GLOBAL INVEST

PROTECTED INVESTMENTS IN HIGH-YIELD PROJECTS

Project №1432

Game development

Required amount of investment: **$1 600 000**

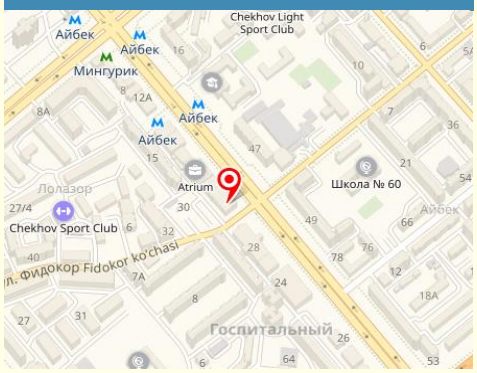
Annual net profit: **$14 775 000**

Profitability of investment capital: **739%**

Project author's investment: **$13 000**

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Description: It is planned to open a game development studio for mobile devices in the city of Tashkent. An upcoming mobile game set in a cyber future with incredible architecture and interesting quests that can be completed to earn native "CYBX" tokens. The project is aimed at the gaming industry, primarily the US and European markets.

The goal of the project is to be at the level of such successful projects as: Honor of Kings, PUBG Mobile, Roblox and Genshin Impact. The target audience is gamers from all over the world. One of the main advantages of the game is the ability to earn money by completing various tasks, winning online battles and participating in various competitions. Axie Infinity can be considered a similar game, but we will differ from it thanks to a wider range of different worlds. The game universe will constantly evolve and improve to constantly adapt to the rapidly changing market. At the moment, the author of the project has invested $13,000 to purchase equipment, study the mobile games market, order outsourcing services in the development and integration of WEB3. The genre and setting of the project were determined, the primary concept document of the game was prepared and written, the author created a starter set of content, created a design document with a description of game objects and an introductory part of the story company, created thematic groups in social networks.

The game will be placed for distribution on the Play Market and the App Store. In this case, the whole planet acts as a market, the game can be downloaded in almost any country in the world.

Project implementation period after attracting investments: **10 months**

Required investment amount: 1 600 000$

Name	Amount, $
Game development	700 000
Attracting gamers for the test	200 000
Outsourcing	50 000
Marketing for 1 year	400 000
Reserves	250 000
TOTAL:	**1 600 000**

Annual income data:

Name	Amount, $
In-app purchases	15 000 000
Integration of advertising in the game	1 200 000
Merch	200 000
Native tokens	5 000 000
TOTAL:	**21 400 000**

Annual expenses data:

Name	Amount, $
Wage	320 000
Premises for rent	150 000
Taxes	5 000 000
Public utilities	15 000
Merch production	30 000
Marketing	1 000 000
Server rental	20 000
Equipment upgrade	90 000
TOTAL:	**6 625 000**

- **Annual income**: **21 400 000$**
- **Annual expenses**: **6 625 000$**
- **Net profit per year**: 21 400 000$ – 6 625 000$ = **14 775 000$**
- **Profitability of investment capital**:
  ROI $= \frac{\text{Net profit}}{\text{Investment amount}} \times \text{Investor's Share} * \mathbf{100}\% =$ **739%**

Distribution of shares:
80% - the investor and **20%** - the project author before the full return of the investment, **50%** - the investor and **50%** - the project author after the full return of the invested funds.