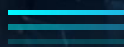# white paper

Artificial intelligence + a decentralized digital asset game platform
of the universe + blockchain + Web4.0

METAWORLD CHAIN LINK TO THE REALITY AND THE VIRTUAL WORLD

Abstract

MetaWorld Chain A parallel with the real world, interconnected, their wonderful virtual world, through decentralized governance, has a fair economic system and universal values, have a set of business, finance, trade, communication rules, people can like real life, according to individual demand high freedom to social, entertainment, production, living and trading, through immersive ecological experience, through the integration of virtual digital world and the real world.

MetaWorld Chain Created an always online, constantly refreshed instant digital world with an unlimited number of people, things, things... involved, people can not only live freely, but also create freely. On this platform, users can stream and discover content, and interact with other people and entities. Users can also claim ownership of virtual assets through blockchain-based digital accounts. Virtual assets are targeted by MWCT, whose owners can determine the use and benefits of virtual assets, including interactive systems such as from static 3D scenarios to games. The irreplaceable and transferable rare digital asset in the virtual asset MetaWorld Chain can be bought and sold in a BSC smart chain called MWCT. MWCT can also be used to buy digital goods and services in the virtual world.

Our goal is to use virtual reality technology to create a completely decentralized, immersive, virtual reality world with exclusive hardware devices. Because there are many physical limitations in the real world, second life can be opened in the MetaWorld Chain ecosystem. The immersive experience will overcome the abstract programming interface, and the real world will seamlessly connect to the digital world through a low-latency immersive experience.

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Project background

1.1 The real world

Since ancient times, human beings have been full of curiosity about the universe, and to the mysteries of the universe. The history of human exploration of the universe is a magnificent picture scroll. In the process of exploring the universe, with the continuous progress of science and technology, human cognition of the universe is deepening, and the development and progress of human society itself is also deeply benefited from the drive of astronomy, cosmology and aerospace science and technology.

It was only in the early 20th century that astronomers determined the existence of other galaxies beyond the Milky Way. Today, the number of visible galaxies is expected to be above a trillion. In the universe, our Milky Way is just a drop in the ocean, and the sun is just one of the hundreds of billions of stars in the Milky Way. So far, human beings, as the only advanced intelligent life in the universe, are undoubtedly lonely. Human beings are eager to seek connections from other planets and explore the vast universe hand in hand.

On August 4,2007, the Phoenix landing probe was launched from the Kennedy Aerospace Center in Florida.

Sofar, about 400 probes have been launched into the universe, more than 60 percent of which have failed, and the winners have presented a bizarre interstellar picture.

The interstellar Immigration Project (MARS MIGRATION PROGRAM; MARS IMMIGRANT PLANS) is the first time that Elon Musk, president and founder of Technology (SPACEX), has told the media to migrate to other planets and build communities in interstellar communities.

1.2 Virtual world

"Meta-universe" is a virtual space parallel to the real world and independent of the real world. It is an online virtual world that maps the real world, and it is a more and more real digital virtual world.

In 1992, Neil Stephenson (NEAL STEPHENSON) science fiction novel Avalanche (SNOW CRASH) was published to rave reviews. Avalanche describes the perception and understanding of two parallel worlds by a generation of Internet people born in the real world. But neither the author nor the book reviewer predicted a shockwave after the concept of the "metauniverse" (METAVERSE) proposed in the book.

How to interpret this phenomenon? Need to answer the meta-cube-universe definition. The most representative definition of "meta-universe" is that "meta-universe" is a virtual space parallel to the real world and independent of the real world, is an online virtual world that maps the real world, and is a more and more real digital virtual world. In comparison, Wikipedia's description of the meta-universe is more in line with the new features of the meta-universe: a 3D virtual space with convergence and physical persistence, based on the future Internet with link perception and sharing, through virtual enhanced physical reality.

in other words, The connotation of the "meta-universe" in the context of 2021 has surpassed the "meta-universe" recognized in 1992: the information revolution (5G / 6G), the Internet revolution (WEB 3.0), the artificial intelligence revolution, And VR, AR, MR, In particular, the fruits of the virtual reality technology revolution, including game engines, To show humanity the possibility of building a holographic digital world parallel to the traditional physical world; Has led to information science, quantum science, The interaction of mathematics and the life sciences, Changing the paradigm of science; Promoted the traditional philosophy, sociology, Even a breakthrough in the humanities system; Including all of the digital technology, Including blockchain technology achievements; Enriched the transformation model of the digital economy, Integrate DE-FI, IPFS, NFT and other digital financial achievements.

Today, "the yuan-universe connected by the virtual world" has been considered by the investment community as a grand and promising investment theme, and has become a new frontier of digital economy innovation and industrial chain. Moreover, the "meta-universe" provides a new path for the human society to realize the final digital transformation, and has an all-round intersection with the "post-human society", showing a new era with the same historical significance as the age of the great navigation age, the industrial revolution age and the aerospace age.

"Meta-universe" comes from the game, beyond the game, on the one hand, the game as the infrastructure of the main body of the "meta-universe" mature; on the other hand, the game and the real boundary began to melt, the creator is only the first player, not the owner, and the rules are determined by the community.

ROBLOXCEOBASZUCKI Put forward the basic characteristics of the "meta-universe": identity, friends, immersion, low latency, diversification, anywhere, economic system and civilization. Based on the standard of BASZUCKI, with the "meta-universe" = creation + entertainment + display + social networking + transaction, people can achieve a deep experience in the "meta-universe".

The "metauniverse" is forming its specific structure. BEAMABLE The JONRADOFF, founder of the company, proposed seven aspects of the "meta-universe" structure: experience (EXPE-RIENCE); discovery (DISCOVERY); Creator economy (CREATOR ECONOMY); spatial computing (SPATIAL COMPUTING); decentralization (DECENTRALIZA-TION); human-computer interaction (HUMAN INTERFACE); and infrastructure (INFRASTRUCTURE).

In 2020, in the context of the epidemic, the following typical events triggered people's expectations for the "meta-universe": First, virtual concerts. Famous American pop singer TRAVISSCOTT held a virtual concert in the game Fortnite (FORT-NITE), with 12.3 million gamers became the virtual concert audience. Second, virtual education. Parents hold birthday parties for their children on the sandbox games Minecraft (MINECRAFT) and ROBLOX. Third, virtual finance. CNBC reports the real estate wave of "metauniverse" and the establishment of the "metauniverse" asset fund. All-directional virtualization "meta-universe" asset and wealth models are taking shape. Fourth, the virtualization of academic activities. ACAI, the world's top AI academic conference, held a seminar at the Animal Forest Association. Fifth, virtual creation. ROBLOX Affect the entire game ecology, attracting more than 100 million monthly active players and more than 18 million game experiences.

If this goes on, people can soon switch their identities anytime and anywhere, shuttle between the real and virtual world, break the dimensional wall, and arbitrarily enter the "universe" composed by a virtual space and time node, from which they can learn, work, make friends, shop and travel. For such an economic system, social system and social ecology, people's imagination now is obviously not enough.

To truly understand the "meta-universe", a technical perspective must be introduced. From the perspective of technology, the "meta-universe" of technical significance includes the content system, blockchain system, display system and operating system, which is finally displayed as a 3D interface beyond the limit of the screen, which represents the holographic platform era after the PC era and the mobile era.

The main body of "meta-universe", biological human, electronic human, digital human, virtual human and information human, eventually evolved into organism and inorganism. The combination of artificial intelligence and biological gene technology formed the so-called "post-human".

The metacom is probably one of the most clearly defined concepts, and a true metasome product should have eight elements:

1. Identity: You have a virtual identity, whether it is relevant to your real identity.

2. Friends: You have friends in the metauniverse and can socialize, whether in reality or not.

3. Immersion: You can immerse yourself in the metacosmic experience and ignore everything else.

4. Low latency: Everything in the metacuniverse occurs synchronously, without asynchrony or latency.

5. Diversification: The yuan-universe provides a variety of rich content, including gameplay, props, art materials, etc.

6. Everywhere: You can use any device to log in to the universe and immerse yourself in it anytime, anywhere.

7. Economic system: Like any complex game, metauniverse should have its own economic system.8. Civilization: The yuan-universe should be a virtual civilization.

The metacosmic universe must be more social: as a substitute for the real world, it must also take social interaction as a core function.

The universe must persist: as a platform, it operates uninterrupted; as a player, both online and offline, things inside the universe still happen, develop, and affect the characters the player controls.

The meta-universe must have immersion: an alternative to the real world, which can be connected through VR / AR and even brain-computer links.

The universe must be open: allowing players to join and move freely, and opening up technical interfaces to third parties to add content freely.

The real meta-universe needs at least four technical support of VR, artificial intelligence, Web4.0 and blockchain:

1. VR is an important front-end entry level technology in the metacological world

2. The requirement of artificial intelligence is a great challenge for intelligence analysis and big data analysis, so the metacom is a very important underlying infrastructure of the metacom world.

3. The Web4.0 yuan universe may be a new alternative to social gatherings. As distance learning and distance work become more popular, digital will need to contact colleagues, friends and family. VR and AR will enable people from all over the world to meet and talk, as if they were all in the same physical space.

4. The production of trusted virtual assets based on blockchain architecture, transparent and open exchange, the construction of decentralized virtual asset value network, and even the decentralized virtual social relations based on blockchain technology are all very important technical infrastructure elements

1.3 The future world

I believe that everyone has had a dream experience, although most of the dreams are very vague, we will not have a special deep impression, but sometimes the dream will be very real, we are in the dream, experiencing an event, we completely do not feel that it is a dream. Only when we wake up, we know that it is a dream, and we can remember everything in it very clearly.

At this time, many people will not distinguish between reality and dream exactly which is the real world. It is under the influence of this dream that some people put forward the conjecture of virtual universe, thinking that our universe is probably also virtual, a virtual universe simulated by advanced civilizations with computers, and the earth, galaxies, earth life and human beings are just one of the programs.

If it is in the human beings before the era of science and technology, someone told you that the world we live in is not real, is a virtual product, I believe you will definitely give him a big mouth, tell him: you are a mental illness. I believe that other people will also have the same reaction as you, and the people who dare to say this will be regarded as a mental illness, as a god stick.

Everyone has a space dream

Elon Musk, Jeff Bezos, Richard Branson, Alyssa Carson, and many more space enthusiasts. Branson's Virgin Galactic, Musk's SPACEX and Bezos' Blue Origin are perhaps the most visible space business companies of the moment. Whether you like them or not, they have the same dreams as most ordinary people, and the next station —— is the sea of stars.

We aim to reach all the consensus people

In the MetaWorld Chain yuan ecology to realize their own dream

In the same way, as long as human beings continue to strive to develop themselves, when strong enough, even if we find that our world is virtual, we are computer intelligent programs, it is nothing. At that time, we can also make a big counterattack, break through the virtual universe, enter the real universe where advanced civilizations survive, and then replace it. Will all of our partners meet us in our city in the future?

About the MetaWorld Chain

2.1, what is the MetaWorld Chain

FACEBOOK The development of large private platforms such as STEAM has led to hundreds of millions of users gathering together to interact, share content and communicate. This network effect has spawned many online communities and companies, platforms controlled by centralized organizations that manage network rules and content streams and make high profits through the communities and content makers on the platform. MetaWorld Chain Trying to build a decentralized digital asset network platform of artificial intelligence + yuan-universe + blockchain + Web4.0, so that content creators can fully own and obtain all the value brought by their own labor results to them. In this network, users can carry out community governance, transportation construction, land sales, industrial manufacturing and a series of urban planning and construction that are extremely close to the real world, and truly create their own free country!

The MetaWorld Chain team began planning the project in 2023. At the time, the blockchain-based infrastructure needed by consumer-oriented platforms was imperfect. Since then, user adoption and infrastructure creation have begun to explode. As of July 2023, for example, COINBASE had 18.4 million user accounts, half of which were newly opened in the past year. This phenomenal user growth rate provides a large enough user base to drive decentralized commerce in virtual worlds such as MetaWorld Chain. Today, blockchain infrastructure is increasingly popular, but the lack of an efficient and quick processing of micropayments limits the development of online transactions.

As a global, low-cost instant payment method, cryptocurrencies are still evolving. Payment transactions also need to occur below the chain to achieve short-term to medium-term scalability in the blockchain payment network. Solutions such as Bitcoin's Lightning network and Ethereum state channels are about to achieve low-cost global fast payment systems.

2.2 MetaWorld Chain of the history

MetaWorld Chain It started as a proof of concept of assigning digital property ownership to users on the blockchain. The digital property starts out as pixels on unlimited 2D networks, each containing metadata, indicating the user's ownership and displaying the color of the pixels. This is called the "MetaWorld Chain Age".

In late 2023, the MetaWorld Chain team began to develop the Paleozoic era, a 3D virtual world composed of many cities. Owners of land can associate their city with a file hash reference through a modified token blockchain. With this reference, users can explore the virtual world by downloading the land content files with a distributed hash table (DHT) and bitstream, which define the models and textures that the site will display.

We placed the world's first visitor in the MetaWorld Chain. Anyone interested can run a node, download and verify the blockchain, and follow advanced instructions to explore the virtual world.

MetaWorld Chain The next version of ——, will create a social experience through the existing land ownership and content distribution driven economy. In the new era, developers can create new apps on the MetaWorld Chain platform, have new identities, distribute to other users, and profit from them.

The new era will implement peer-to-peer communications, execute scripting systems that support interactive content and a rapid payment system for cryptocurrencies in virtual world transactions. The communication layer is very important for the social experience, providing services such as positioning, posture, and voice chat. MetaWorld Chain This technology is realized through the P2P network. The scripting system will be a tool used by landowners to describe the behavior and interactions of 3D objects, sounds, and applications on the land. Finally, low-cost payment systems are key technologies for developing the economy in a rapidly changing virtual world.

The cities on MetaWorld Chain are closely connected, which is a feature that distinguishes it from the network domain. The new city content must be adjacent to the existing city. This feature facilitates the spatial discovery of new content and can also retain space for special themes or regions. There can be an infinite number of hyperlinks linked to other content, but the adjacent area of the city on MetaWorld Chain is limited. In addition, the content in adjacent cities can be seen from a distance. For content creators, building areas provides the ability to achieve target traffic; for end users, it is easier to explore the subject area. Users can access neighborhoods and interact with incidental apps.

The adjacent principle is contrary to the infinite land: in this case, it is not easy for the user to walk through the land to find the relevant content. However, if the land is limited, then developers can get users by buying high-traffic areas. Therefore, a secondary market for buying, selling and building cities will develop.

2.3 MetaWorld Chain Introduction

MetaWorld Chain The original project team of EA company "I am the Mayor" uses 3D game technology combined with blockchain technology, While incorporating the concept of NFT, Moving the real society to the virtual Internet world, It truly reproduces the human society in the Internet world, The downward integration of urban construction, management, operation and community virtual survival and other all-round content, Adopt the open construction model, All outside the bottom framework are built by the player, MetaWorld Chain Everything can generate NFT (land, construction, minerals, equipment, skin, etc.), Management rules are formulated by the player (committee), Realize the self-growth of the virtual world as an RPG. MetaWorld Chain Will create a virtual reality world.

MetaWorld Chain The core highlight of the bridge is that through the blockchain technology to connect the real world and the virtual world to achieve the "asset" exchange, At the same time, use NFT technology to confirm virtual assets, Ensuring its unique and inseparable and replicable characteristics, Let its value in the parallel world has an infinite imagination space, Players can locate various life roles in the game, Can choose to work, deal, Open a factory, Administration manager, etc., Each character also gets a different revenue from the game fiat currency, You can also increase your asset value by doing daily tasks, Charm value, Also possible by opening the blind box, Slyder Adventures, And and ways to get securities, Securities can be exchanged for the ecological circulation of legal money, Since all the assets in the game can communicate with reality through blockchain technology, All players can then "struggle" in another virtual world, Use your wisdom and efforts to achieve a "different life," One of the most noteworthy is the entire eco-city replica system, Every NFT property building, Can be a channel into the copy, These copies can be created independently by other chain games or applications, have a style of one's own, Can share the flow with the entire eco-city, That means the MetaWorld Chain is a large, fully compatible meta-universal platform, All of the games played, Including shopping malls can form an independent port in the ecology, Let MetaWorld Chain share the traffic while actually expanding and constantly expanding the traffic.

The entire ecology will go through three stages of evolution, The first thing to meet you is that MetaWorld Chain the whole ecology belongs to the perspective of God, Overlooking the whole city from the air, Access to NFT building copies and complete various work tasks and business activities, To see the plane, The car was running, The transformation of day and night, Changing weather during the four seasons, And all the resident assets will be displayed in the ecology, Some of your personal assets are confirmed through NFT, The chat feature is built-in, No third-party software is required, In the game, all the residents can chat online at the same time, The wallet function is also built-in, The game legal currency circulation and conversion is quite convenient, The city map can be extended according to the number of residents living in, Three built-in channels can make you feel the grand and spectacular meta-ecological world, The 3D scenes can switch to the entire city size, It can also be magnified into the housing details, To maximize the sensory satisfaction of all residents' immersion.

The second phase of MetaWorld Chain, which is expected to be updated in early 2025, when the entire eco-city will be transformed from the God perspective to the first person perspective (similar to the peace elite) and all residents can drive vehicles and enter the major buildings in the city, experiencing another world.
MetaWorld Chain The final form 3.0 is a combination of artificial intelligence, VR, XR, Web4.0 technology, through visual glasses and body sensing clothes to let all residents real, feel the space of everything.

MetaChainAI architecture

3.1 Infrastructure

MetaWorld Chain The protocol is divided into the following three layers:

1) Consensus layer
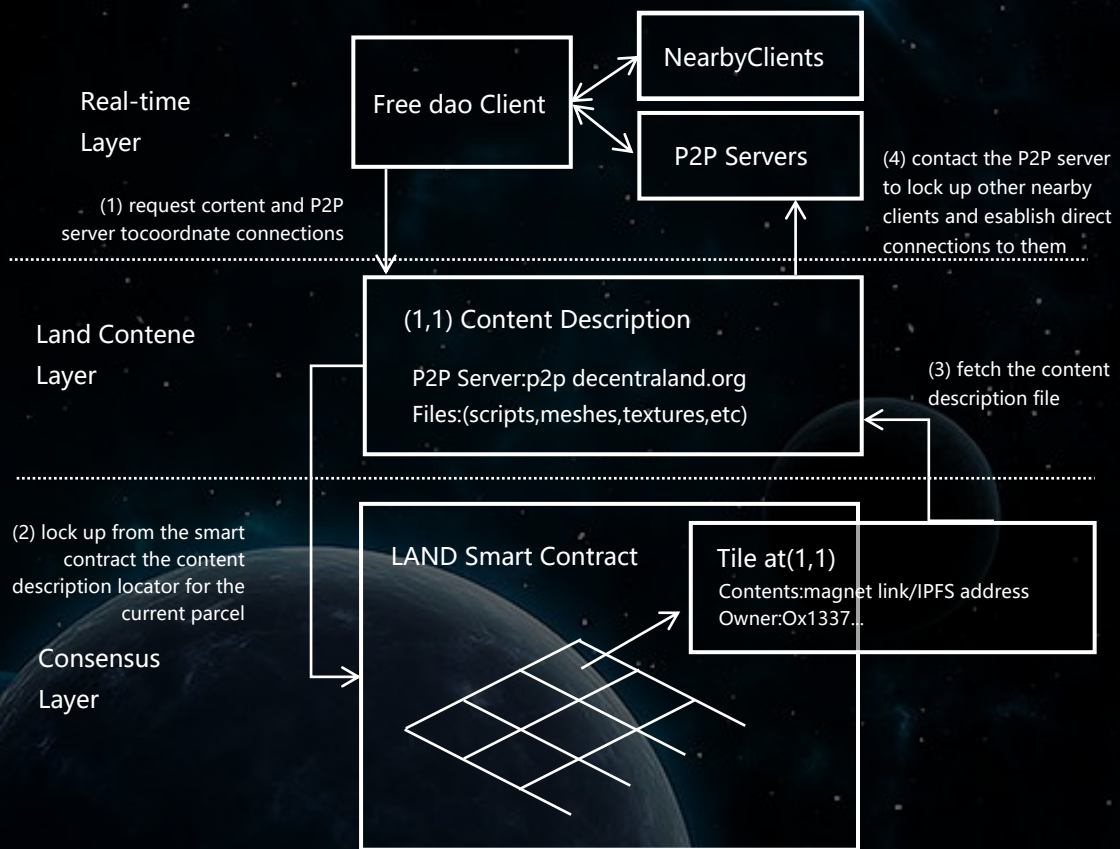
Tracking city ownership and content in the city

2) City content layer

Downloads assets with a decentralized distributed system

3) Instant layer:

So that users can control in the virtual world visitors can communicate with each other

Urban ownership is built on the consensus layer. On this level, the city content is referenced by the hash value of the file content. Based on references, users can download content from bitstreams or IPFS. The downloaded file contains a description of the items, textures, sounds, and other elements needed to present the scene. In addition, the file also includes the web address of the assembly site server, which can be used to coordinate the communication between the simultaneously explored P2P users. The figure below shows the execution steps of MetaWorld Chain users to provide users with the experience of sharing the virtual world in a decentralized way.

Real-time Layer

Free dao Client

NearbyClients

P2P Servers

(1) request cortent and P2P server tocoordnate connections

(4) contact the P2P server to lock up other nearby clients and esablish direct connections to them

Land Contene Layer

(1,1) Content Description

P2P Server:p2p decentraland.org
Files:(scripts,meshes,textures,etc)

(3) fetch the content description file

(2) lock up from the smart contract the content description locator for the current parcel

Consensus Layer

LAND Smart Contract

Tile at(1,1)
Contents:magnet link/IPFS address
Owner:Ox1337...

3.2.1 Consensus layer

MetaWorld Chain Maintain the city ownership account book in the virtual world through the Binance Chain smart contract. We call these irreplaceable digital assets "cities": each city is unique in existence and ecology, a city owner, and content description file references (which can be used to encode what the city owner wants to provide). MetaWorld Chain Users will connect with the Binance link network to timely obtain the status update of urban smart contracts.

Cities need to use the MWCT tokens to purchase. The MWCT tokens are an alternative to the cost required to claim city ownership. The city contract has a destruction function, and new entries can be created on the city registration by destroying the MWCT tokens. New cities must be close to those already claimed.

3.2.2, content distribution layer

MetaWorld Chain Use a decentralized storage system to distribute the content needed to present the virtual world. The planning ecology in each city needs to be presented with a reference to a description of the content of the city, which can be retrieved through a smart contract. The current solution is to store magnetic links to each city, using practically-tested bit streams and KADEMLIA DHT networks. But as IPFS10's technology matures, it offers a better solution.

This decentralized, distributed system allows the MetaWorld Chain to work without any centralized server infrastructure. So, as long as users distribute the content and transfer the cost of running the system to other participants who can benefit from it, the virtual world will continue to exist. Moreover, the system can provide MetaWorld Chain with a strong resistance to censorship, eliminating the power of centralized authorities to force change rules or prevent users from participating.

However, managing the file and bandwidth used for the service content can bring huge costs. At present, MetaWorld Chain P2P network users sow content out of good faith, no compensation. When the technology is truly available, micropayments can be used to pay for the services. At that time, MetaWorld Chain's profits from constantly selling MWCT were enough to pay for long-term operating expenses. The description of the site would include a list of files to present the site, a list of services provided by city owners, and an entry point to coordinate the objects and their actions.

Content file:
Refferences to peripheral grids, textures, audio files and other related content used to present the plot. Given this rule, users will know what is needed to present the plot, without having to issue instructions.

Script entry point:
The scripting system controls the location of the content in the plot and its behavior. This allows for apps and animations to appear in the plot. The script system also needs to coordinate various behaviors, such as the location and activity of objects, the length and frequency of sound playback, and possible interactions with the user.

P2P interaction:
This enables the user to connect to the server, which in turn automatically connects with the users, coordinates positions and postures, and enables voice chat and message sending.

3.2.3 Instant layer

With the help of the city owner or the third party managed server, users can communicate with each other through the P2P connection. Without the need for centralized servers, P2P connections can provide social interaction between users and applications that city owners want to run on their own plots. To coordinate guides for P2P connections, city owners must provide assembly ground servers, otherwise users will not be able to see each other in their plots.

The maintenance of such servers can be done with the same incentives as the content servers. When a feathered weight protocol like the STUN12 can cover the functionality required by the server, the cost becomes quite low. But more advanced features, such as voice communication between multiple concurrent users or Internet traversal services, can be paid through small payments.

In the MetaWorld Chain world, the user's social experience will include the avatar, other user positioning, voice chat, messaging, and interaction with the virtual environment. This requires different protocols that will run on existing P2P solutions.

3.3 .1 Payment pipeline

The universal public distributed HTLC network (such as the lightning network) will take at least a year to land, but the low-trust shaft-to-spoke payment pipeline network is fast, low in cost, and can be implemented now.

Payment pipelines are very important to MetaWorld Chain for two reasons:

1. Realize the purchase behavior in the virtual world
2. Encourage the content server and P2P server to improve the service quality

Today, major platforms have mitigated the inherent risk of credit card payments themselves: users trust the platform, and distrust apps can protect their payment details. With the payment pipeline, users can buy directly from the developer without worrying about identity theft.

Some MetaWorld Chain infrastructure royalties support micropayments. The cost includes managing content, providing content, running P2P protocol, etc. The marginal cost of running apps on MetaWorld Chain is close to its actual cost because it is essentially commoditized. However, to keep future developers without barriers to access, MetaWorld Chain uses sales of MWCT tokens as an incentive for providing those services.

3.3.2 Identity authentication system

City ownership of MetaWorld Chain is an identity authentication system. In this system, the authentication information is the coordinates of the territory. Setting up financial incentives is necessary, as to ensure that creators continue to create avatars, items, and scripts and distribute them. Since the content can be made arbitrarily copied, we have to rely on some social consensus to implement the punitive measures.

Social consensus raises the possibility of digital scarcity. In centralized systems, the companies that create platforms can resist scarcity. But for Bitcoin and other proof-of-work blockchain, computing challenges and the economic cost of mining blocks are bound to create scarcity.

MetaWorld Chain You can use decentralized identity systems to create ownership layers on items in the virtual world. Such systems must be convenient for the user to verify the founder's consent by connecting public keys and signatures to human-readable names.

3.4 MetaWorld Chain with Web 4.0

● What is the Web 4.0?

Throughout the history of the Internet, users have become more user-friendly.Imagine a world without automatic correction, touch screen interface, or voice commands. Despite these advances, we haven't fully achieved a completely seamless experience.

Our own ideas still require tremendous effort to make a digital translation, which is limited by the speed with which we type or speak. The next big leap in network use, the so-called Web 4.0, should blur the gap between computers and thinking. The bold prediction of Web 4.0 can be described as a "symbiotic network", a symbiotic interaction between man and machine.

At this point in the future, AI will be advanced enough to explain our own ideas to successfully stream the network. The network may not be fully communicated on the 2D screen, but instead chooses virtual reality or augmented reality as another interface.A large part of the Web 4.0 vision is to fully capture the human experience. The Internet has gradually shifted from owning text to adapting images and videos. It is no exaggeration to say that we may soon adopt a lifelike online experience, keeping users immersed in all of their senses while streaming the new digital world.

● The technology behind Web 4.0

Here are some possible breakthrough technologies that could make the next development of the network possible.

1. Brain-machine interface (BCI)

MetaWorld Chain The research team has made progress in neurotechnology.
The industry company founded by Elon Musk (Elon Musk) has successfully demonstrated wireless brain implants in animals. Soon, these brain-computer interfaces (BCI) will enable us to seamlessly interact and control with the devices around us.

2. Meta universe

MetaWorld Chain We are also taking major initiatives in the fields of virtual reality and augmented reality. They are investing heavily in meta-universe technology, which could one day become the norm for human interaction. AR software and eye tracking are revolutionizing the way we interact with the Internet by stacking the physical world with virtual information.

3. Artificial intelligence

Web 4.0 will require artificial intelligence and advanced ML algorithms to process a amounts of input from the human brain and the physical world around us. For example, we've seen self-driving cars make great strides in how to use ML and computer vision to understand the actual roads and possible obstacles in a typical commute.

In the MetaWorld Chain, the AI + XR technology is the key. Among them, artificial intelligence enables the analysis and generation of visual signals in the universe, which will accelerate the digital reproduction of the real world, assist the rapid generation of digital native content (AIGC), and break the "dimensional wall" to promote the connection and interaction between the real world and the virtual world; and XR technology will integrate the "universe" world vividly and truly in front of people.

3.5 MetaWorld Chain usage scenarios

● apply

 MetaWorld Chain Scripting language supports the development of applications, games, bets, and dynamic 3D scenarios. This scripting language has a lot of capabilities, including creating objects, loading textures, processing physics, and encoding user interactions, sounds, payments, and external calls.

● Content curation

 Users of MetaWorld Chain gather around a neighborhood of shared interest. Choosing your city around a high-traffic center can drive users to use content posted by everyone in the city.

● Advertising

 Brands can use kanban to promote products, services and activities in or near high-traffic cities. Some of the neighborhood could be a virtual world version of New York City's Times Square.

● Digital collection

 We want users to be able to publish, distribute, and collect rare digital assets distributed on the blockchain. As they are in other virtual worlds or online forums, these digital assets can be traded in MetaWorld Chain through scripting systems and supported by the naming system mentioned earlier.

● NFT- -an irreplaceable token

 MetaWorld Chain Use blockchain technology and NFT to empower both players and creators. The NFT is an emerging part of the global gaming market: virtual tokens that represent digital scarcity, security, and authenticity. Each non-functional is unique, inseparable, and cannot exchange with another non-functional.

Economic system

We present the increasing adoption rate of cryptocurrencies, creating the necessary conditions for the emergence of distributed platforms in virtual worlds, and give good reasons. Next, we'll cover the use of virtual assets and tokens, how strategic allocation will help make the network work, and how tokens will be issued.

3.1 Token economics

Project name: MetaWorld Chain

Token name: MWCT

Total issuance volume: 800 million

Specific allocation:

IDO: 25%, all produced by the market IDO, no lock warehouse, all released before the line;

Technology: 13%, lock up for 5 years, then release 2% per year until all released;

Operation: 9.5%, reviewed by the foundation, issued from time to time, the specific release ratio will be publicized in the community.
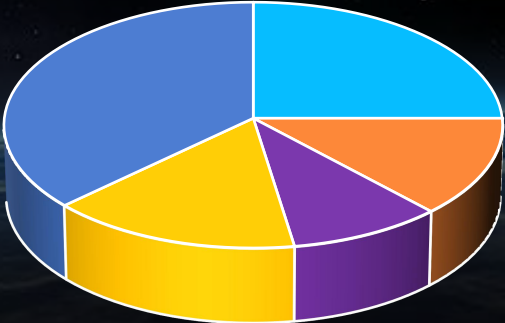
Foundation: 15.5%, locked up for 4 years,and then 1% is released every quarter,mainly used for handling public relations and rewarding users and institutions that have contributed to the platform;

Mining: 37%, mined out by user data.

Purchase purchase: 80 million pieces

First placement: 70 million pieces

Second placement: 50 million pieces

IDO : 25%   Technology: 13%   Mining: 37%

Foundation: 15.5%   Operations: 9.5%

Core Team

5.1 Team members

MetaWorld Chain Lab was founded in 2017, led by Duke Slop, CEO and founder of VANG Company, and supported by shareholders of US PLUTO Foundation, EA Company and DIMENCO Company. MetaWorld Chain The core technology team is developed by the early members of the XR technology development team and FACEBOOK, GOOGLE, MICROSOFT, AR artificial intelligence, and well-known research and development teams of internationally renowned mathematicians, cryptographers and economists.

● technical adviser

DARK SLOOP CTO (Technical Director)

He was a member of the Artificial Intelligence Laboratory at Stanford University and a member of the International Artificial Intelligence Society. He was working on deep learning, an advanced AI algorithm similar to the human brain that could be used to build safer and smarter meta-cosmic systems. He was previously the CEO and founder of VANG Company, focusing on game intelligence. Currently, he serves as the CTO of FREE DAO, committed to building the technology for the global metacom ecology.

Will Wright, WILLWRIGHT

Master of MIT, University of California, Berkeley, visiting professor, EOS, BLOCK. ONE project, member of ZK ROLLUP technology development team, founder of computer game company MAXIS
Games: Simulation City (SIMCITY), Simulated Citizen (THE SIMS), SPORE

Marcus Leto, MARCUSLEHTO

V1 INTERACTIVE Founder

A Member of the International Cryptographic Society

Crypto asset management and operations expert

The first hash function performance algorithm is designed

He now served as the director of the BUNGIE Partner project

● The Chief Operating Officer, COO

LAURA MIELE, Laura Miller

BERGDORF GOODMAN Former President of International Business

Former CEO of EA Games

Long-term partner of the Picasso Foundation

Crypto asset management and operations expert

● Volunteer team

The core members of the team are all from GOOGLE \ MICROSOFT \ TESLA \ APPLE \ AMAZON \ Siberian Petroleum Company and other giant companies. A group of urban planning enthusiasts, space explorers, game developers and members of the blockchain consensus group donated together

5.2 MetaWorld Chain Development plan

MetaWorld Chain The development planning of the project divides the tasks and goals at different stages according to the time node, with specific plans and plans from platform construction to game content expansion, social function strengthening, cross-platform expansion and global layout. Through continuous efforts and innovation, MetaWorld Chain projects will continue to improve the user experience and platform value, becoming one of the leading metauniverse gaming platforms.

Q1 2024: Platform building and initial function development

• Completed the construction and testing of the platform infrastructure to ensure the stability and availability of the platform.
• Develop the basic functions of the game, including user registration and login, character creation, basic interaction, etc.
• Start user recruitment and community construction to expand the project visibility and user base.

Q2 2024: Game content expansion and the preliminary construction of NFT ecology

• Expand the game content, including new character design, item development, virtual real estate design, etc.
• Initially establish a decentralized digital asset ecosystem of artificial intelligence + meta-universe + blockchain + Web4.0.
• Continue the user recruitment and community building to strengthen the interaction between users and community cohesion.

Q3-Q4 2024: Social function enhancement and user experience optimization

• Strengthen the social functions of the platform, including friends' system, community activities, virtual parties, etc.
• Constantly optimize user experience, improve interface design, game process, etc., and enhance user participation and satisfaction.
• Expand the decentralized digital asset ecosystem of artificial intelligence + yuan-universe + blockchain + Web4.0, to attract more users to participate in and create.

Q1-Q2 2025: Content update and cross-platform expansion

• Strengthen the social functions of the platform, including friends' system, community activities, virtual parties, etc.
• Constantly optimize user experience, improve interface design, game process, etc., and enhance user participation and satisfaction.
• Expand the NFT ecosystem, add new types and uses of NFT, and attract more users to participate and create.

Q3-Q4 2025: Global layout and technological innovation

• Strengthen the global layout and market expansion to enhance the international influence and competitiveness of the project.
• Continuous technological innovation, explore new blockchain technology and game technology, and improve the performance and user experience of the platform.
• Continue to promote the development of the decentralized digital asset ecosystem of artificial intelligence + meta-universe + blockchain + Web4.0, add new partners and application scenarios, and promote the prosperity and development of the ecosystem.

Disclaimer

6.1 Risk and Compliance

This document is intended for information and does not constitute any investment advice, investment intention or investment. This document is not constituted or understood to provide any sale, or any invitation to buy or sell any form of securities, nor is it any contract or commitment of any kind.

MetaWorld Chain It is clear that the relevant intended users have identified the risk of the MetaWorld Chain project. Once the investor participates in the investment, they will understand and accept the risk of the project, and are willing to bear all the corresponding results or consequences.

MetaWorld Chain It clearly clear that it will not bear any direct or indirect losses (including but not limited to) caused from participation in MetaWorld Chain projects:

(1) The economic losses caused by the user trading operation;

(2) any error, negligence or inaccurate information generated by personal understanding;

(3) losses caused by personal transactions of various blockchain digital assets and any resulting behaviors;

(4) violating the anti-money laundering, anti-terrorist financing or other regulatory requirements of any country when participating in MetaWorld Chain projects;

(5) Having violated any representations, warranties, obligations, commitments or other requirements stipulated in this white paper while participating in the MetaWorld Chain project.

6.2 About the MWCT

MWCT is the official digital token used for the MetaWorld Chain project and all of its products. MWCT is not an investment. We cannot guarantee that MWCT will increase in value, and in some case, its value will decline. People who do not use their MWCT correctly may lose the right to use their MWCT, and may even lose their MWCT. MWCT is not a kind of ownership or control, and the holding of MWCT does not represent the ownership of the MetaWorld Chain project or MetaWorld Chain application, and MWCT does not grant any individual any participation, control, or any MetaWorld Chain project or MetaWorld Chain application, unless expressly authorized by MetaWorld Chain.

6.3 Risk warning

1. Safety:

Many financial credit investigation platforms have stopped operating because of security issues. We attach great importance to security and have reached strategic partnerships with the industry's top security team and the company, but there is no absolute 100% security in the world, such as various losses caused by force majeure. We commit to doing everything possible to keep your transaction safe.

2. Competition:

We know that the field of blockchain credit investigation is a field with broad space but fierce competition. There are thousands of teams that are planning and developing payment tokens. The competition will be cruel, but in this era, any good concept, startup or even mature company will face the risk of such competition. But for us, these competitions are the impetus in the development process.