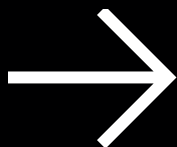


# DART

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## Digital Assets Risk and Trustworthiness Assessment

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# TABLE OF CONTENTS

---

**01** / Project information

---

**02** / Team

---

**03** / Github & Code Quality

---

**04** / Socials & Community

---

**05** / Business model

---

**06** / Conclusion and Score

---

# PROJECT INFORMATION

## BattleMog

**Project Category:** Blockchain Game

**Official Website:** <https://www.battlemogs.com/>

**Blockchain/Platform:** Anjuna Network, Polkadot.

**Brief Description:** BattleMog, formerly DOTMog, is a Unity3D game built on the Ajuna Network, utilizing the Polkadot Unity SDK. It's poised as the first substrate game to pioneer the SDK. The game features Mogwais, a clan of characters with diverse behaviors ranging from loving and compassionate to mischievous and fierce. Players can train and equip their Mogwais with skills and talents to battle other players.

**Prelude:** This review presents the risk factors associated with the given project and provides an analysis and respective overall risk rating as per a prescribed methodology.



# TEAM COMPOSITION

The BattleMog team is comprised of the following individuals:

**Cedric Decoster:**

Cedric is a seasoned software engineer, game developer, and solutions architect with over 20 years of experience spanning the IT and financial sectors. In June 2021, he co-founded BloGa Tech AG alongside other team members. The company subsequently launched the Ajuna Network, the platform on which BattleMog operates, with Cedric serving as CEO and CTO.

Before establishing BloGa Tech AG, Cedric held roles as a senior expert application manager and DevOps solutions engineer, contributing to various enterprise applications in the Swiss banking sector. Additionally, he possesses expertise in game reverse engineering and is credited with creating the Sabberstone simulator, which has spurred numerous research initiatives and competitions in the AI domain.

**Rene Windegger:**

As a senior software architect specializing in full-stack development, he currently leads research and development at Sparx Systems. With over a decade of experience as an independent consultant, he has expertise in designing and developing software solutions, reverse engineering, and server software. During this time, he co-engineered the predecessor of BattleMog, "The World of Mogwais," and introduced it to blockchain technology with Mogwaicoin.

Previously, he was CTO and C# developer at Steiner & Windegger Enterprise Architects (SWEA), a web developer at SZF Fohnsdorf, and a productivity consultant at Artaker Computersysteme.

**Andre Schneider:**

Schneider, a computer scientist with 20 years of experience in consulting, business analytics, and finance, served as Ajuna's COO during BattleMog's early stages. Prior to this role, he held various positions at Zürcher Kantonalbank, ultimately becoming its specialist data science client analyst. His current involvement in BattleMog's ongoing development is unclear.

**Patrik Bundeli:**

As the head of art and design at Ajuna, he brings years of experience from his tenure at 2much.

**Tim Kramarz:**

Tim is an experienced generalist in 3D, 2D, animation, AR, and VR, with over 8 years in advertising and gaming. He specializes in 3D modeling, animation, and texturing for both realistic and stylized assets.

# TEAM

## The BattleMog team structure

The team comprises two core developers, a project manager, and two artists. While specific roles are not publicly disclosed, it is presumed that Cedric and Rene serve as core developers, with André in the role of project manager. However, André's status as project manager is uncertain, given his departure from the COO position at Ajuna.

## The BattleMog supporters

Animoca Brands, Double Peak, Infinity Ventures Crypto, OKX Ventures, Fundamental Labs, Signum Capital, Youbi Capital, Master Ventures, CSP DAO, Kosmos Ventures, Duck DAO, and Oracles Investment Group, and others.

## The BattleMog connections

The project has formed key partnerships with Integree and Polycrypto for off-chain trusted execution environment (TEE), Subsquid for web3 indexing solutions to aid players in skill improvement and strategy enhancement, and EquilibriumDeFi for in-game currency used in microtransactions. Additional partnerships include Zondax Ledger App, OnFinality, and Unity.

## The BattleMog concerns

While the team members of BattleMog collaborated on a previous project called 'The World of Mogwais,' technical challenges hindered its development. The team decided to revive the concept using Substrate, but there are concerns about their ability to overcome the technical limitations that derailed the original project. Additionally, while they claim to have spearheaded the development of the Polkadot Unity SDK, it's unclear how this will impact the game's development or if it's simply a marketing ploy to capitalize on the growing interest in Polkadot.

# GITHUB & CODE QUALITY

The project is partially open source, with the BattleMog pallet on the game server side hosted publicly on GitHub. However, on the game client side, only the substrate NET API is public as part of the Polkadot Unity SDK. The representation layer, including the game engine, remains private, limiting the scope of this review to the BattleMog pallet alone.

The BattleMog pallet is part of the Ajuna pallets repo, so the review covers the entire repo. As of the writing of this review, the repo has 3 contributors, averaging 4 commits per week, with a total of 44 commits since its creation 3 months ago.

Some industry-standard software development practices were observed, including:

- Sufficient inline comments detailing the purpose and behavior of each function and module
- Integrated code testing, including unit, regression, and performance tests
- Full compliance with Rust coding conventions and security measures
- Debug logs in the form of emitted events

However, some unsafe blocks were observed, which could pose a potential security risk. The team is advised to thoroughly review these blocks to ensure safety.

# SOCIAL MEDIA & COMMUNITY

## Community size and activity

BattleMog has garnered a substantial community across Discord, Telegram, and X (formerly Twitter), largely consisting of Ajuna Network members. The Discord community boasts 7.89k members, while the Telegram group has 89 members. On X, the project has garnered 4.5k followers. Additionally, Anjuna's YouTube channel has attracted 462 subscribers where the project has been featured in multiple videos showcasing their product. These factors indicate a strong community engagement and interest in the project.

## Quality of interactions

Discord hosts the most active community engagement for BattleMog, with the team showing excellent responsiveness to questions and inquiries. Queries are typically addressed promptly, with few left unanswered for extended periods. The platform also features community events, including AMA sessions, community calls, and ambassadorship programs, aimed at boosting engagement. On X, the focus is on providing updates regarding the latest features, partnerships, and in-game assets developed by the team.

## Red Flags and Risks

The active engagement of community members and admins was noted, with prompt responses to questions and effective management of risk vectors, such as profiles posting links in their socials and being muted accordingly. No evident risks were identified, other than the inherent risks associated with all digital asset projects.

# BUSINESS MODEL

BattleMog aims to disrupt traditional web2 games by offering true, verifiable ownership of in-game assets through NFTs and an open marketplace. While this concept has potential, it also raises concerns. The project's success hinges on the adoption of blockchain technology in the gaming community, which may not be widespread yet. Additionally, the reliance on NFTs and blockchain introduces complexities that could deter mainstream gamers who are not familiar with these concepts.

While the idea of owning and breeding Mogwais is enticing, the team must ensure that the gameplay remains engaging and accessible to a broad audience. The announcement of additional creatures from other universes is ambitious, but the integration with Polkadot XCM capabilities adds a layer of complexity that could hinder seamless gameplay.

Moreover, the use of the MOG token for in-game transactions may limit the accessibility of the game to users unfamiliar with cryptocurrencies. It also introduces financial risks, such as market volatility and regulatory uncertainties, which could impact the value of in-game assets.

Overall, while BattleMog's vision is innovative, its success will depend on overcoming significant adoption and usability challenges inherent in merging blockchain technology with gaming.



# CONCLUSION AND SCORE

## Conclusion

Based on our comprehensive review, BattleMog has demonstrated a robust business model, a solid, reputable team, an active community, good code practices, and appears well-positioned for a promising future.

However, even robust software has its pitfalls. The team size is rather small for a AAA game setting out to compete with the giants of web2. While the value proposition and gameplay are magnificent, development needs to be scaled beyond the current status quo. Additionally, the team needs to improve its information updates. For example, the transition from DOTMog to BattleMog was not found to be announced in any media outlets, and the project's page on parachains.info is still named DOTMog and contains broken links. It would be beneficial to establish a presence on decentralized social media platforms like Polkaverse. Providing high-level documentation, such as a detailed README file, and making it easily accessible, as well as providing contribution guidelines for developers who wish to contribute and making the process seamless, would also enhance the project.

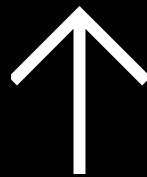
Nonetheless, we recommend potential investors or users keep an eye on the project's developments, especially improvements in the highlighted areas. As always, continue to perform your research and stay updated with the project's official communications.

## Score

As per the information detailed throughout the prior sections, BattleMog falls into the **Moderate Risk** category. While the project shows promise, potential investors and users should proceed with caution and conduct thorough due diligence. Monitoring the project's developments, especially in the highlighted areas, will be essential for assessing its long-term viability and success in the competitive cryptogaming landscape. As always, individuals are encouraged to perform their own research and stay informed through official project communications.

# CONTACT US

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[Discord Community](#)



**ANTI·SCAM**  
**TEAM**