

Report for Angelic

1. The current release platform of the game is Steam. Steam's player base is relatively pure and tends to focus on the gameplay, graphics, plot, and other game factors. Therefore, the overlap between game-fi players and blockchain investors is not high. The current solution given by the team is that the game itself is free (meaning that players and investors can participate in the socialization, DAO, play2earn, and other elements within the game for free) and then charge for the game plot and DLC. The question is: how to make the primary users of the Steam platform - traditional gamers accept the concept of game-fi and NFT?

2. The gameplay mainly draws on strategy games such as XCOM. When playing strategy games, players' sense of achievement mostly comes from passing levels through their intelligence, and there is not much related to the economic system. This feature determines that this game type is unsuitable for developing play2earn games. It can be seen that the development team realized this problem and integrated some elements of the MMORPG game into Angelic's game system (guild, estate, etc.).

3. The main NFT of the game is the heroes. It is worth mentioning that the system design of the game distinguishes between main heroes and NFT heroes. Main heroes are not NFTs, and players cannot sell them (but they do have NFT skins). NFT heroes can be designed by the community and developers. And they can be sold or leased. This system's design is clever, both to ensure that all players can play the game for free (compared to Axie Infinities) and to support NFT transactions to ensure the game-fi properties of the game. The question is: how does the community mint an NFT hero? How to ensure the balance of NFT heroes? (Also, compared to Axie Infinities, the properties of NFT are randomly generated based on the parent properties, not by customization).

4. The modeling and visual effects of the game are very sophisticated, and the style of painting tends to be a realistic, sci-fi style. The game team has rich experience in art, programming, production, etc., but the development experience of blockchain projects is insufficient.

Summary: Angelic is a well-made game. But it's more like a traditional strategy game for players but not a game-fi project with potential. From the perspective of various factors of the game itself, Angelic seems to be a project initially developed for the Steam platform. But the team wants to gain the benefits of blockchain projects and then transform the game into a game-fi. However, this game still has excellent potential. We can further contact the development team to ask why the game wants to be on the chain, how to make traditional game players from Steam accept blockchain concepts such as NFT, and how to ensure the balance of abilities of NFT heroes.