
ENDLESS ENTERTAINMENT

INTRODUCTION



info@theendlessentertainment.com

You can review our website or YouTube channel for technical and visual details of our product.

theendlessentertainment.com

ABOUT US

We work with a problem-solving mindset. We also believe that Tokenomics and gamification should be nested. Since we have adopted gamification as an effective strategy, our current business plan evolves accordingly.

The fact that we consist of a small team makes this management style more applicable. Our business plan is shaping our team as in the container algorithm. It keeps them creative and free.



Our Story

We started to develop computer games as a hobby with a mentality that loves to play games and comes true from the game culture during the pandemic process.

Again in this process, we realized that the best solution of the current system for people in games.

Our project has matured over time on this path we started as a hobby. Then we started to become a company through our product.

The process of evolving our hobby, which we started with pleasure, into a product over time has made us different from the current market and at the same time more special in terms of our motivational reasons.

ROAD MAP

▲ Q1 - 2023

Video of the game explaining the official combat techniques.

With this video, the latest mechanics we have developed will be shown to the game world.

▶ Q2 - 2023

It is planned to show a cinematic game together with the storytelling of the game.

With this video, our expectation is to convey the story of the game and the richness of the environment to potential players.

▼ Q3 - 2023

Adding the game to the game markets.

◀ Q4 - 2023

Planning the MMORPG, which will be our new game.

And planning for the GameFi Tokenomics.



OUR GAME - the DWARF

Our game is an RPG (Role Playing Game) game developed over Unreal Engine. Although our game is an open-world game, there are certain restrictions according to the main story.

If we start by talking about the map of our game, the scenes and environments have been carefully planned and prepared. In addition, we have dynamically selected music according to the environmental cycle. As the name suggests, the story of our game is handled through the Dwarfs.

In short, our game basically contains the features that should be in an RPG game and more different features will be added soon. According to our roadmap, the product is still enriched in terms of content.

The title "the Dwarf" is rendered in a highly stylized, gothic font. The word "the" is small and positioned above the "D". The "D" is large and ornate, with a long, sweeping tail that extends downwards and to the left. The "W" and "A" are also highly decorative, with intricate flourishes. The "F" is tall and thin, with a sharp, pointed top. The entire title is rendered in a golden-yellow color with a metallic, reflective texture.

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