

Assessment of Undeadblocks

1. The game's theme is a common zombie survival type. And it seems that it lacks a plot now. Think of it as the gamefi version of Left4Dead.
2. There is no gamefi project for zombie survival shooting games, and even FPS games are rare. The reasons are 1. Shooting game development costs are high, and the developing process is complex. Gamefi teams are often so small that not able to develop. 2. The shooting game requires high levels of playing skills. It's not suitable for the concept of play2earn (the players are primarily investors and gold-making teams). 3. Shooting games have relatively high requirements for computer configuration
3. The circulation of weapons as NFTs is the game's main feature, and it is indeed a good idea.
4. If perks are automatically destroyed after being consumed, they are not suitable for circulation as NFT. It is enough to define them as items that can be purchased with ZBUX in the game
5. The official Twitter has published a demo game video and frequently update some weapon NFTs, and there are often some lucky draws of NFT on Discord. We can see that they did promotion and the operation well.
6. From the team composition in the document, we can see that the team pays more attention to the art aspect. Kevuru Games, which they cooperated with, also specializes in Game art. The currently announced game screen does have the potential of 3A in terms of art. However, the team lacks game programmers and network engineers, and the demo video is also a relatively basic function. If they want to achieve more game functions, network architecture, and game optimization, it should require many programming works.

Summary: There are few competing products of the same type of gamefi. The team has strong artistic ability, and they pay attention to user operations and promotions. However, the team needs to hire some programmers and network engineers, and they also will need some help with blockchain technology and economics. This project has potential and is worth paying attention to.