

Voxel Worlds Updates

Deployed:

- 10 000 Voxel Worlds NFTs
- 10 000 Voxel Avatars NFTs
- Windows and MacOS game versions
- World generation from Voxel Worlds NFTs
- Metamask auth system for Worlds and Avatars NFTs holders
- Avatars control system with 1st and 3rd person camera
- Build system
- More than 150 different blocks + half blocks + stairs blocks integrated
- Creative mode
- Fly mode
- Build Editor
- Single player mode
- Multiplayer – users can build and destroy together
- Save System for Single Player and Multiplayer. System works with Local savings & Server Savings
- Contest mode – integration with Chainverse Testnet contracts
- Console commands (Professional builder script)
- Video settings for Windows version

Deployed for Test (Public Deploy on 31th March 2023):

- Resource mining (Q1 Testing)
- Item crafting (Q1 Testing)
- Health (Q1 Testing)
- Experience (Q1 Testing)
- Stamina (Q1 Testing)
- Launcher (Testing)
- Patcher (Testing)

Q2 2023:

- New game modes: Adventure & Survival
- NPC & Mobs System
- Monster Hunting

Q3 2023:

- Runtime Editor
- Crystals Mechanics (Logics)

Q4 2023:

- Farming, Fishing
- Trading System
- Access Control & Roles for System Map