Dragon War

The Alliance of Eragard

Pitch Deck

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Vision & Mission

Like many blockchain enthusiasts out there, with an open mind and technology-embracing mindset, we believe that blockchain in general and NFT Games, in particular, are not just short-term trends, it will change the game for many years to come.

More than that, also as true gamers, we believe that in the short term the market and trend may fluctuate, but the true game will be there, growing stronger, stable, determined, and ultimately sustainable.

Nowadays, a few months after the Axie Infinity phenomenon, there are many so-called "NFT Games" being created almost every day, but most of them are:

1 Lack of quality in terms of game experience

- Lack of good gameplay.
- Missing inspiring stories.
- Low quality arts (graphic and sound effect).

2 On the blockchain side

- Unsustainable economy.
- Clumsy experience with scalability and gas fees problem.

Therefore, our mission is to create the best and most sustainable turn-based strategy game that allows players to earn value while enjoying and having a great gaming experience with it.

Game Description

SOLANA

AXIE INFINITY

HEROES III OF MIGHT AND MAGIC

Dragon War

When the best turn-based strategy game of all time
meets the best NFT game on the Fastest blockchain

Game description

Dragon War is the best in class Turn-based Strategy & Play to Earn Game on Solana Blockchain which combines together the best gameplays and features from Heroes of Might and Magic and Axie Infinity. Plus:

- Stunning 2D Graphics and animations.
- Balance in earning mechanisms.
- Inspiring stories.

To make sure people playing the game can earn values while enjoying and having a great gaming experience with it.

In this game, you can Buy Heroes, Summon Dragons, build your Kingdom to form an army to battle with NPCs in PVE Modes, with other players in PVP Modes or fight for glorious victory at a large scale in Massive Online Battlefield or Guild Wars.

While enjoying the great gaming experience with the game, you can also earn token rewards from various activities ingame. And with the Marketplace, users can trade their NFTs with other users to get token benefits.

Storytelling

Eragard,
Where stories begin

A very long time ago, in the Eragard World, there were 4 dominant races who is Human, Elf, Wizard, and Orc. Over thousands of years, they kept engaging with each other in endless conflicts and wars.

In an utterly desperate attempt to win the war, Magna the Wizard cast a forbidden spell of resurrection, causing the Lord of Destruction - Morgoth to be reborn after being imprisoned for thousands of years. The gate connecting the world of Eragard and hell was opened.

Wherever the Lord of Destruction - Morgoth's army went, every stronghold and village of the Kingdom was severely destroyed.

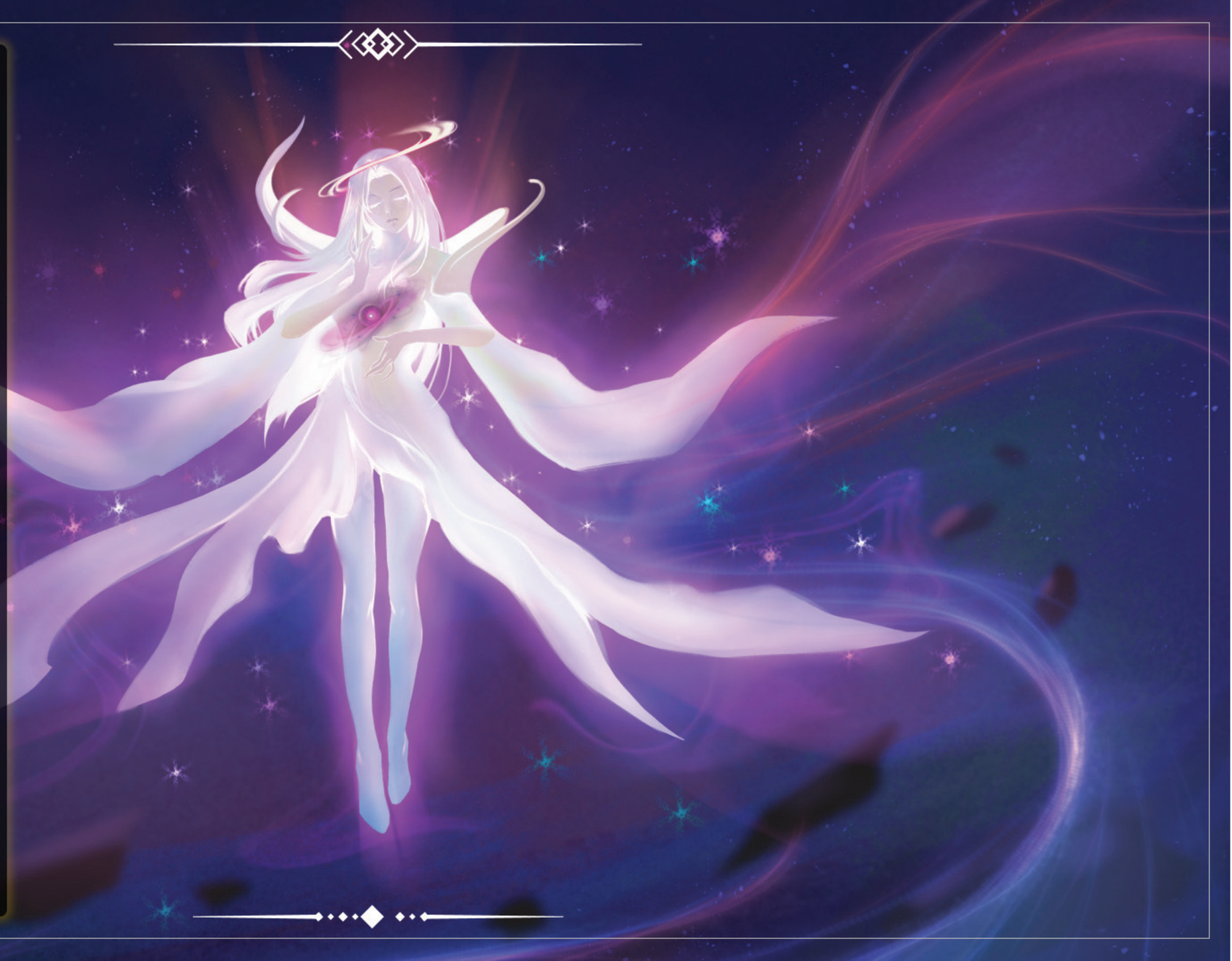
Geva – The God Of Creation

"

Amidst the darkest of time, a new light appeared, "United and saved Eragard by the divine power of Dragons", stated loudly by the Geva - God of Creation.

"

With that new dominance, all the Races are now united under the same banner "The Alliance of Eragard" as the last hope of bringing back peace to mankind.



Four
dominant races

Human

Wizard

Elf

Orc

Heroes

Item Equipment System

Heroes can equip items such as helmets, armor, and sword… to increase their Stats.

Hero Ability System

Each Hero will have its unique Abilities that can be used in the battle.

Stats Development

Players have the flexibility to develop their Hero in the way they want.

Dragons

Element Advantages

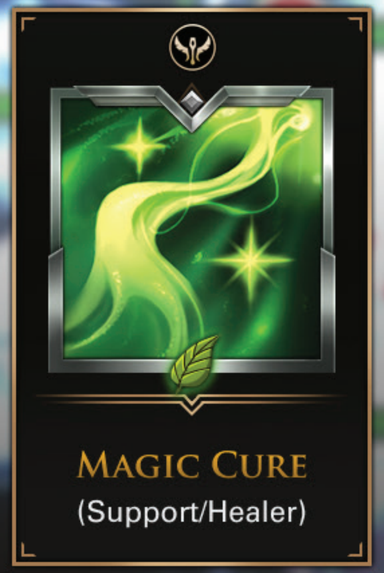
Classes

Warrior, Support, Tanker, Mage, and Ranger. Dragon Elements and Classes will decide which ability or skill card that Dragon can use.

Rarity of Body Parts

6 body parts with 5 different rarity variations will decide the Stats of the Dragon (Attack, HP, Speed, Crits, Dodge,...)

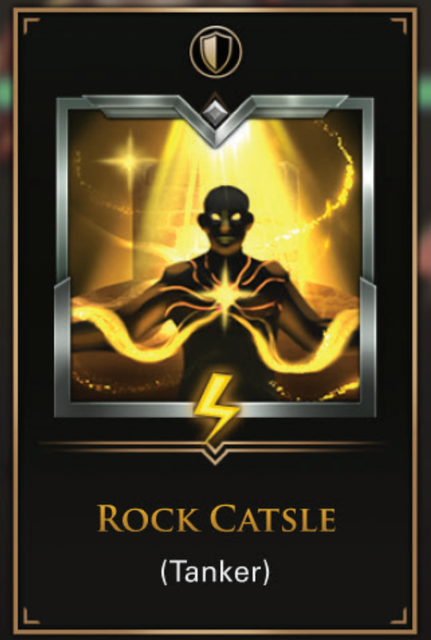
Skill & Ability Cards



Magic Cure
(Support/Healer)

Magic Meteor
(Mage)

Mega impact
(Warrior)



Rock Catsle
(Tanker)

Sealing Shot
(Ranger)

Dragon Class specific Cards

Each dragon of Warrior, Support, Tanker, Mage, and Ranger Class can play with a different specific set of ability or skill cards.

Campaign Map

Campaign - Story Mode

The Campaign mode is the first PVE mode in the Dragon War. With this game mode, Users can get a tutorial, defeat the Enemies through the game story and get various rewards, including the game's Token, Hero's exp,...

PVE Mode - Battle

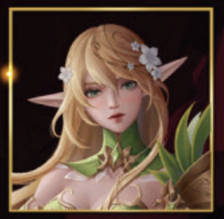
Arena PVP

Back

Arena

10 / 10

Rank 174



ToTheMoon

Power 482

Defense Team

Battle Log

Ranking

Arena Reward

Select an opponents

(3 times remain)

Refresh

Rank 89

NPC

Level 20

Power 528

Rank 104

NPC

Level 20

Power 530

Rank 121

NPC

Level 20

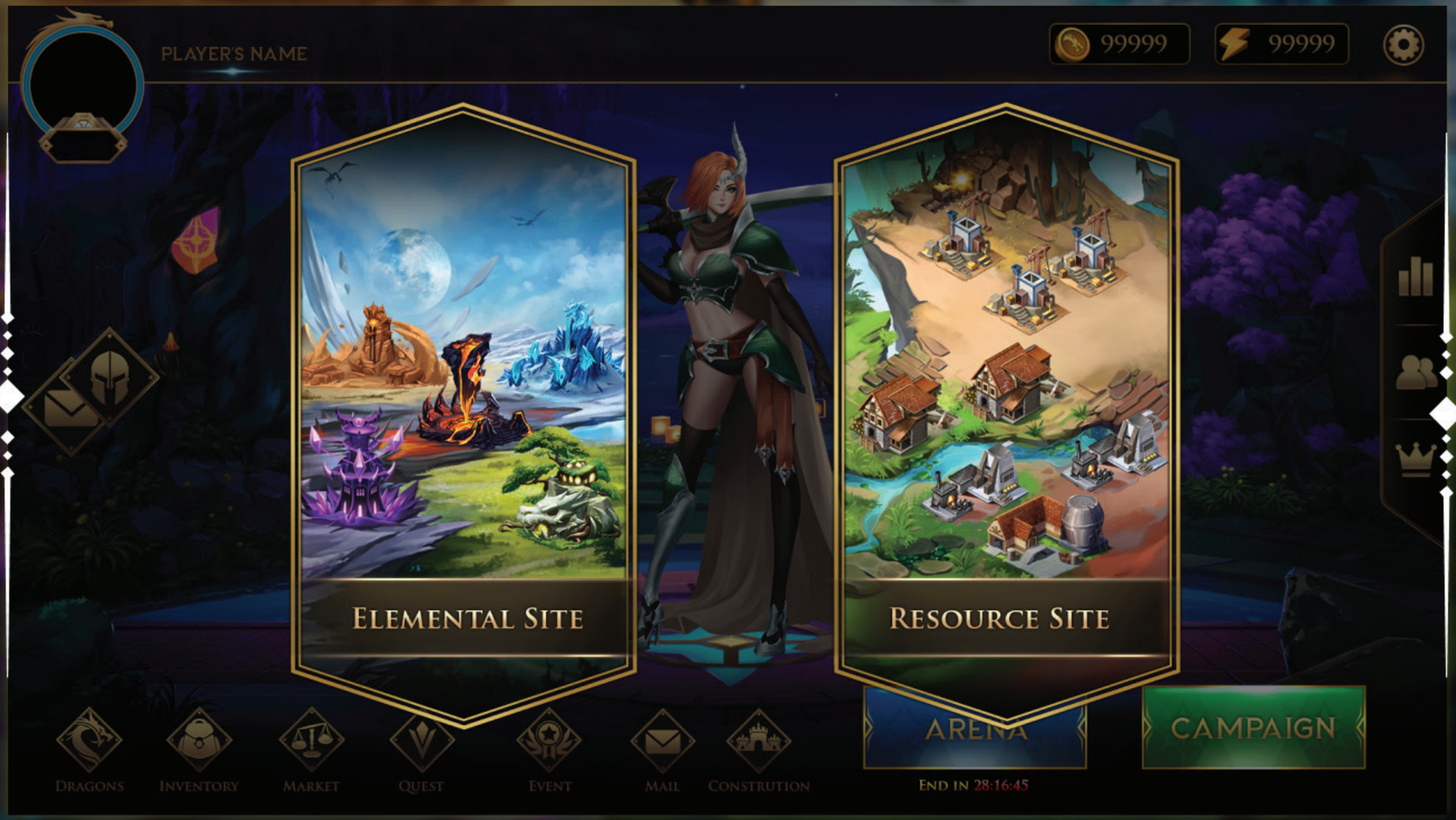
Power 526

NPC

PVP Mode - Battle

Dragon upgrading

BUILDING MODE



IN-GAME NFTs

Heroes

Each hero will bring unique strength according to their Race.

Heroes Equipment Items

Coming soon: Helmet, Armor, Sword, Shield,...

Dragons

Diverse dragons represent the power of Dragon War.

Skills & Ability Cards

Each Dragon will have a number of skill slots, according to its rarity.

Genesis Chest

Great treasure of 5 mighty dragons, which has at least 1 Rare Dragon. The rarity is from Common to Rare and the elements are random.

Experience, Play, and Earn!

1

Sharpen your team
Enter the battle

2

Clear in Map
Rank in Arena

Easily playing, lightly earning

3

Strengthen your Dragons

4

Trade your NFTs on Marketplace

5

Collect and earn!

Tokenomic

Token
$DRAW

Max Supply
1,500,000,000

Use Cases
- Play to earn and events.
- Purchasing for minting NFTs in-game, and gameplay entry fee.
- Trading NFTs on the Marketplace.
- Dragon Modification's Fee.
- Staking for Governance & Share Return (dividend).
- Land Management (TBU).

Contract Address
SPL (Solana): 48AEwauAHsJibyt3WqjQ 6EoHnFBcnyHASfo7vB2eCXPS

Token
$ERA

Max Supply
Unlimited

Use Cases
- Purchasing for minting in-game NFT asset.
- Char or item upgrading, Dragon Fusion or Breeding.
- Dragon Modification's Fee.
- Building Feature.
- Event or tournament participant fees.

Contract Address
SPL (Solana): Dg46mekhjFiKhCEG94 wZyV1fsKLTyM98LeGfXPHGta7w

Game Token Flow

Road Map Of Dragon War

Alliance Of Eragard

Q1 2022

- Core System: Hero, Dragon, Body Parts, Skill, Campaign Map
- Game mode: PvE (Passive Turn-base)
- Testnet Launch
- IDO
- Marketplace

Strike Back

Q2 2022

- Buiding, Resources, Farming system
- Dragon & Body parts: Upgarde, Fusion, Combine, Release, Dismantle
- Game mode: PvP (Passive Turn-base)
- More contents: Map Chapters, Dragons, Skills, Rarity level...

Civil Wars

Q3 2022

- PvE additional modes & features:
  - Treasure Hunting
  - Dragon Hunting
  - Boss Raid
  - Hero's Equipment System
- Mobile version
- Staking

Strike Back

Q2 2022

- Intial NFT Offering
- Mainnet Launch
- 2nd in-game Token: ERA

Civil Wars

Q3 2022

- Game mode: PvP (Active Turn-based)
- PvP Tournament

The Eraverse

Q4 2022+

- Eragard Metaverse - The Eraverse
- Land & Kingdom
- Game mode: Massive Online Battlfield (Multiplayer PvP)
- World map: Guild Wars

Milestones

Exclusive Epic Dragon

- 1000 NFTs SOLD OUT in 5 mins on Magic Eden.
- Dragon War entered the top 47 NFT collections with the highest trading volume in 24 hours on the Solana network.

IDO

- Sold out successfully ATH 4x.
- 2000+ holders.
- Raised 270K$+.
- Volumne trading 230K$+.

More than 50 articles wrote about DragonWar

Genesis Chest

- 1000 Chests have been sold.

Mainnet

- 500 DAU.
- 3000 Registered users.
- 3000 Weekly new App Downloads.

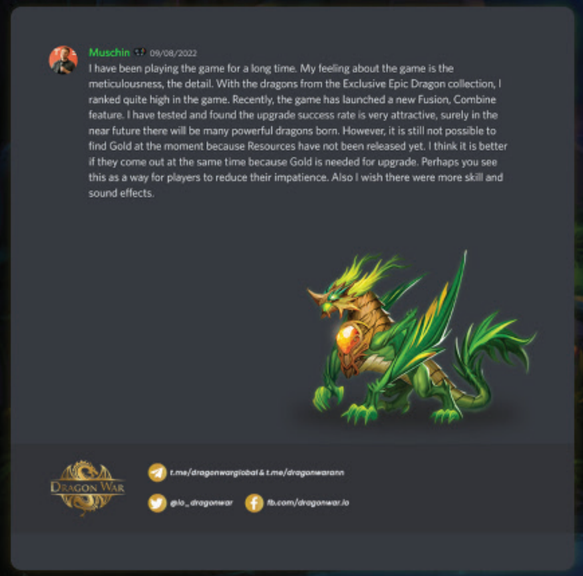
Community

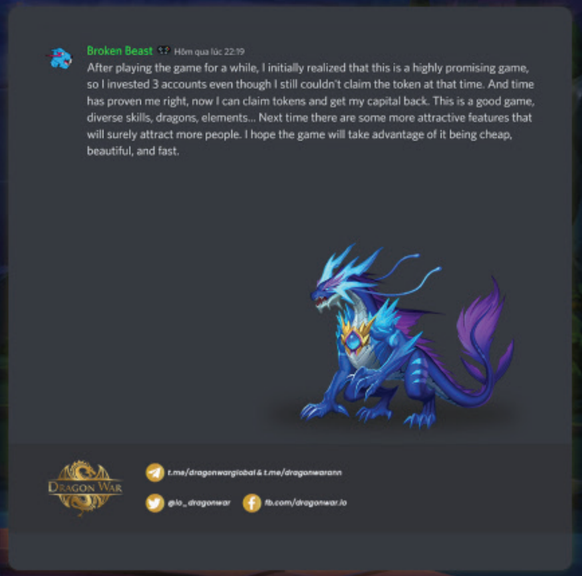
- 16065 Members in Discord.
- 67815 Members in Telegram.
- 78.9K Followers on Twitter.
- 141K Followers on Facebook.

50+ KOLs and communities have mentioned Dragon War

Raise $1.5M from 10+VC, 40+ Ventures and Backers & Partners

POSITIVE
FEEDBACK FROM USERS





There are some of the most favorite feedback because they're not only informative, but they are also super useful to Dragon War. We always treat our players' feedback as our pointer, giving us the right direction to keep moving forward towards our goal.

Advisor Information

Ian Chan

- 28 years as a Tech solution leader in many sectors later in Blockchain & Crypto in Singapore.
- CIO of IBD Technology Pte Ltd.
- Interviewed by Channel News Asia & BBC on the Blockchain & Crypto topics.

Alvin Ng

- 20 years in the areas of Data Analytics, Business Intelligence, and Performance Management on Solution Architect and Project Management from Oracle, Hyperion.
- Co-founder of Just Analytics, Consulting firm in Singapore.

Minh Do

- CEO & Co-founder at Imba, the studio behind 2 popular NFT Games Heroes & Empire, Kawaii Islands.
- Co-founder at Suga Group.

Thi TRUONG

- Founder of Icetea Labs.
- Creator of GameFi.org and Red Kite.
- Thi is also the incubator of several high-profile gaming and metaverse projects.

**There are currently 40 members dedicating to this awesome Game. Due to member privacy preferences, the list shown here does not mean to include the whole team.*

Core team

Huy Van

Execution Lead

- 12 years as an IT Solution Consultant, Solution Architect, Project Manager, and Entrepreneur.
- Co-founder, Former Director of Solution Delivery of Scanomi, Singapore.
- Delivered solutions for Unilever International, Temasek Holding Group, GE Healthcare, Razer, Accor Hotel Group, FedEx APAC..
- Bachelor of Engineering in Computer Science, HCMC University of Technology.

Hung Nguyen

Tech Lead (Game Dev)

- 12 years in Software & Game Development as Full-stack developers with strong technical & management skills.
- Language: Java, Python, Nodejs, Golang, C#, C++, Design Pattern, System Architect
- Devops: AWS, Azure, Google Cloud, Docker, Kubernetes,...
- DB: Mysql, Postgres, SQL Server, Mongodb, Redis
- Frameworks, libraries: Django, Spring, Expressjs, Fiber, Elastic search/cache, Unity, Cocos2dx...
- Co-founder at Engalab, Riomotic game studio
- Bachelor of Engineering in Computer Science, HCMC University of Technology.

Phuc Vo

Tech Lead (Blockchain)

- 12+ years of experience in developing cutting-edge engineering solutions with a wide range of GIS, 3D, websites, software, mobile, VR/AR, blockchain, games, and technology features.
- Energetic CTO with 5+ years of experience and proven leadership skills.
- Founder of Inotech Vietnam with 8+ years of working with tech startups.
- Master of Science (M.S.) in Computer Science - KANGWON NATIONAL UNIVERSITY

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Core team

Huy Nguyen

Game Design Leader

- 15 years of experience as QC Leader, Game Design Leader, and Product Manager.
- Extensive experiences in Strategic games (Tam Quoc Chi, Thuan Thien Kiem, Nam De 1-2-3).
- Former Founder of Co Non-Game Studio, Creator of Nam De 1-2-3.

Tram Do

HR & Ops Manager

- Over 4 years as Talent Acquisition Specialist in the multiple industries and Operation Manager.

Vinh Nguyen

Project Manager

- 12 Years in software development with strong leadership and management skills.
- 4+ Years of experience in Delivery Management, Project Management (Waterfall, Agile), and Product Management at FPT Software
- Co-Founder of XBean Games, a well-known games studio in Vietnam
- Certifications:
  - PMI Agile Certified Practitioner (PMI-ACP)®
  - Google IGA 2019
  - Bachelor of Engineering in Computer

**There are currently 40 members dedicating to this awesome Game. Due to member privacy preferences, the list shown here does not mean to include the whole team.*

Contact

TELEGRAM:

- Thuan: @trangminhthuan (Marketing manager)
- Thi: @scarlettdo (Partnership specialist)
- Nhi: @uyennhi28 (Community executive)
- Huy: @Huyvtq (CEO & Co-founder)
- Phuc: @vohongphuc (Co-founder)

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Social channels

Follow us on social media

https://discord.com/invite/kFUmzU6nCH

https://t.me/dragonwarglobal

https://www.facebook.com/gaming/dragonwar.io

https://twitter.com/io_dragonwar

https://www.youtube.com/c/DragonWar102

Website: dragonwar.io