



Indoors Studio White Paper

Revision ver. 1.0

Created: 05 MAR 2022

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1. Introduction

Gaming, Fashion, and Music. Indoors Studio is moving to create a change within the entertainment industry by decentralizing the avenues large corporations have a hold of. By incorporating these divisions within the Web 3.0 and Metaverse we aim to create an organization that is ran for the community and by the community. We at Indoors Studio believe that we can't be successful without the help and the power of our community.

a. Who We Are and the Team

Our team members strive to deliver the creative ideas we have envisioned over at Indoors Studio, we may not be seasoned veterans within the field, but we are motivated by change and passionate in what we do. We are a group of people that have met over the internet and came together to materialize the visions we have for the future of the entertainment industry within the internet. Not only do we want to showcase our passion for gaming, fashion, and music to the world, we want to help those who are interested in becoming a part of the revolution of the internet. At the start of Indoors Studio, we were originally planning on becoming just a game development company and creating an MMORPG we envisioned would be enjoyed by everyone. We then saw an opportunity to become not just a game development company, but an organization that can tie all the aspects of entertainment into one hub and implement within improvements provided by Web 3.0.

2. Goals

Our goal within Indoors Studio is to become an all-encompassing company/organization that specializes in Game-Fi game development, Fashion (real world, and Metaverse), and music. We want to utilize the talent within our community and be able to support them in their dreams through our company. Whether it be helping release music that they have created, the clothing ideas they developed, or implement ideas in games we create.

a. What we want to achieve

Goals within gaming: We want to revolutionize the way games are played, by creating a platform in which players can not only wind-down and play with their friends but also utilize the ability to earn money while playing. Play-to-earn games are going to be a new industry in which people will be playing games in place of full-time jobs. We want to not only limit “Professional” players in earning income but also those who just devote their time and effort within the game. Our goal is to not only have a single MMORPG game, but also have games in other genres as well with the same Play-to-earn concept.

Goals within fashion: Fashion has also been an art form people have enjoyed and appreciated. We plan to incorporate our brand (DAEBAK!) into not only real-life but the Metaverse as well. We will be looking to hire fashion designers new and seasoned to showcase how fashion can be translated into the gaming community.

Goals within Music: Music has and always will be vital to everyone’s life and we want to ensure that the music we incorporate into our games are well designed and appealing to everyone’s ears. By creating a music studio within our company to be decentralized and for the people we are planning on moving away from the direction of record labels. Our goal is to be able to help aspiring musicians and give them an avenue in which they can have exposure. Eventually we will be hosting live concerts with musicians from our community, as well as having concerts within the metaverse world we create.

b. What our plans on in achieving these goals

Gaming: We have already started minor developments for our first 2D-Side Scrolling MMORPG game, we plan on using funds from our Genesis NFT project drop with our operating company and brand, DAE 박!(DAE-BAK!). 50% of the revenue generated from our sale of the NFT project will be used for all developments of Nora World. We plan on being transparent with the funds and create a “paper-trail” of the expenditures. Our main priority is the availability with our developers, for they already have full-time jobs and are working on our game as a hobby/side project. We would also look to hire Developers who are experienced within the field of game development to assist us.

Fashion: DAE 박! Will be our brand in which we will release all things related to fashion. To be a successful fashion brand we plan on looking to first hire fashion designers within our community, then if needed outsource for extra resources. A portion of the revenue we gain from the NFT drop will be used for the fashion department. We want to release our first collection of clothes within 3-4 months of releasing DAE 박. We have already within our resources fashion consultants that have experience with the fashion industry.

Music: We will first and foremost look at artists within our community to help bring them exposure and invest in them. Allocating a portion of the funds to help the artists with resources to produce their album. We also plan on hiring those within our community to help in making the BGM (Background Music) for our game Nora World.

3. Nora World

Nora World is our first 2D – Side scrolling MMORPG inspired by games like MapleStory (a Nexon game) and WonderKing. We are implementing our own version of how a 2D – Side scrolling MMORPG should be made and played.

- I. **Lore:** Nora World will be within a Galactic Universe.

- II. **Game Play:** A Quest based game with characters having different classes, and separate abilities for each character. Each character will have the ability to select “Jobs/Professions” within their classes in order maximize gameplay.
 - a. Guilds will be available for creation, we plan on using guilds as “companies” where players can create a categorized guild (I.e., Merchant guild, Raid guild, Mining/Harvesting guild) Guilds will be able to purchase “land” or “areas” within the game that will be privatized by the guild.
 - b. Bossing will be unique and rewarding
 - c. We plan on hiring unique storytellers to create an immersive story for Nora World so questing will not be boring.
 - d. Pets will have a big impact in the game with their own abilities, uses for gameplay and QOL.
 - e. Game modes with ranking systems within the game (I.e., Dungeons, Battle Royale PVP, Capture the flag, Guild wars, and Speed runs)
 - f. Having alternate accounts will be encouraged, each different class will benefit the account (I.e., give status boosts, or QOL changes).

- III. **Economy:** The in-game marketplace will be available for players to buy/sell/trade items. Users will also be able to sell their Characters through the marketplace, each character will have their own respective “Identity” cards that will be in form of an NFT. “Stock options” will be available for players to invest in certain NPC driven companies, and top guilds. We will also establish a marketplace on the website that is updated in real time with the

marketplace in game. In the web-based marketplace players will be able to utilize our \$Nora token. There will be taxes, and penalty fees implemented in the game as well.

- IV. **Use of NFT and Web 3:** Nora World will be a Play-To-Earn game where players are rewarded for their time spent playing the game. Tournaments, Rewards, and gifts will be utilized with our game. NFT's will be created prior to the release of our game, the NFT's will be profile pictures of our character design and each one will be unique. The use case of these PFP (Profile Pictures) will be the ability to "re-skin" them in game and have that NFT look for your character. We also plan on incorporating pets as NFT's within the game as well and they will have their own stats/uses in-game. A marketplace will also be created within Nora World in which users will be able to buy/trade/sell in-game items for currency and exchange them through our website for our native \$Nora tokens based off of the Avalanche (AVAX) or ERC-20 (Ethereum) chain.

4. DAE 박! (DAEBAK!)



a. What is DAE 박! (DAEBAK!)

DAE 박! Is our *Fashion* and *Music* brand with Anime being our theme.

- I. **Fashion:** We will incorporate the vision we have to bring together the appeal of styles to not only those who are interested in fashion, but for gamers as well. We want to create and design clothes that will be keep up with current trends as well as have our own unique style. Some categories we want to focus on is Hip-Hop/Streetwear, Cyber-Punk/Tech-Wear, and Grunge/Gothic styles. Not only will we have real clothing, but we will also launch a “Metaverse” fashion line that can be used for our communities’ avatars through the mobile app that we plan on creating.

- II. **Music:** We believe that Record Labels in the mainstream music industry is too centralized and does not represent a lot of their musicians fairly, we want to create an independent decentralized record label where our musicians will have full creative control and our support in launching their music through the technology of the blockchain and web 3. DAE 박! will also utilize the talent within our community to create the music for Indoors Studio Games.

5. Tokens of Indoors Studio

Based off the Avalanche Blockchain we plan on creating 2 tokens within our ecosystem. \$ISC (Indoors Studio Coin) and \$IGC (Indoors Game Coin).

- I. **\$ISC:** This will be our native company token essentially a security for our company. We want to utilize this coin for purchasing games, clothes, and music created by both Indoors Studio and DAE 박!(DAEBAK!).
 - a. **Tokenomics:**

- II. **\$IGC:** Indoors Game Coin will be our token used for the play-to-earn aspect in our games. This coin will be rewarded to the players and directly deposited into their wallets. We plan on using this token for tournament rewards and to be able to use it to exchange in-game items through our web-based marketplace.
 - a. **Tokenomics:**

6. Social App

Currently the idea we have for our mobile app is that users will be able to upload their NFT's and utilize our Metaverse clothing lines to dress the avatars and share them with others. There will be a social media like interaction where users can chat, comment, and like posts created by users. We plan on implementing an Augmented Reality system where they can take pictures with their Avatars or themselves with the clothes we drop. Shopping of our clothes and music will also be available through the app as well. Plan on a QR or NFC way in interacting with people in real life.

I. **Ideas:**

- a. Wear metaverse clothes created by DAEBAK! (Potential for other brands to be showcased on the app as well)
- b. Take pictures with their NFT Avatars, post and share their pictures.
- c. Shopping for metaverse clothes, real life clothes.
- d. Shopping for music, integrated music player. Share what users are listening to.
- e. A "timeline" for users to see what other users they follow post.
- f. Integrated chat system to chat with other users.

7. NFT's

I. **DAE 박! NFT Collection:**

- a. **Collection size:** 8,860
- b. **Chain:** ERC-721A
- c. **Style:** PFP/Anime/Fashion
- d. **Utility:**
 - i. There are 3 categories of fashion we are displaying within our collection. Holders of our Genesis collection drop will have WL/1 *free mint* to our future drops from Indoors Studio Games and DAE 박!(DAEBAK!).
 - ii. A DAO will be created to support the community and developments of the community.
 - iii. Holders will also have access to reserve items with our clothing line drop to ensure that they get it without it selling out.
 - iv. Special clothing and music will be available for holders.
 - v. Holders will also have free access to IRL Fashion/Music events we will hold around the world.

II. **Nora World Collection:**

- a. **Collection size:**
- b. **Chain:** ERC-721A
- c. **Style:** PFP/Game Character Design
- d. **Utility:**
 - i. Holders can use the PFP to “*reskin*” their in-game characters.
 - ii. Holders of this collection will get special drops based on the time of holding. The drops will include either in-game benefits, tokens, or real-life items.
 - iii. Staking will be introduced to earn \$IGC our coin to be used in the marketplace for games.
 - iv. Holders of the PFP will also get a chance to mint a special *Pet collection* we will drop; the pets will be used in game and have special status/QOL effects. There will be phases in which these pets will drop so there will be more than 1 chance for a holder to get to mint the pets.

III. **Nora World Pet Collection:**

- a. **Collection size:** 2,000 (Different phases of drops per season/quarter; 1,000 reserved for holders of both Nora World PFP and DAEBAK Genesis)
- b. **Chain:** ERC-721A
- c. **Utility:**
 - i. In-game uses, pets will be available for view in the Social app we create.

8. Roadmap of Indoors Studio

Q2 early Q3 of 2022:

- I. Begin creation and development of DAE 박! (DAEBAK!) collection.
- II. Start development of DAO prior to release of DAEBAK.

Q4 of 2022:

- I. Drop DAE 박! Collection. Use funds from genesis NFT collection to help in building Indoors Studio.
- II. Dedicated heads of DAEBAK's Fashion and Music division.
- III. Hire employees and gather resources for continued development of Nora World. Expand core team of developers.
- IV. Start creation of social app.
- V. Creation of Anime MV of Nora World created by our artists and musicians
- VI. Drop soundtrack to holders of DAEBAK's genesis project.
- VII. Create and organize the tokens \$ISC and \$IGC.

Q4 of 2022 to Early Q1 of 2023:

- I. Create and release Nora World PFP NFT
- II. Alpha testing of basic game mechanics
- III. Create trailers for Nora World, with music and art from DAE 박! Community.

The Visionaries within Indoors Studio

Soul (Eric Torres-Boulanger) - Founder, Graphic Designer, Game Developer – Based in Quebec, Canada. Eric has always been a fan of MMORPG's and has played them for years, with the experience in this genre of games he decided he wanted to create his own game that is willing to listen to what the community has to say instead of creating a game purely for-profit gain. Currently finishing his degree in Graphic Design. Experience in creating and maintaining private servers for games, Java, C++, C#, Python experience

Dipi (Lior Dahapour) – Founder, Game Developer – Based in Israel. Currently finishing his enlistment within the Israeli Military. Almost 5 years with C# ,3 years with java have a lot of experience with web coding a bit of rust and CPP

Min (Robert (Bobby) Owens) – Founder, Project Manager, Web 3.0 Developer – Based in Virginia, United States. Currently serving in the United States Air Force for 7 years. Bobby is the project manager as well as content idea manager. Min has his PMP certification and has managed multi-million-dollar projects within the Air Force. Working on bachelor's in software development and Security as well. Not only is he a project manager but he also strives to become a jack of all trade's developer. He is actively a part of the current Web 3 project developments.

[LinkedIn](#)

Rakdur (Michael) – Front-end/Back-end Developer – Married with a daughter. Michael has been developing for roughly about 14 years. And about 1.5 years professionally. Michael was a developer for HL2DM Servers owned a few.

Jer13 (Jeremiah Alfred) – Community Manager, Marketing Manager –
Based in Michigan, USA

Jeremiah is our community manager and Marketing expert, he has experience with projects such as No-Brainers and Doodories.

WiseUp2RiseUp (Tyler Caldwell) – Graphic Designer, Video-editor – 4+ years’ experience as a software deployment specialist in the IT field, specifically working with automated teller machines. 8+ years’ experience in Information Technology overall. Although, my specialty is graphic design, and video editing. For the past 1-2 years I’ve used my skillset to provide promotional content to a few small cap crypto/NFT projects. I have experience with HTML, CSS and working on learning more JavaScript as well as Solidity.

[LinkedIn](#)

0xPito () – Web 3.0 full stack developer – Security engineer CEO, Freelance developer for 7 years. Worked with CAC40 companies & multiple banks. Specializing in solidity dev and audit since CryptoCats.