

Project Proposal – Planetary Defense Expansion & Eyeke Deployment

Proposed by: Planetary Defense team

Game: Planetary Defense

Total Budget Requested: 1,260,000 TLM

Target Planets: Eyeke, Magor, Neri

1. Eyeke Planet Unlock – 60,000 TLM

Objective:

Unlock land on the planet Eyeke to allow Warlords to expand their influence. Eyeke would become the third playable planet in Planetary Defense, following Magor and Neri.

Strategic Impact:

- Multi-planet gameplay expansion
 - Increased player engagement and diversification
 - Narrative and strategic continuity aligned with the lore of Alien Worlds
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2. MVP Development of Planetary Defense – 1,000,000 TLM

Objective:

Build a Minimum Viable Product (MVP) of Planetary Defense that delivers the core gameplay experience, featuring:

- Mission systems (Defense, Attack, Resource Management)
- Complete user interface and UX integration
- Smart contract infrastructure for NFT asset handling
- Functional and styled unit graphics, animations, and basic environments
- Cross-platform accessibility (Web + Discord integration)

For more info : <https://newgenesis.gitbook.io/planetarydefense>

Included Features:

- Lore-driven quests based on the official Alien Worlds universe
- NFT development: Units, equipment, buildings, boosts

This phase will lay the foundation for a sustainable and expandable strategy game connected to the Alien Worlds metaverse.

3. Reward System Enhancement & Social Warrior Community – 150,000 TLM

Objective:

Boost player retention and activity through improved gameplay rewards and community empowerment.

Key Enhancements:

- Increased rewards in Rumble (Discord-based mini-game), Attack, and Defense Missions
- More attractive and competitive systems to reward active players

Community Development:

- Launch and grow the Social Warriors community
- Host regular events, social challenges, and Discord-based leadership roles

4. Server Infrastructure & Operational Costs – 50,000 TLM

Objective:

Ensure stable, scalable performance for Planetary Defense through robust server infrastructure, covering:

- CPU and RAM allocation to handle increased player activity across Eyeke, Magor, and Neri
- Hosting of backend services: game logic, mission handling, real-time interactions