Metaverse Comparisons For The Sandbox & Decentraland

	Sandbox	Decentraland
Monthly Active Users	30,000	300,000
Creation Methods for in-game NFTs	VoxEdit: Split into 3 main areas -Modeler: Creation of avatars, sculptures, models, as in-game NFTs -Animator: Creates animation for any type of asset within Sandbox -BlockEditor: Creating primary blocks within Sandbox, to design terrain, build static structures, create fluids like water or lava "In order to upload your models, you need to become an artist through our Creator Fund", have to double check this to ensure we can actually upload creations onto Sandbox.	The Builder: Simple drag and drop editor, extremely easy to use, no coding required, easy to add asset files, extremely easy to publish builds on your land parcels. The Builder uses the Decentraland SDK under the hood, generating the required code without you ever needing to look at it The Decentraland SDK: Write code to create your scene, gives more freedom for creative designs and is more powerful compared to the builder.
Wearable Categories	5 different wearable categories, less flexibility for creation of wearables	15 different wearable categories, variety of options for us to release wearables within Decentraland
Experiences	Much deeper experiences within Sandbox, with ability to create your own play-to-earn games for users to try (e.g. https://www.youtube.com/watch?time_continue=1&v=xUgHQu_0iN0&feature=emb_logo&ab_channel=TheSandboxGame)	Basic experiences within Decentraland, with some play-to-earn games such as golf and gambling within Decentraland (e.g. https://www.youtube.com/watch?v=2Bl_JsAnp_I&ab_channel=StinkyScrublet)

Personal Thoughts:

I believe both Sandbox and Decentraland are both suitable metaverses for IF to continue its metaverse expansion, with both likely regarded as the most sought after and popular metaverses. One benefit of transitioning to either Sandbox or Decentraland would be the ability to provide more interactive experiences to our community, compared to CryptoVoxels which seems to focus more on a social aspect within land plots. For example, it is difficult to actually visualise users visiting our CryptoVoxels land plot when events aren't held, as there are no gaming aspects that actively interact with visitors.

The case for Decentraland:

One of the main advantages of Decentraland would be the sheer amount of MAUs, with Decentraland currently having 10 times the amount of MAUs compared to Sandbox. This can be attributed to the rise in popularity in metaverse casinos such as Decentral Games' play-to-earn poker, with [ICE Poker itself attracting around 100,000 MAUs](#). IF will be able to benefit from both the amount of MAUs and user activity especially if we are able to build on a land plot relatively close to Decentral Games' casino (-100,128). However, plots within this area require a premium, with a minimum of around [8,000 MANA for plots within the surrounding area](#). Another benefit of expanding IF's metaverse within Decentraland would be the ease of building through the use of "The Builder". It can be seen as a simple drag and drop editor. With brief experimentation with "The Builder", it is extremely user friendly, with customisation of assets such as rotations, sizing and placement being easy to implement. In addition, introduction of custom asset files is available, allowing us to create our own 3D models in an external software and then uploading it to our land plot. Publishing builds on land parcels can also be done within a few clicks, allowing easy transformation of our ideas into actual assets within Decentraland. In addition, The Decentraland SDK is also available if needed, allowing us to develop more advanced features to create our scene if necessary, and provides more freedom for creative designs. However, The Builder seems to be sufficient as it uses the Decentraland SDK under the hood, generating the required code without ever needing to look at it. Moreover, Decentraland has a variety of wearable traits for avatars, allowing for a variety of customisations when we release our wearables within Decentraland. The main cost for Decentraland as explained above would be the cost of purchasing land plots within districts with high user activity, with cost savings likely to be found within the development of our buildings and assets itself, due to the ease of building within Decentraland.

The case for Sandbox:

One of the main advantages of Sandbox would be the number of interactive experiences/gameplay provided when the full release of Sandbox is introduced. Having played around with their Alpha trial, the in-game gameplay is much smoother compared to both Decentraland and CryptoVoxels. This can also be see in teaser videos such as: https://www.youtube.com/watch?time_continue=1&v=xUgHQu_0iN0&feature=emb_logo&ab_channel=TheSandboxGame. Providing an interactive experience for our community will allow

users to continuously visit our launching projects within Sandbox in the future without the need for planned events. Development of high quality assets within Sandbox will likely cost a significant amount, as the skill ceiling for creating these assets being relatively high, with the ability to not only model avatars, but introduce animations for assets, as well as the ability to perform high-quality terraforming to your land plots. One thing to consider would be right now, users are not actually able to visit their land plots and the only thing accessible right now would be the Alpha Season 2 Trial, with some experiences within the trial still currently unreleased. Users are only able to build on their land, but unable to actually visit their builds or interact with other users on their builds.