Interfaces
- User Portal
- 3D environment
- Asset Creation and Ownership
- Analytics
  - Ingestion Pipeline
- Distributed Processing
- Business Intelligence
- Security

Partners

Vision and Principles

Conclusion

#### **User Interfaces**

#### USER PORTAL

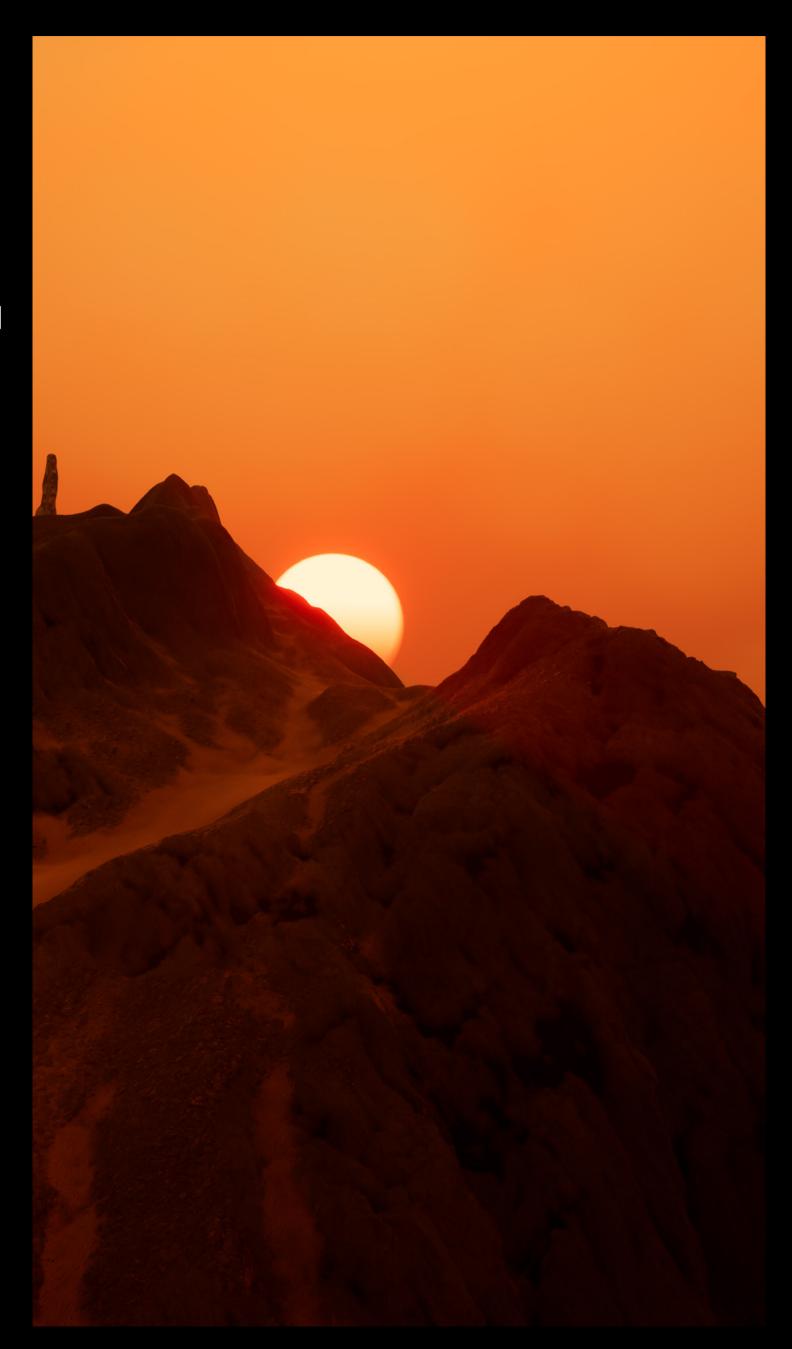
The user portal consists of a website that was designed to be responsive, robust and scalable. It will be the place where users can perform strategic moves such as staking, collecting rewards and generating new NFTs. The website will be optimized to work well on both desktop and mobile platforms.

#### **3D ENVIRONMENT**

To immerse yourself in the LVICIDA universe, we provide a low friction, streaming and cloud based, interactive 3D Environment accessible through a desktop and mobile browser. When joining the 3D Environment, it is recommended to connect your wallet for a personalized experience that activates the NFTs you hold, win prizes, save your progress and much more. You can also enter as a guest to enjoy the immersive art experience, but with limited features. Your information will be locally stored, so you can join with Metamask at any time to save your progress.

See listed below officially supported Browsers and Operating Systems (up to two versions back from the latest release). The 3D Environment may be accessible with other Browsers, however the following are recommended:

- Desktop (recommended viewing for full Web3 functionality)
  - Windows OS: Chrome and Microsoft Edge
  - Mac OS: Safari and Chrome
- Mobile (coming soon with limited functionality)
  - Android : Chrome
  - iOS and iPadOS: Safari





The World of LVCIDIA

Technology

- Expertises
- Overview
- User Interfaces
- User Portal
- 3D environment
- Asset Creation and Ownership
- Analytics
  - Ingestion Pipeline
- Distributed Processing
- Business Intelligence
- Security

Partners

Vision and Principles

Conclusion

#### **Asset Creation and Ownership**

Blockchains will be used to store asset ownership information in the LVCIDIA ecosystem. LVCIDIA will support EVM based chains, and all LVCIDIA assets will initially be on the Ethereum mainnet.

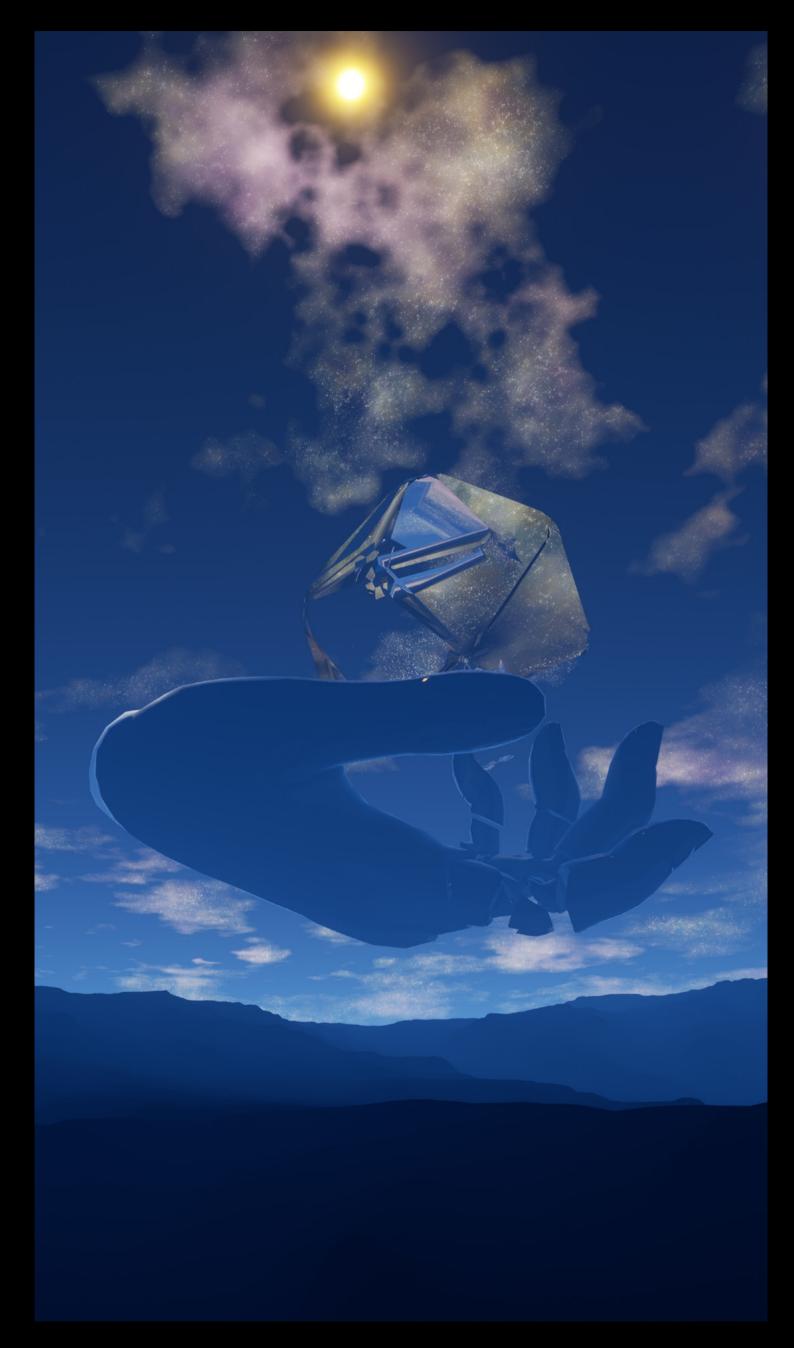
There are two primary token standards used in the LVCIDIA ecosystem:

- ERC721 - For most items

- ERC1155 - For most resources

Asset visuals will be stored on one or more decentralized storage platforms (e.g. Arweave and IPFS).

Asset metadata will be stored on permanent decentralized storage platforms whenever possible (i.e. in cases where the metadata is immutable). However, given the dynamic nature of some LVICIDIA items, this metadata may also be served on a traditional web server before being finalized to a decentralized storage platform.





The World of LVCIDIA

Technology

- Expertises
- Overview
- User Interfaces
- User Portal
- 3D environment
- Asset Creation and Ownership
- Analytics
  - Ingestion Pipeline
- Distributed Processing
- Business Intelligence
- Security

Partners

Vision and Principles

Conclusion

#### ANALYTICS

Fully understanding how users are experiencing LVCIDIA is only possible with advanced analytics. LVCIDIA is using a proprietary in-house Data Platform that has been refined for over a decade.

Many virtual experiences have failed due to misunderstanding how users are interacting with the economy. LVCIDIA's analytical platforms will allow us to keep the economy balanced as well as monitor and evolve the community to ensure it is healthy for original explorers and enticing for new explorers.

LVCIDIA will not store any personally identifiable information and it will be compliant with data protection regulations.





The World of LVCIDIA

Technology

- Expertises
- Overview
- User Interfaces
- User Portal
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  - Distributed Processing
  - Business Intelligence
- Security

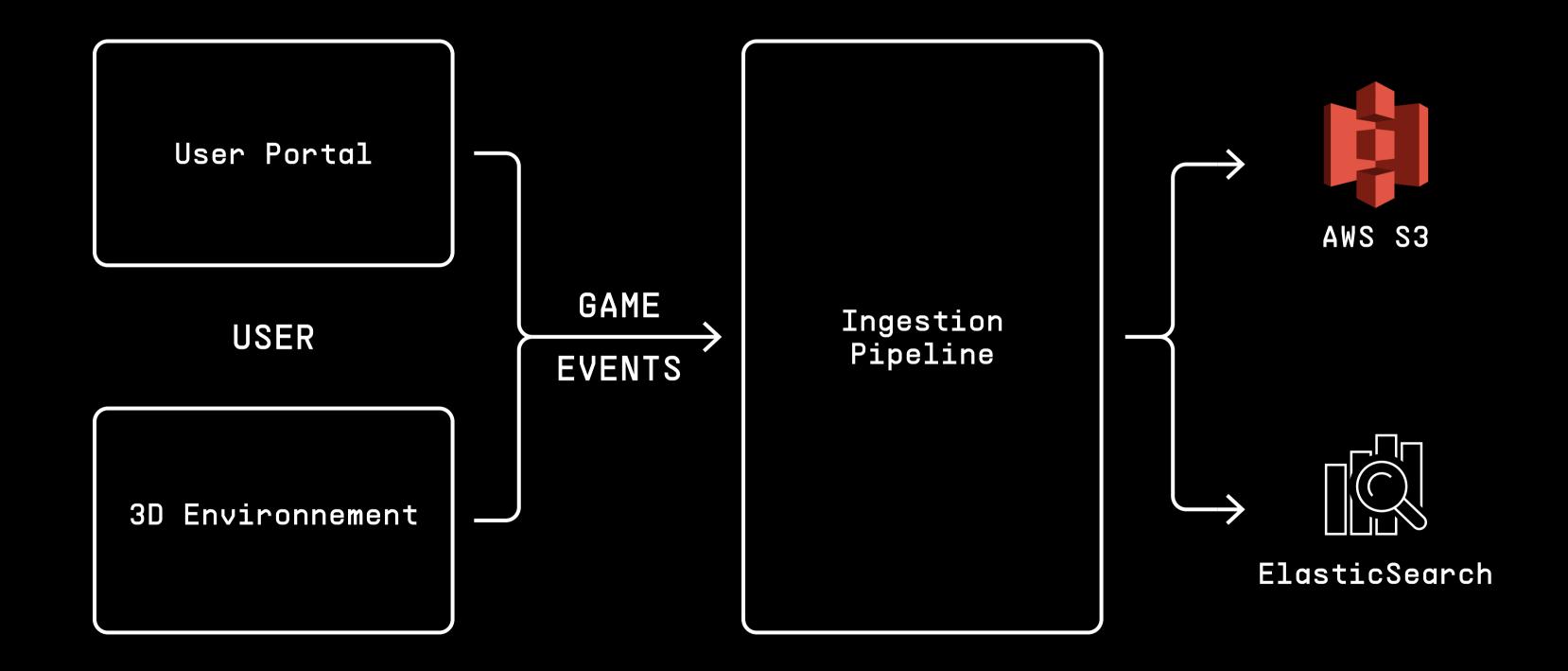
Partners

Vision and Principles

Conclusion

#### **Ingestion Pipeline**

The first part of the LVCIDIA Data Platform is an ingestion pipeline built with serverless AWS components, which lands robustness, security and scalability, guaranteeing that game events will arrive successfully into our Data Lake (AWS S3).





The World of LVCIDIA

Technology

- Expertises
- Overview
- User Interfaces
- User Portal
- 3D environment
- · Asset Creation and Ownership
- Analytics
  - Ingestion Pipeline
- Distributed Processing
- Business Intelligence
- Security

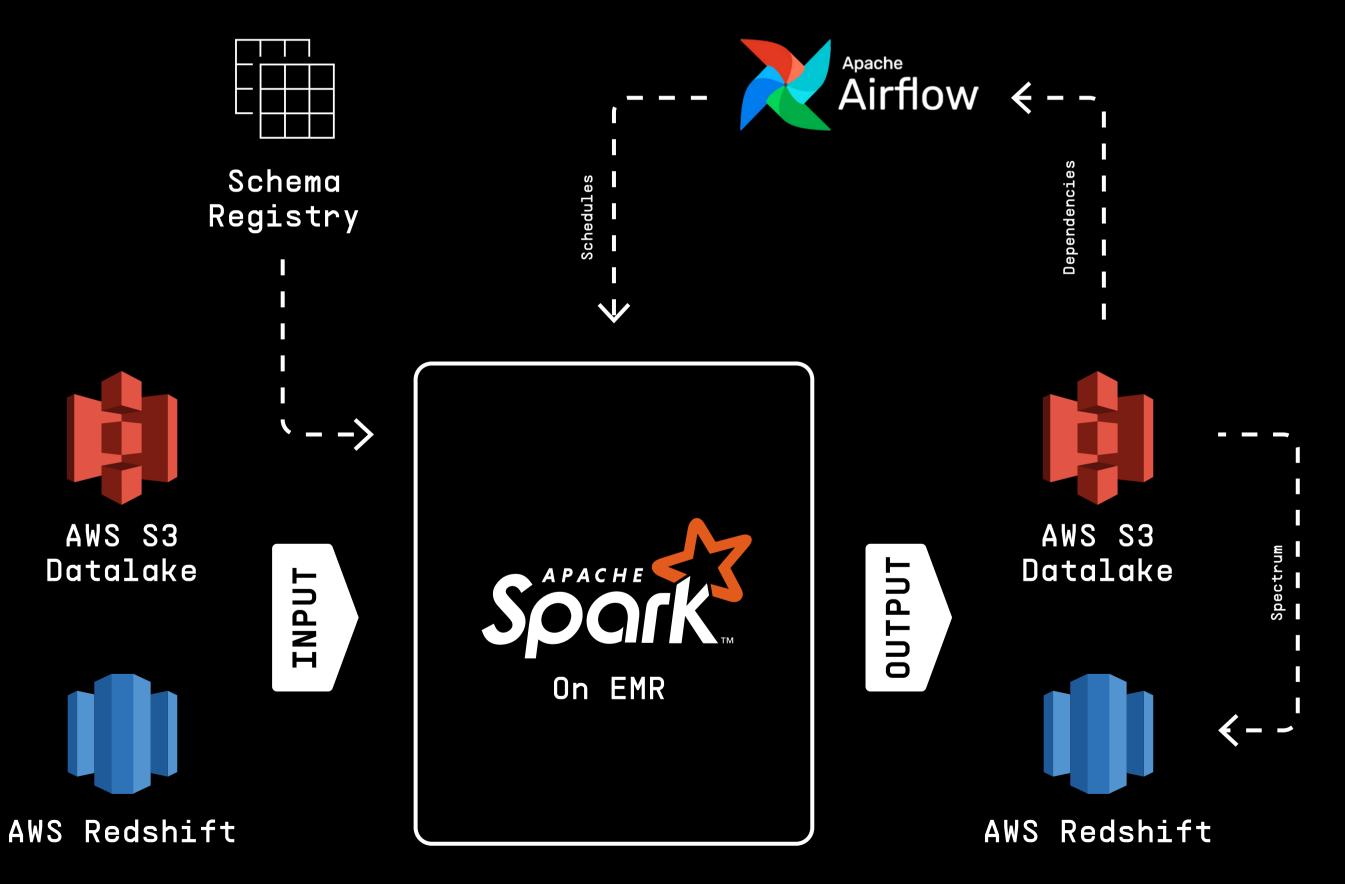
Partners

Vision and Principles

Conclusion

#### **Distributed Processing**

After we have events in our Data Lake (AWS S3) we can then process these events through our Distributed Processing engine, this will allow us to apply transformations to the data that will ultimately give us insight into how to improve the game. Transformed data will be loaded into our Data warehouse (Redshift).



Compute



The World of LVCIDIA

Technology

- Expertises
- Overview
- User Interfaces
- User Portal
- 3D environment
- Asset Creation and Ownership
- Analytics
  - Ingestion Pipeline
- Distributed Processing
- Business Intelligence
- Security

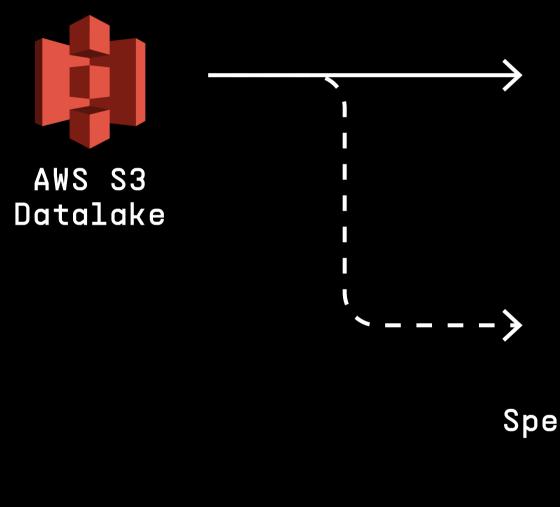
Partners

Vision and Principles

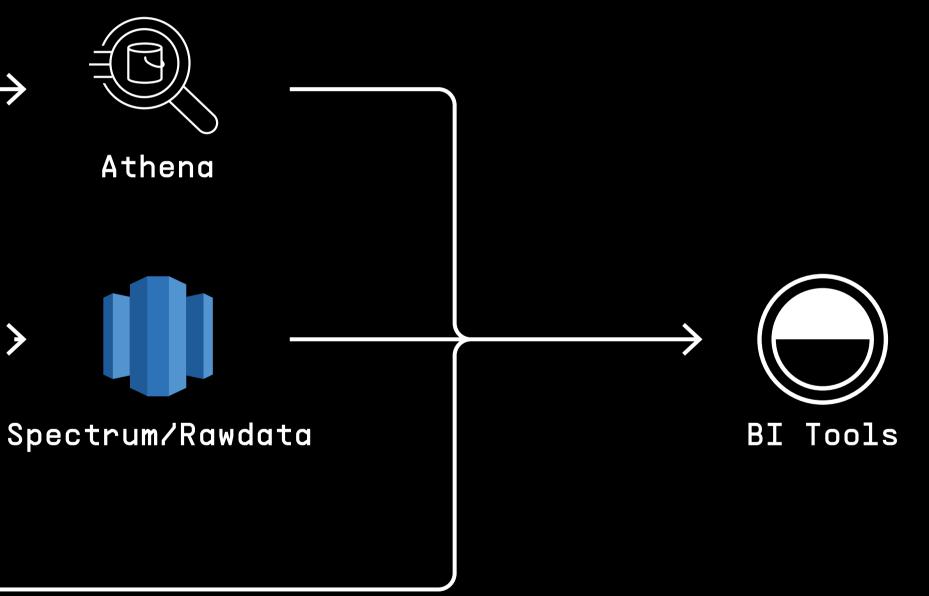
Conclusion

#### **Business Intelligence**

We have an array of options that will be used to perform data analysis. We will be able to have access to the raw events produced by users from the Data Lake and also the transformed data processed by us and stored in the Data warehouse.









The World of LVCIDIA

Technology

- Expertises
- Overview
- User Interfaces
- User Portal
- 3D environment
- Asset Creation and Ownership
- Analytics
  - Ingestion Pipeline
- Distributed Processing
- Business Intelligence
- Security

Partners

Vision and Principles

Conclusion

## SECURITY

We will employ several security best practices in the operation of LVCIDIA

- On chain contracts
  - Every smart contract will be governed by a multi-sig wallet
  - Resource smart contracts

    - such as minting resources for staking rewards
  - Staking reward contracts

    - such as token recovery

    - executable directly by the multi-sig wallet

— Backend Systems in LVCIDIA follow cloud architecture best practices (through Amazon AWS) which will provide several security advantages over traditional infrastructure.

— Data will be encrypted both in transit and at rest.

- Access distribution policy for LVCIDIA personnel such as Site Reliability Engineers and others who need credentials and permission to the infrastructure and contracts will observe a policy of minimum scope of access based on job role and function.

- Resource smart contracts will be governed by a time delay controller contract - The time delay controller will enforce a 14 day minimum delay for critical operations

- A multi-sig wallet will be the initial sole proposer and executor on the time delay controller, with a goal to decentralize this governance in the future.

- Staking reward contracts will be governed by a time delay controller contract - The time delay controller will enforce a 7 day minimum delay for critical operations

– A multi-sig wallet will be the initial sole proposer and executor on the time delay controller, with a goal to decentralize this governance in the future. - Certain fail safe operations (such as disabling the smart contract) will be



# NCIDVI

Introduction

The World of LVCIDIA

Technology

Partners

Vision and Principles

Conclusion

# ΛΝΛΜ

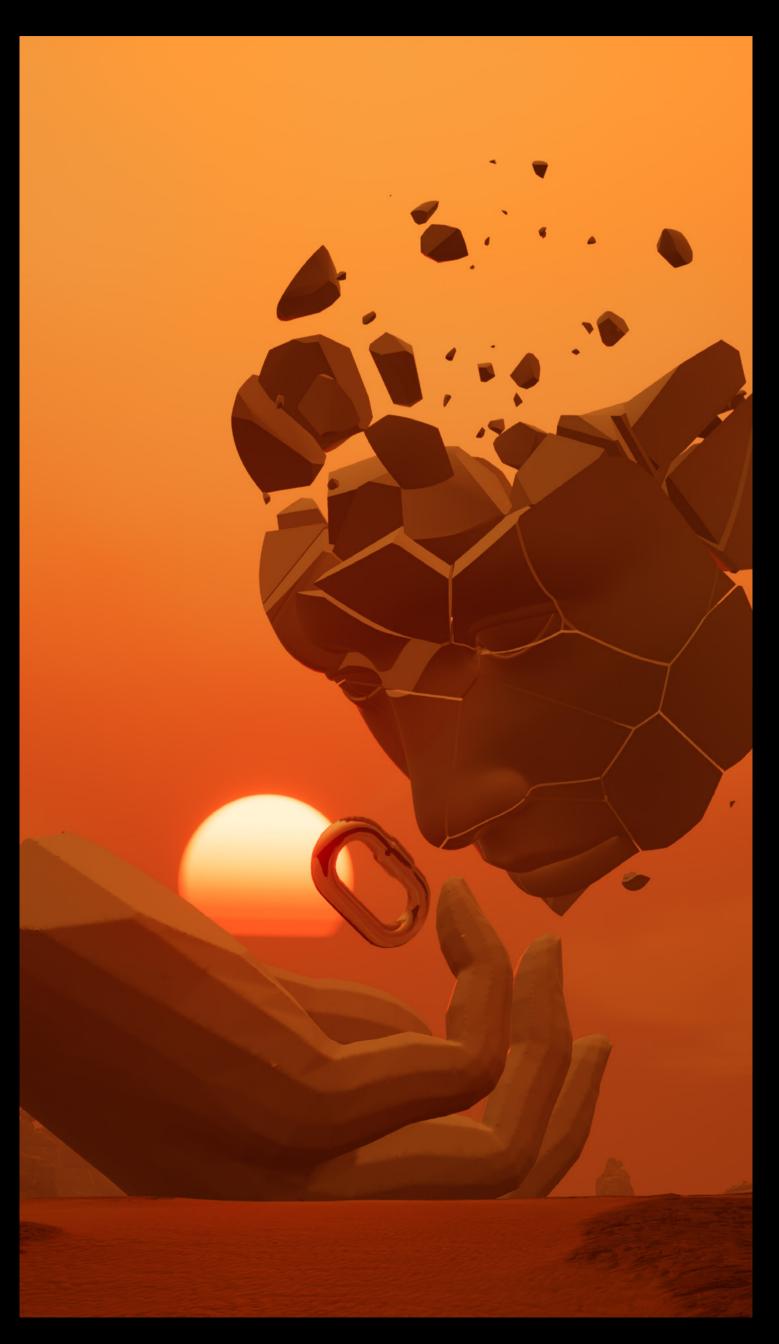
ANAMXR is a luxury multiverse platform with a cloud streaming ecosystem of interoperable metaverses built on top of Unreal Engine 5. AnamXR's team has 20 years of experience in Unreal Engine, cloud network architecture and web development, and provides LVCIDIA with the expertise needed to create its immersive metaverse experience.

# G A M E S

Uken Games is an innovative game developer founded in 2009. The team has released more than 20 games across a variety of genres and platforms, giving tens of millions of users fun and engaging experiences. Uken's expertise in game economies and cultivating of communities will ensure that LVCIDIA's world will always be a place to come back to for years to come.



Manifold.xyz is one of the most well respected technology companies in the Blockchain space. The team has had over a decade of experience with blockchain technology and distributed systems as well as design expertise with social games. manifold.xyz will be ensuring that LVCIDIA's on-chain components are secure and built according to chain standards.



# VISION AND PRINZIPLES



The World of LVCIDIA

Technology

Partners

Vision and Principles

- Community First
- Beautiful, Unique Artwork

Conclusion

# **COMMUNITY FIRST**

The experience's success will be dependent on the engagement of the community. The team will actively involve the community throughout the process in order to build an experience that people will explore for years to come. We want to foster a community spirit that is passionate about the future of the universe.



# **BEAUTIFUL, UNIQUE ARTWORK**

The experience will feature planets, environments and art from some of the top NFT artists. LVCIDIA will be the best way to not just view the art but to experience it through handcrafted worlds.





# NCIDVI

Introduction

The World of LVCIDIA

Technology

Partners

Vision and Principles

<u>Conclusion</u>

"This whitepaper was created to express what is at the core of LVCIDIA. The experience will be built on top of a solid foundation presented here but we are not limiting ourselves to this whitepaper. Flexibility and adaptability will always be part of who we are, so we'll keep a close eye on the space to spot any new technology or trend that could be useful for us. The goal is to continue investing into the web3 space based on these emerging technologies and trends."

- THE LVCIDIA TEAM

