



HONEYCOMB

Game Vision Document

Kingdom of HONEYCOMB



Hexes Map

DAO hexes

NFT hexes of players



Uninhabited hexes

Hexes of the Forces of Evil

- NFT hexes represent magical worlds with ever-expanding boundaries.
- After minting an NFT hex, a new world belonging to one of the players appears on the HONEYCOMB kingdom map.
- Worlds are created using procedural generation (PCG). They initially have the same area but gradually increase thanks to the players' efforts in cleansing them from the forces of Evil.
- Sometimes, hexes change their position relative to each other - hexes of active players tend to move toward the center of the kingdom and vice versa.
- Only the keepers of NFT masks can move between neighboring hexes using teleportation.
- In addition to the hexes belonging to players, there are hexes that contain territories of Evil, kingdom DAO, uninhabited lands, and much more.

Each NFT hex contains a world with AI inhabitants, managed by the player. The inhabitants themselves are involved in resource gathering, constructing new buildings, and defending settlements from the forces of Evil.

The inhabited area gradually increases with the growth in the number of residents, buildings, and the cleansing of new territories from the forces of Evil.



There are also DAO hexes where people can socialize and host parties, concerts, and other events in the HONEYCOMB kingdom's metaverse.

When a new hex is created, the first settlement appears on it, inhabited by only a few residents. The settlement needs to be diligently developed. Without the player's efforts, the settlement develops very slowly.

 x 10

The player must also decide how many residents of the settlement will gather resources and how many will be warriors to protect the settlement from the forces of Evil.


If there are too few warriors, the residents will not be able to venture far from the settlement, resulting in a limited variety of resources being collected.

If there are too many warriors, resource gathering will be very slow.



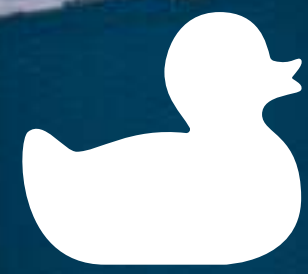
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An aerial view of a medieval-style village with several houses and a central tree. The houses have brown roofs and wooden walls. The village is surrounded by green hills and trees. A central tree is particularly large and prominent.

Each settlement consists of residents' houses and specialized NFT buildings. By owning an NFT building, a player can construct it within the territory of one of their settlements.

Sauna



There will be few NFT buildings at the start of the game, but more and more useful NFT buildings for players will appear over time.

Each NFT building provides new opportunities for players and introduces new game mechanics.



Steel Plant





In addition to buildings, various magical objects and artifacts can be found within the territory of a hex.

For example, portals to distant hex's or intriguing game locations can be found within the hex's territory.






There are also magical crystals that, when near them, allow the player to recover their physical and magical strength much faster.

In the centers of settlements, there are often locations for magical rituals and ceremonies related to the game's storyline!





In the surrounding world, there are also elements of game design. For instance, during the completion of a specific challenging quest by players, a particular statue may be destroyed.

DAO of Magic

In the hexes of the kingdom, you can explore amazing DAO locations, socialize, host parties, and other events in the HONEYCOMB metaverse!

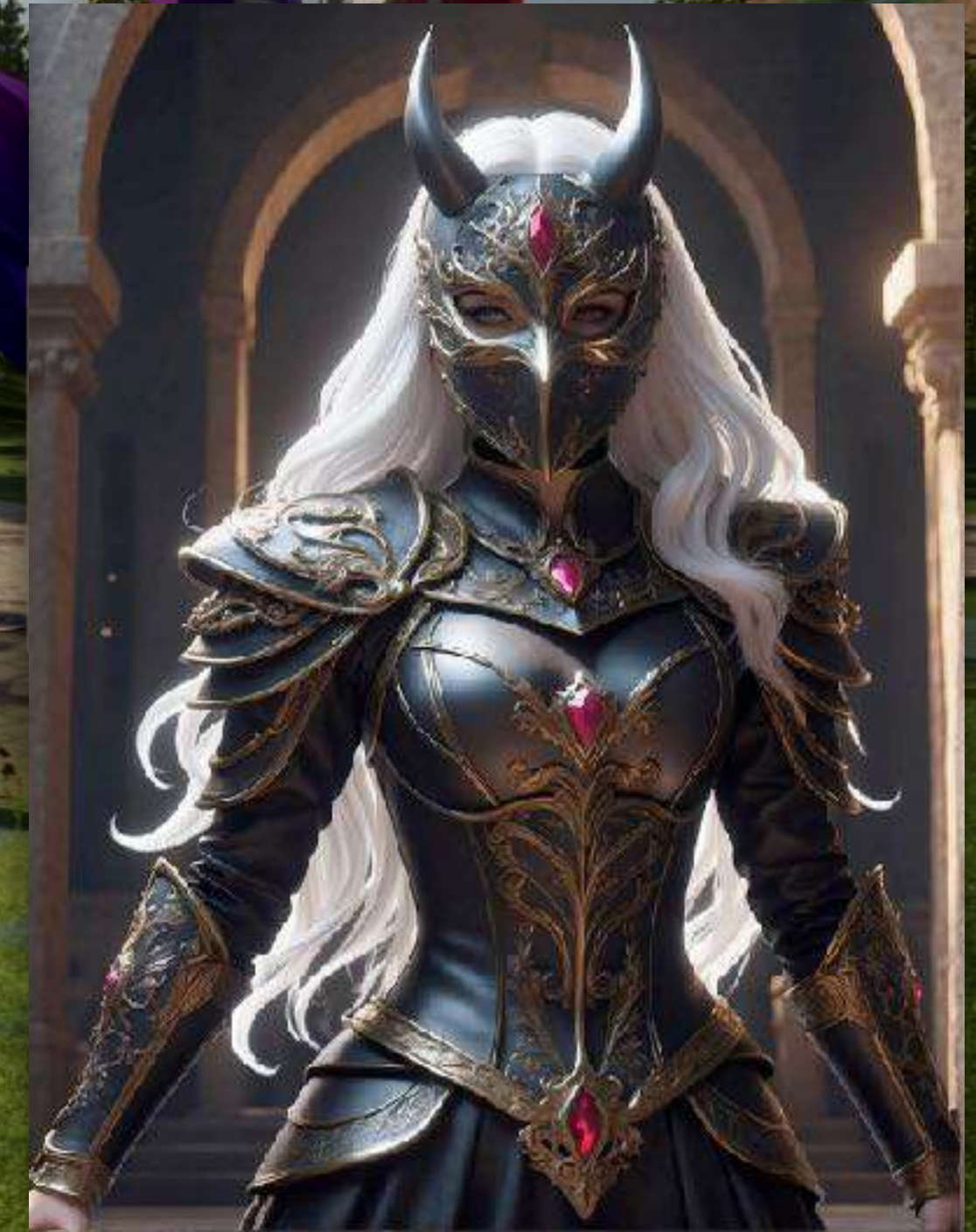
In settlements, there are also planned entertainments related to the metaverse: communal socializing, creative activities, and simple and fun mini-games.



The worlds of the HONEYCOMB kingdom are procedurally generated, but players will have tools to modify the landscape and choose the placement of buildings on the map, similar to games like Black & White by Peter Douglas Molyneux.

The main characters are people from the modern world who possess magical NFT masks, which allow them to teleport around the kingdom of HONEYCOMB.

Players can discover or purchase various NFT items in the game world from other players, which can alter their capabilities. These items include clothing, armor, weapons, accessories, and more.



One player can own multiple NFT masks simultaneously, allowing them to play as multiple characters at the same time and develop them in different ways.

When wearing an NFT mask, the hero transforms into a magical warrior who battles against the forces of Evil. In settlements and peaceful locations, heroes walk without masks.

Guard the Village



Your NFT heroes can:

- Be grouped together or assigned tasks individually
- Defend settlements from the forces of Evil
- Embark on expeditions to gather resources in your own or others' hexes

In these modes, your NFT heroes are managed by AI. If they are defeated, they respawn at the nearest settlement and resume their assigned tasks.

You can always inhabit any of your NFT heroes and control them more effectively than AI. This allows you to develop the hero faster, gather more resources, and use magic and weapons more intelligently!

The game mechanics will continuously expand after the early access release.


For example:

Initially, players can only walk, but as the game evolves, they will learn to swim, climb walls and rocks, ride horses, and fly using magical cloaks!

Each NFT hero can be developed differently and then traded or sold within the game or on external NFT marketplaces.

Classic hero development models are offered:
Strong Warrior, Agile Archer, Wise Mage






Unique and rare resources can only be found by playing as an NFT hero yourself. In AI control mode, heroes are not as effective in locating these resources.

All resources can be bought and sold within the game or withdrawn as tokens to trade on external marketplaces.

One of the main game mechanics is gathering and crafting. At the beginning of the game, resources may be limited, but each day new resources will become available.



The \$HC token is the main in-game currency that can be used for trading within the game, found in-game, earned as rewards for completing missions and quests, and withdrawn from the game to TON wallets.



All digital assets owned by a player in the game are held in a custodial game wallet. These assets can be used within the game without any gas fees or blockchain transaction fees (similar to a centralized exchange like Binance).

However, if desired, players can withdraw any digital assets to an external TON wallet and deposit them back into the game.

Connect Wallet



Bestiary

The number of adventures and creatures encountered in the world will also continuously increase. Players will discover new and interesting locations as they explore the game.



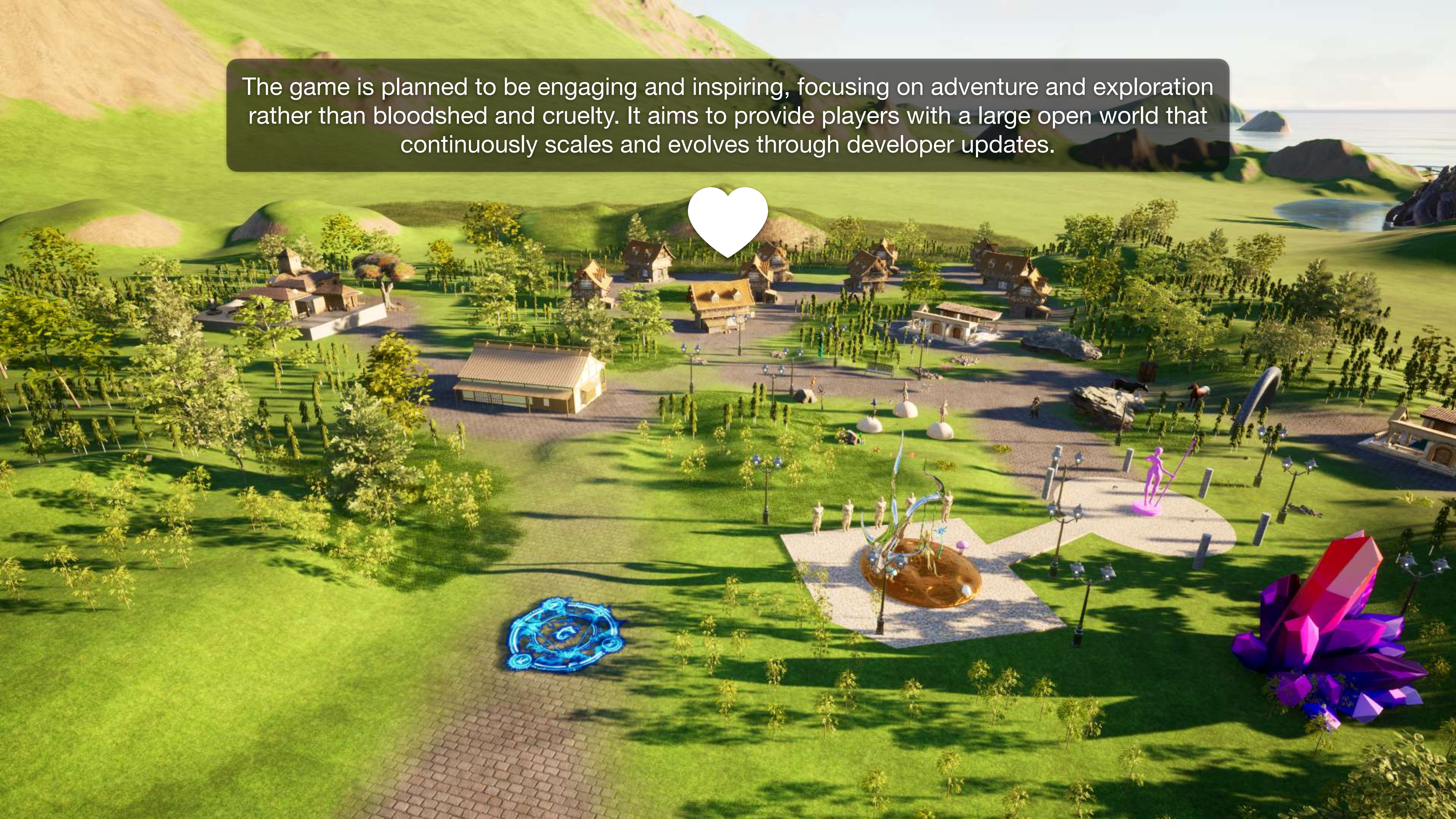
PvP

NFT heroes befriend each other and fight against the forces of Evil, but at the same time, no one can stop neighbors from stealing resources and the disputes that arise from it.

PvE

NFT heroes defend their settlements from the forces of Evil, embark on expeditions into dangerous locations, solve quests, and undertake both simple and multiplayer missions within the kingdom.

The game is planned to be engaging and inspiring, focusing on adventure and exploration rather than bloodshed and cruelty. It aims to provide players with a large open world that continuously scales and evolves through developer updates.



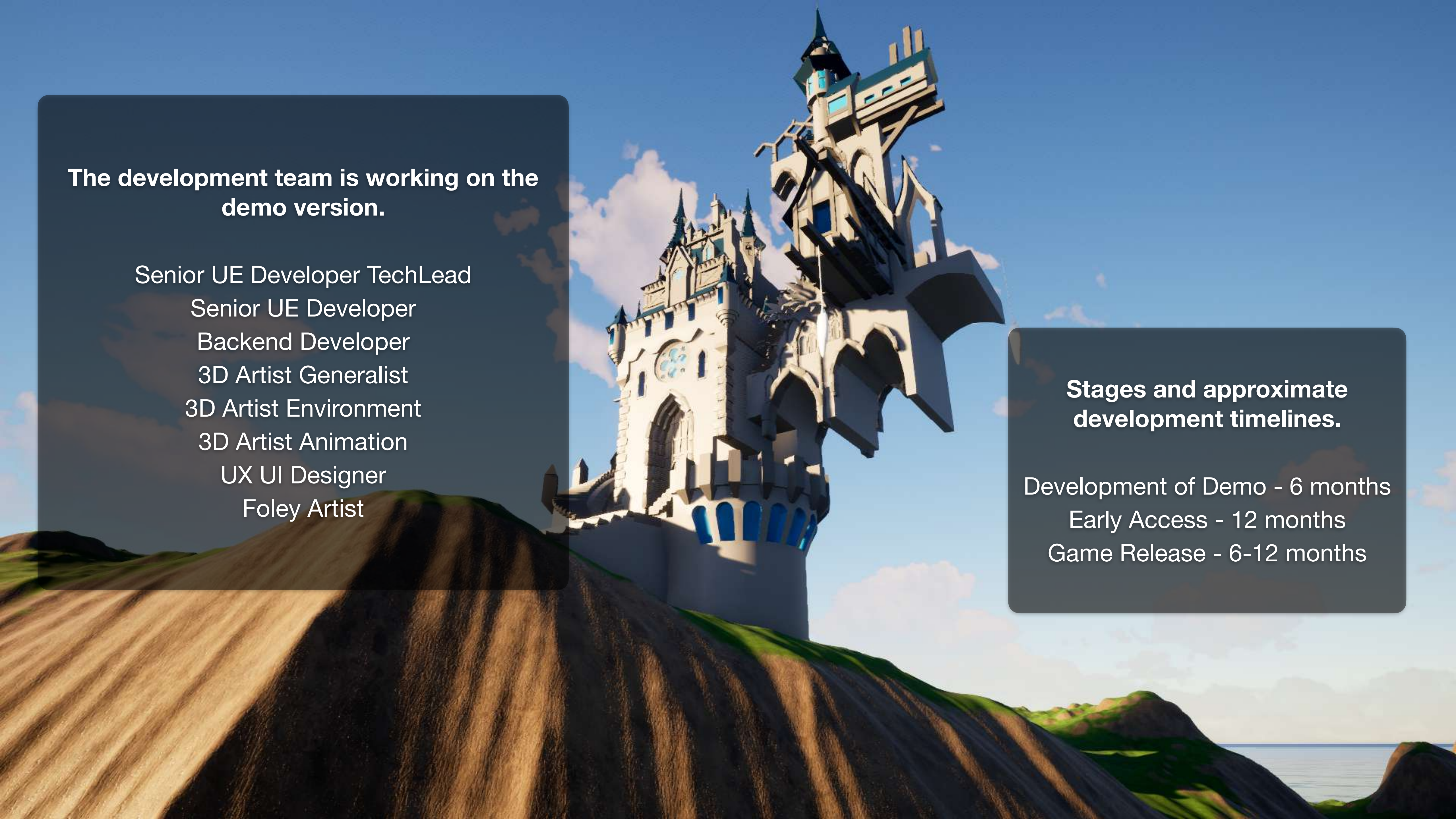


Play-to-Earn

Our tokenomics and Play-to-Earn mechanics are well-balanced and have regulatory mechanisms. This system allows players to have an engaging gameplay experience, earn well, and enables the project team to effectively develop the project simultaneously.



Moreover, in the HONEYCOMB worlds, there will be realistic day-night cycles, weather conditions, and changing seasons, mirroring the real world experience!



The development team is working on the demo version.

Senior UE Developer TechLead
Senior UE Developer
Backend Developer
3D Artist Generalist
3D Artist Environment
3D Artist Animation
UX UI Designer
Foley Artist

Stages and approximate development timelines.

Development of Demo - 6 months
Early Access - 12 months
Game Release - 6-12 months

The game will be adapted for PC, mobile devices, popular consoles, and VR headsets, with both top-down (tactical mode) and third-person (hero mode) perspectives.

Development environment:



**UNREAL
ENGINE**

Unreal Engine 5.3 allows deploying projects on Windows PC, PlayStation 5, PlayStation 4, Xbox Series X, Xbox Series S, Xbox One, Nintendo Switch, macOS, iOS, Android, ARKit, ARCore, OpenXR, SteamVR, Oculus, Linux, and Apple Vision.



Thanks

honeycomb.games