

OPERATION SAFE PLACE — DEFENSE —

Play Together
Defend Together
Attack Together



Empowering Gamers, Protecting Futures

“Unleash the Future of Tower Defense”

Introduction to OSPTD

Operation Safe Place Tower Defense (OSPTD) is the first phase of the Operation Safe Place Universe (OSPU) it is a hybrid Tower Defense and Third-Person Shooter Game with Real Impact, and collectible card game elements.

Focusing on community-driven feedback loops and eventual cross-game asset use.

Problem

The gaming industry is flooded with traditional games that lack true ownership and social impact.

Players seek engaging, innovative experiences with real-world value and positive social contributions.



At its heart, Operation Safe Place Defense is a Tower Defense game, but the development roadmap will evolve it into so much more!

Tower Defense games are great fun and require a lot of strategic thinking.

Brief description of OSPTD

OSPTD is just the beginning, with the potential for expansion into various game modes and future titles within OSPU. OSPTD offers a unique blend of tower defense, third-person shooter, and collectible card game mechanics.

Core Mechanics

Strategically place towers, collect digital assets, and engage in multiplayer battles.

Unique Features

Immersive gameplay with play-to-earn mechanics and decentralized ownership.

The simple premise is to set up towers on the battlegrid and stop the baddies from getting from point A to point B.



Gaming Industry Statistics

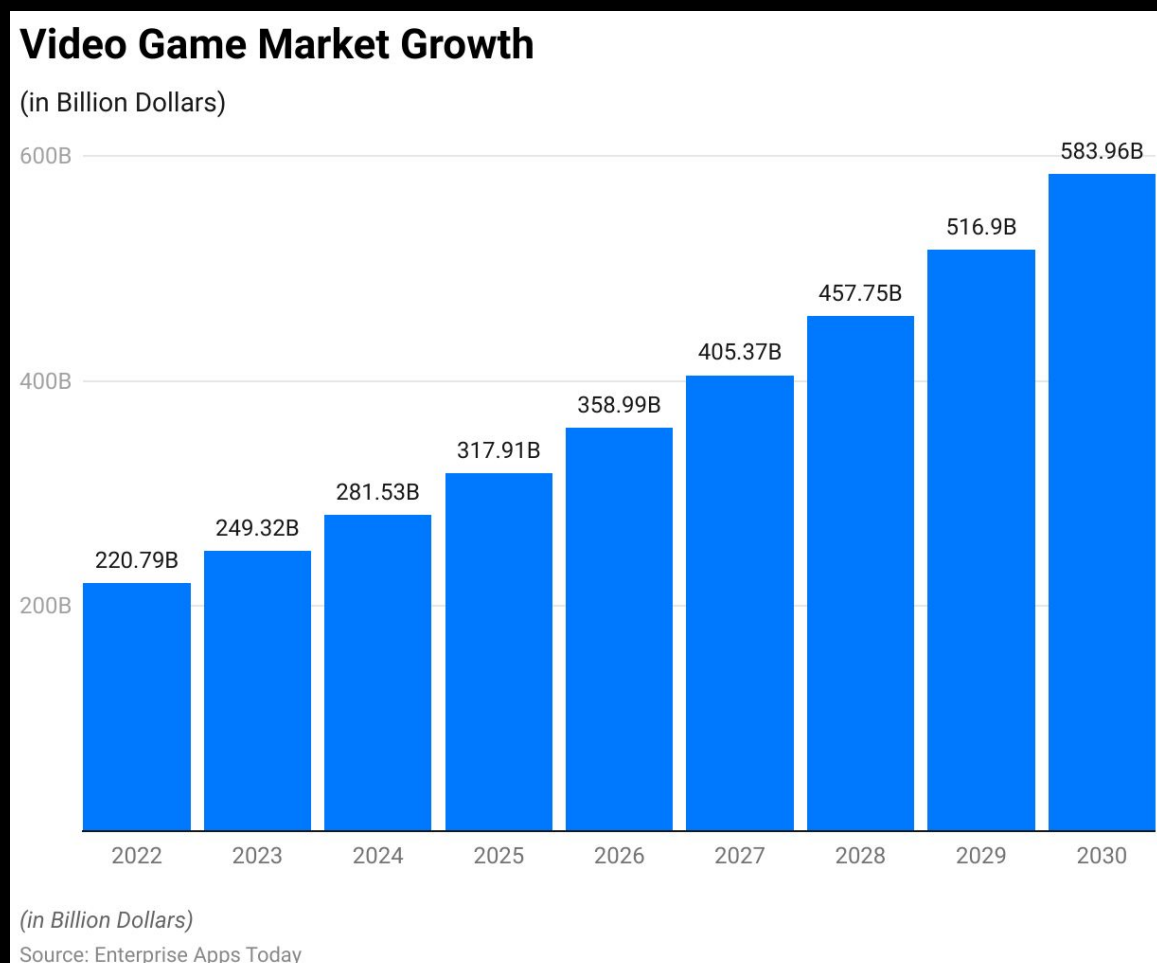
The global gaming market is projected to reach \$516 billion by 2029.

Web 3 Gaming Growth

Web 3 gaming market projected to surpass \$133 billion by 2033.

Target Audience

Gamers, investors, community builders, and influencers.



Key Gameplay Mechanics

Strategic tower defense with customizable turrets and mechs.

Collectible digital assets that enhance gameplay and offer true ownership.

Unique Features

Play-to-earn mechanics where players earn digital assets through gameplay.

Decentralized ownership of in-game items.



Main Story Characters

Operation Safe Place (OSP) is set in a dystopian future where AI overlords and demonic entities threaten humanity. A diverse group of heroes must navigate through time and dimensions to rescue loved ones and prevent the extinction of humanity.



Katsu



Lucille

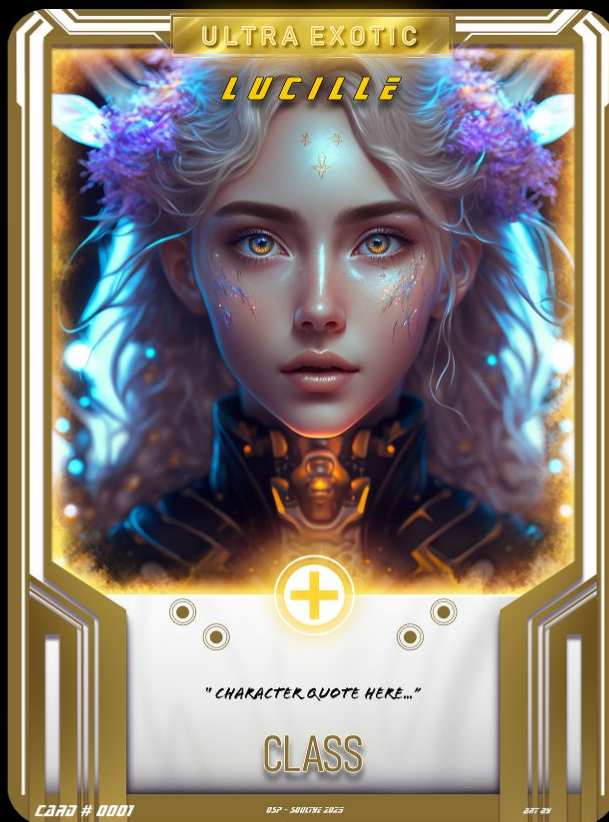


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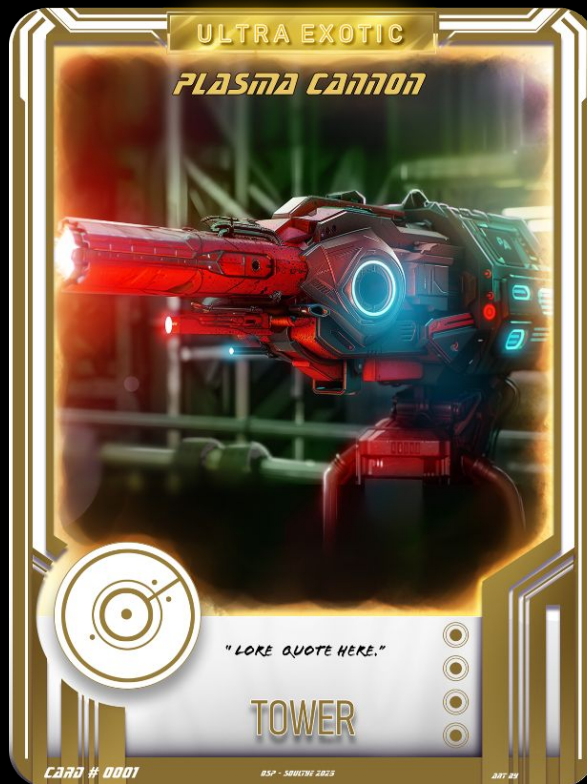


Crispus

NFT Class Cards (Concept)



NFT Turret Cards (Concept)

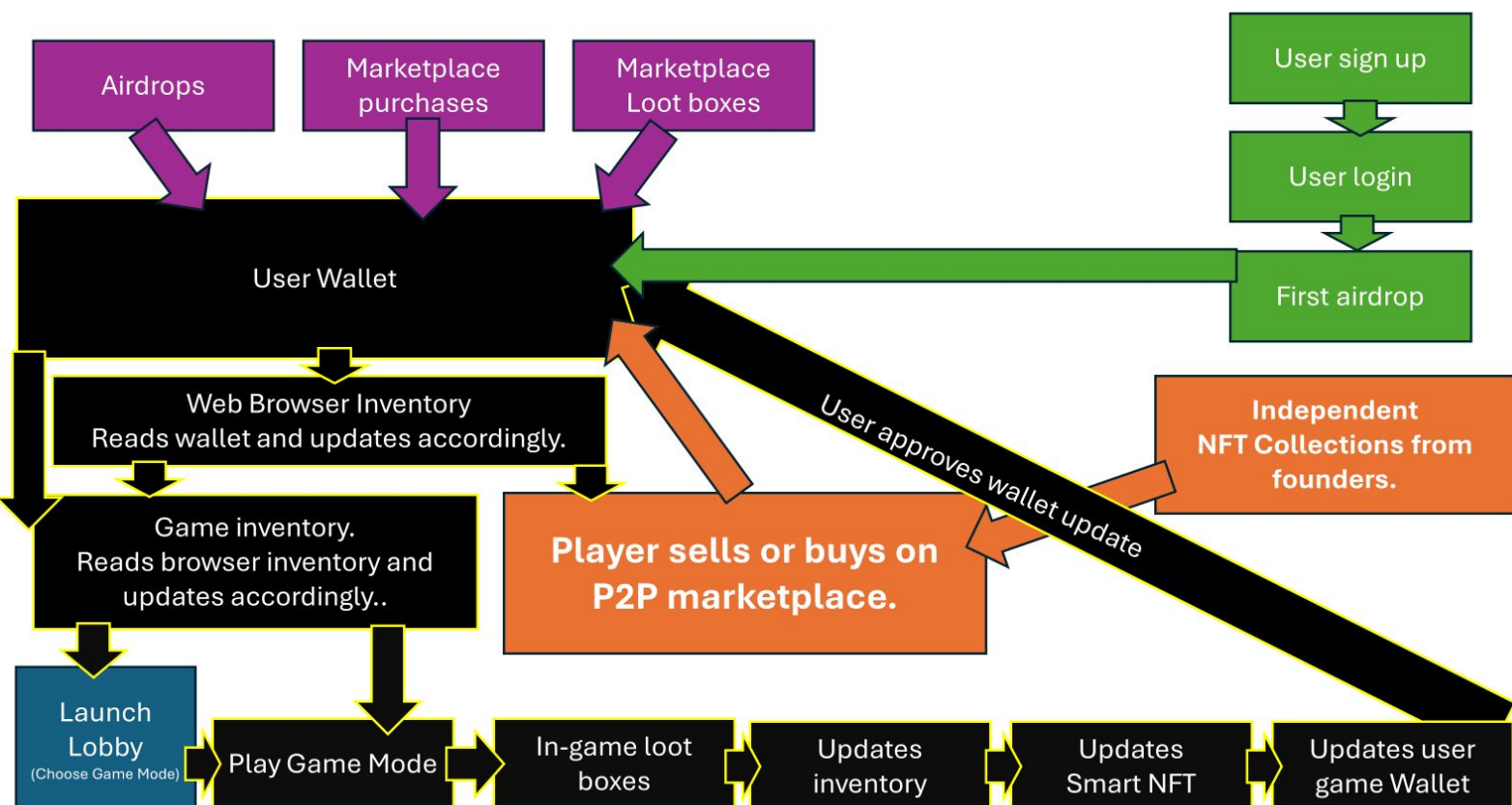


Tech Stack

- Java for browser-based version.
- Python for Discord integration.
- Unreal Engine for 3D first/third person versions.

Blockchain Integration

- Leveraging relevant chain for in-game assets and marketplace.
- Blockchain Integration: Third Web



In Game Currency (Courage)

- Earn \$Courage through in-game quests and activities.
- Use \$Courage to purchase NFTs, in-game assets, and participate in our discord marketplace.

Benefits of Decentralized Ownership

- True ownership of digital assets, enhancing player engagement and value.



Fundraising and Awareness for Gender-Based Violence and Child Trafficking

A portion of proceeds will be donated to Operation Safe Place, our real-life NGO in South Africa. "Every Girl Safe"



That's why we made this game!



We have a vision to keep as many girls safe as we can.



Development Phases and Key Milestones

Development Phases:

- **Phase 1: Base 2D and 3D Game Prototypes (Q4 2024)**
- **Phase 2: Full 2D and Expanded 3D Game Development (Q1-Q2 2025)**
- **Phase 3: Single Player Story Campaign (Alpha for 3D) (Q3 2025)**
- **Phase 4: Enhanced Multiplayer and PvP Development (Beta for 3D) (Q4 2025)**
- **Phase 5: Cross-Platform and Mobile Integration (Q1 2026)**

Key Milestones Timeline:

- **Q4 2024:** Launch initial 2D and 3D game prototypes for core gameplay testing.
- **Q1 2025:** Release the complete 2D game with multiplayer features; continue 3D game development.
- **Q2 2025:** Integrate the storyline into the 3D game; introduce the initial single-player campaign elements.
- **Q3 2025:** Begin alpha testing for the 3D single-player campaign; launch cooperative mode in both 2D and 3D games.
- **Q4 2025:** Beta testing for PvP and enhanced multiplayer modes; storyline and multiplayer balancing.
- **Q1 2026:** Final cross-platform and mobile integration; marketing campaign for the global launch of both 2D and 3D versions.

Team and Advisors

Board of Directors



Andrew Wilmot
"Uncle Funk"

Incurable Altruist

Producer, Production Manager, Event Manager
& Multimedia guru

Built Overcomers, Feed 14k and various other
NGO's

Film Director & Creative Director

Founder / Creative Director



Amanda Wilmot
"Mrs Funk"

Entrepreneurial Philanthropist

Founder of Overcomers Organisation,
Overcomers 414 and various other NGO's

Founder of Only Believe Gaming & Operation
Safe Place NPC

Experience: Film Producer, Financial Director &
Advertising Account Director

Founder / COO



Joey Sassine
"Tamsn"

Founder: The Doxx

Clinical Psychologist & Musician

Full time Web 3.0. Project Manager

Web 3 marketing expert

Co-Founder / Web3 Director



Robert Murray
"Master Rob"

Innovative Management Leader

Strategic Management and Leadership

Expert in spearheading high-impact projects

Director with over 10 years of senior
management experience

Co-Founder / CEO

Team and Advisors

Advisors



David Blomquist

Veteran in the gaming and gambling sectors with exec. leadership roles at King.com and in igaming ventures. Expertise in operational leadership, strategic management, and growth. Proven success in driving initiatives across B2B and B2C environments, navigating complexities of regulated markets and global SaaS platforms.

Advisor



Rayn Barrera

Esports caster for Riot Games, Valve, and Ubisoft. Web3 consultant and social media strategist. Involved in projects like Boss Fighters and Diecast Racing.

Advisor



Jason Mcivor

Former CMO at Vulcan Forged. Expertise in gaming and crypto marketing. Focus on partnerships, transparency, and long-term value creation.

Advisor



Matthew Buxton

19+ years in gaming with unicorns such as (Rovio, King, Miniclip, Jagex). Founder of MYSTIC GAMES. Creator of Call of the VoYD.

Advisor

Game Development Team



Casper Frost
"bit_casper"

Electrician turned web nerd

Experience/Expertise: Working with ad campaigns, content and software solutions. Very curious about technical things both software and hardware.

Co-Founder / Head of Social fi, Token drops.



Ryan Downing
"Killerology"

Concept artist/graphic design/ comic artist

Experience/Expertise: 20 years of conceptual design. Published comic book artist, graphic design and storyboarding.

WEBSITE : <https://www.artstation.com/rdownart>

Concept / Card / Media Artist



Charbel Mouawad
"CM"

In game user experience lead.

Beta test lead.

Experience/Expertise: 3 Years game development.

5 years alpha / beta game testing.

Co-Founder / Head of game balance/user experience.



Wilson Pernia
"Wilson"

Game Developer

Experience/Expertise: Web developer with a year and a half of experience in front (reactJs, react native), back (rust - web3 with solana) and services (godaddy, aws, heroku)

Game developer with 4 years of experience

Game Developer

Game Development Team



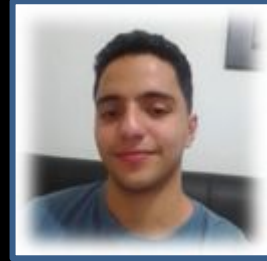
Cesar Contreras
"Cesa"

Web Game Developer

Experience/Expertise:

Software developer currently dedicated to web development and phone applications. Experience in S ware development for the internet.

Game Developer



Jesus Mora
"JD"

Lead Designer

Experience/Expertise:

Illustrator/Graphic Designer

Blender/Unreal integration.

Game design 10 years.

Designer



Jose Gebrayel
"Papa Bear"

Software/Web 3.0 Developer

...Has been in Web 3.0 space for many years and made many connections and partnerships with rising Blue-chip projects

Community Manager

Game Development Team



Elie Andraos

“P.O.”

Clinical Psychologist

Cognitive, behavioral and emotional process therapist specializing in internet addictions, FOMO & motivational mechanisms and psychological disorders

Co-Founder / Head of Social fi, Token drops.



Anshuman Singh

“Anshu”

Skilled at Gameplay Mechanics, Multiplayer Systems, User Interfaces, Game Mathematics & AI

Experience/Expertise: 2 years Unreal Development

Single Player Lead



Rohit Kotiveetil

“Professor Chaos”

Technical Game Designer

Experience/Expertise: Specialized in creating gameplay systems in Unreal Engine. Has published several toolkits and templates on the Unreal Engine Marketplace, with over 8 years of expertise in blueprint scripting.

Arena Mode Lead



Samuel Wilson

“Sam”

Unreal Engine Gameplay/Networking Programmer

Experience/Expertise: 3 years experience in Blueprint, C++, AI(BT,BB,EQS), Replication, UI, Animation and EOS

Multiplayer Lead

Marketing Plan

- Focus on both Web 2 and Web 3 tactics including Digital Marketing Campaigns and Community Building.
- Active engagement on platforms like Discord, Twitter, Instagram, TikTok, and YouTube.

Partnerships and Collaborations

- Collaborations with key influencers and gaming communities.

Player Retention and Engagement

- Content Updates and Events
- Loyalty and Reward Programs
- Cross-Game Integration



Revenue Streams

Primary Revenue Stream: NFT Card Pack Mints

- Minting and Selling Card Packs

Secondary Revenue Stream: Player-to-Player Marketplace

- Marketplace Transactions
- Upgradeable and Tradeable NFTs

Additional Revenue Streams

- In-Game Purchases
- In-Game Product Placement & Billboards



Financial Projections

- Projected monthly revenue and cumulative revenue over the first 12 months.
- Revenue from in-game purchases, marketplace transactions, and NFTs (Organic Marketing).

Fundraising Goals

- Seeking \$4 million in a combination of equity and tokens.

Month	Players (Monthly)	Monthly Revenue	Cumulative Revenue
1	5,000	\$50,000	\$50,000
2	6,250	\$62,500	\$112,500
3	7,812	\$78,120	\$190,620
4	9,765	\$97,650	\$288,270
5	12,207	\$122,070	\$410,340
6	15,259	\$152,590	\$562,930
7	19,074	\$190,740	\$753,670
8	23,842	\$238,420	\$992,090
9	29,802	\$298,020	\$1,290,110
10	37,252	\$372,520	\$1,662,630
11	46,565	\$465,650	\$2,128,280
12	58,206	\$582,060	\$2,710,340

Stretch Goals

Goal 1:

- Base 2D Game Development | \$100K

Goal 2:

- Full 2D Game Development | \$500K

Goal 3:

- Single Player Story Campaign | \$1.5M

Goal 4:

- Enhanced Multiplayer Features | \$2.1M

Goal 5:

- Player vs. Player (PvP) Multiplayer | \$2.5M

Goal 6:

- Full Expansion with Cross-Platform | \$4M

Summary of Key Points

- OSPTD is set to revolutionize the gaming industry with its unique blend of tower defense, third-person shooter, and collectible card game mechanics
- Our innovative play-to-earn mechanics and decentralized ownership model offer real-world value to players.
- We are committed to making a positive social impact through our partnership with Operation Safe Place NGO.
- Join us in revolutionizing the gaming industry and making a real-world impact.

Contact Information

E-mail: hello@operationsafeplace.com

X: <https://www.x.com/OpSafePlace>

Discord: <https://discord.com/invite/operation-safe-place-td>

Website: <https://home.ospgame.com/>