

DART

Digital Assets Risk and Trustworthiness Assessment

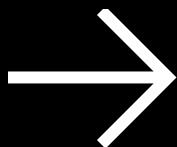


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PROJECT INFORMATION

DRKVRS

Project Category: Web3 Game

Official Website: <https://www.drkvrs.io/>

Blockchain/Platform: Aleph zero (Polkadot network)

Brief Description: DRKVRS is a multiplayer action RPG game developed on the Aleph Zero blockchain. Set in a transhumanist, brutalist world consumed by a billion-year-old Leviathan, the game emphasizes complex storytelling and player interactions.

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 DRKVRS team is comprised of the following individuals:

Marcin Kobylecki, CEO & Co-Founder:

Marcin is the CEO and Co-Founder of DRKVRS. He has a distinguished background in the animation and gaming industries, having worked on notable projects like "The Witcher" and "Cyberpunk 2077." His leadership and creative direction are instrumental in driving the vision and development of DRKVRS.

Kamil Cisto, COO & Co-Founder:

Kamil is the COO and Co-Founder of DRKVRS, working alongside Marcin Kobylecki to manage the operational aspects of the project. His role includes overseeing project management, logistics, and ensuring that the development process runs efficiently and effectively.

Łukasz Plewa, Head of Blockchain:

Łukasz is in charge of integrating blockchain technology into DRKVRS. He focuses on implementing features like NFTs and smart contracts, ensuring that the game leverages the capabilities of the Aleph Zero blockchain to enhance gameplay and security.

Łukasz Orbitowski, Story Project Writer:

Łukasz Orbitowski is an award-winning Polish writer known for his work in the fantasy and horror genres. In 2014, he was nominated for the Polityka Passport award for his novel "Land of Happiness." Orbitowski brings his expertise to DRKVRS as a Story Project Writer, contributing to the development of the game's narrative and lore. With a notable background in literature, he has received various accolades for his novels and short stories.

Paulina Przysucha, Head of Worldbuilding:

Paulina oversees the world-building aspects of DRKVRS, ensuring the game's universe, lore, and narrative are cohesive and immersive. She has extensive experience in creative design and storytelling within the gaming industry.

Piotr Barnowski, Head of Game Design:

Piotr is the Head of Game Design at DRKVRS, responsible for developing the game's mechanics and systems. He focuses on creating engaging and innovative gameplay experiences that align with the narrative and artistic vision of the project.

Patryk Mucha, Lead Game Developer:

Patryk leads the development team, overseeing the technical implementation of the game's features and systems. His role is crucial in ensuring that the game runs smoothly and that all technical aspects are executed to perfection.

Michał Cetnarowski, Story Project Writer:

Michał is another key writer on the DRKVRS team, specializing in crafting compelling storylines and character arcs. His work focuses on enhancing the depth and engagement of the game's narrative, drawing from his rich experience in writing and storytelling within the fantasy genre.

Other notable team members include:

Marta Staniszevska (Head of Art), **Michał Bartnicki** (Art Director), **Jacek Żyła** (Lead Backend Developer), **Anita Barnowska** (Head of Sound), **Kamil Kowalski** (Environment Artist), **Tomasz Rychwalski** (Environment Artist), **Mateusz Bloch** (Community Manager), **Sebastian Kaput** (Community Manager), **Hubert Napiórski** (Consultant / Interpreter), **Piotr Mierzwa** (3D Artist), **Daniel Pilarczyk** (3D Artist).

TEAM

The DRKVRS team structure

The core team consists of a group of designers, game developers, producers, and crypto enthusiasts, who gained experience in the CGI, architecture, and game industries, with the previously mentioned team members above.

The DRKVRS supporters

The project's investors include PetRock, Nvidia, and Aleph Zero.

The DRKVRS connections

DRKVRS has partnerships with Super Army web3 and Aleph Zero.

The DRKVRS concerns

Some core team members have acknowledged achievements and experience from various sources. We have gathered this information by reviewing all available public records on these individuals. However, the partnership with Super Army Web3 is not confirmed on the project website, contributing to a lack of reliable and consistent information. Without verifiable sources to back up the team's claims of experience and partnerships, the project's credibility remains questionable and poorly supported.

GITHUB & CODE QUALITY

The DRKVRS GitHub is not publicly accessible, making it impossible to ascertain the level of activity on the project's repository.

SOCIAL MEDIA & COMMUNITY

Community size and activity

The DRKVRS project boasts over 15K members on Telegram. Community moderators reply to messages promptly, indicating an active and lively community. Frequent updates by the admin, who emphasizes not DMing first to counteract scams, further highlight the project's commitment to maintaining a secure and engaged community.

Its verified X handle has amassed over 30K followers. The handle features over 700 posts, showcasing strong engagement through comments, replies, reposts, and post impressions.

The Discord server is well-moderated and houses over 7K members. The level of interaction on Discord is described as good.

The project has over 500K followers on Galxe, demonstrating substantial interest and a considerable following.

The DRKVRS Medium handle has attracted over 200 followers. It contains numerous informative articles about the project's activities.

Quality of interactions

The size and activity level of the DRKVRS community are robust, with significant followings on Telegram, X, Discord, and Galxe. The quality of interactions appears high, with prompt responses from moderators on Telegram, good engagement metrics on X, and active participation on Discord. The frequent, informative updates on Medium also contribute positively to community engagement. Questions and concerns seem to be addressed promptly, as indicated by active moderation on Telegram and Discord. The proactive approach to scam prevention, such as the admin's reminder about not DMing first, further underscores the project's commitment to security.

Red Flags and Risks

The absence of a Reddit account is noted, but this does not seem to pose a significant issue given the strong presence on other platforms. However, the smaller following on Medium presents an opportunity for growth in content engagement.

BUSINESS MODEL

The DRKVRS project offers a comprehensive game ecosystem centered around the SIN token, NFTs, in-game currency, and resources like Blood of God (BoG). This ecosystem aims to create a balanced and engaging economy within the DRKVRS world. The SIN token is officially managed by TRANSRAAD, making it the primary source for recent news and updates regarding tokenomics and vesting. Players can obtain DRKVRS resources through in-game activities, with Blood of God serving as a crucial modifier similar to "melange" from Dune. NFT avatars represent players' characters on the blockchain.

The robustness and sustainability of DRKVRS's business model are supported by its multifaceted ecosystem, which incorporates blockchain technology, strategic gameplay mechanics, and a strong focus on community engagement through user-generated content (UGC) and cooperative interactions.

The value proposition to users includes immersive storytelling, strategic gameplay, and the potential for earning unique NFTs and tokens, which adds a layer of investment and reward to their in-game activities.

The potential for growth and profitability appears strong due to the integration of Web3 features, the emphasis on player engagement and UGC, and the strategic depth provided by betrayal mechanics. However, the project's long-term success will depend on effectively implementing and scaling these features, maintaining user interest, and ensuring continuous development and updates.

The project's strategy and financial planning are generally clear, with a focus on creating a balanced game economy, leveraging blockchain technology, and encouraging player contributions through rewards. While the monetization of player time is still in progress, the planned features and strategic depth provide a solid foundation for future financial sustainability and growth.

CONCLUSION AND SCORE

Conclusion

The DRKVRS project features a game ecosystem centered on the SIN token, NFTs, and in-game currency, using blockchain technology for transactions. It offers storytelling, strategic gameplay, and the chance to earn unique NFTs and tokens. The team includes professionals from CGI, architecture, and the game industry, but there is limited transparency about their backgrounds.

The project has a community presence on Telegram, X, Discord, and Galxe, with measures to prevent scams. However, the DRKVRS GitHub is not publicly available, making it hard to evaluate code quality and development activity. Greater transparency and improved content visibility on Medium could help build trust and attract a wider audience.

Score

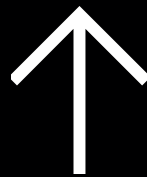
As per the reasons previously mentioned above, DRKVRS falls under the **Moderate Risk** category. Potential investors and users should closely monitor the project's developments, particularly in areas identified for improvement. Conducting further due diligence and staying updated with the project's official communications is recommended to make informed decisions.

CONTACT US

<https://polkadot.antiscam.team/>

contact@antiscam.team

[Discord Community](#)



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TEAM