



QUANTUM
WORKS



PROJECT
QUANTUM

A WORD FROM OUR FOUNDER

Life is short, fast paced and structured in a way that work takes priority over play.

Our time is precious, we work hard so that in the hours, days, weeks of the year we have free, are funded and filled with friends, loved ones, introspection for anything which brings meaning to life. Personally, growing up I lived to play. The lines between childhood dreams, aspirations and fantasy only drawn when I became an adult. The inclusion of Cryptocurrency in the Global Economic Structure means that these old-fashioned work to live values are changing.

Blockchain has the potential to inspire new business opportunities, increase efficiencies, decentralise pricing structures and increase transparency and privacy. Wiping away the lines we have all drawn through dreams which before now seemed impossible to reach. This economic overhaul will see more people than ever having a chance at financial freedom and with it the gift of once again seeing the world through the eyes of a child, your only worry will be deciding where to direct creativity next. thank you for taking the time to read our whitepaper and joining us on this journey.

It's my belief that our project can push gaming and the economies gaming operates into the 21st century, powered by Crypto.

I have been a gamer since I could hold a NES controller back in the early 90's. Over the years my development team and I have witnessed the advancement in technology first hand. The thrill and allure of playing has increased with every new world and IP we encounter, leaving us inspired and eager for the next adventure.

I left school in 2004 and started my own business running IT support for homes and companies, all while studying Computer Games technology at Paisley University.

My business done so well i left the course, however my passion for design and creation has only strengthened over time. Since winning Young Entrepreneur of Year at the ROCCO Awards in 2016, Scottish Edge Young Edge in 2017, and Scottish Edge's top prize in 2018 for business, I have always wanted to channel it back into gaming and bring a project together with my close friends.

I have been fortunate to grow up surrounded with talented people who not only share a passion for the gaming world but who now all operate professionally in either in television, film, computer game development or the press and media, an exciting partnership of minds that have what it takes in order to make our vision a reality.

I was an early adopter and investor in cryptocurrency back in 2010, Since then i have believed in a way of combining my passion for design, computer games and my knowledge in cryptocurrency together to deliver a unique and exciting project to the gaming and crypto space.

Our project will not only deliver a unique, exciting IP into gaming, but will also merge gaming and crypto to make the most customer friendly economy and transaction system seen to date in a AAA title.

Fraser Gordon, Founder, CEO

OUR MISSION

Our mission is to combine AAA gaming and crypto currency, deploying an ecosystem controlled predominantly by the users which allows them to transact both ways via our token, giving gamers, designers and content creators the opportunity to make money, while immersing themselves in a unique IP.

For years AAA titles have all had their own currency, their own in game coin, which once the player has bought in, to them it becomes a sunk cost, and that money can only be used for in game items. We want to break down those barriers by launching our own AAA title set in the not-too-distant future, where players use the Project Quantum token to trade within the game's marketplace. Here players can buy items from each other which they have either found, created or won in game. By allowing creators to make their own content using our wireframe baseline models, the models and designs are only limited by your own imagination. All in game items like weapons, armour and vehicles, will be minted as NFT's so all previous owners, their stats and their value is always trackable within the game.

Utilising our unique tokenomics and tax system, our titles will always be free to play and not only that, but it will also allow players or users the opportunity to earn money while they play. The in-game ecosystem will benefit from a 3.5% tax levied on all transactions either in game or from the public trading of the token, which goes straight back into the game, allowing the developers to assign real world value to in game assets, and the ability to offer huge prize money on a daily/weekly/monthly basis for PVP, the likes of which has not been seen before in gaming. Players could at any time change their token out of the game world and change them for real world currency.



OUR CORE VALUES

COMMUNITY

Gaming has always been about community, from the early days with a group of friends hammering Golden Eye on the N64 on the couch, to the MMO worlds and universes of World of Warcraft or Eve Online. We want our community to believe and be behind our project, seeing constant updates through social media, and the ability to vote on aspects of the project by holding the token. We want to take our community on the journey from concept to delivery, and everything after.

TRANSPARENCY

Cryptocurrency projects for too long have gotten away with hidden development teams and shady practices. We want to blow the doors off that, with crystal clear goals, a face to each member of our amazing and ever-growing team, and trackable accounts showing what we spend via our development wallet.

Project Quantum is the first project from Quantum Works trading as Quantum Studios Ltd, registered in the United Kingdom. We will be holding weekly AMA's where we will be answering your questions live on YouTube, Discord or Twitch.

STABILITY

Utilising our unique and fresh tokenomics built into our smart contract, we aim to offer a stable growing platform that incentivises users to hold the coin to project completion and tries to dissuade traders from 'pump and dumping' the coin. Each of the core development team's wallet addresses will be public on the website from launch, where anyone can see transactions on them at any time. These wallets are liquidity locked for 24 months to guarantee no potential of a rug pull.

FAIRNESS

The design of our free to play model, combined with the unique ecosystem will see the fairest and most transparent marketplace seen in gaming. When you make a purchase in game, you know what you're buying, and that item has a real world value. You can always sell your item later to potentially generate a profit. No more loot boxes, no gambling. What you see is what you get.





WHAT IS CRYPTOCURRENCY?

A cryptocurrency is a digital asset designed to work as a medium of exchange wherein individual coin ownership records are stored in a ledger existing in a form of a computerised database using strong cryptography to secure transaction records, to control the creation of additional coins, and to verify the transfer of coin ownership. It typically does not exist in physical form and is normally not issued by a central authority, such as your bank. Cryptocurrencies typically use decentralised control as opposed to centralised digital currency and central banking systems. When implemented with decentralized control, each cryptocurrency works through distributed ledger technology, typically a blockchain, that serves as a public financial transaction database.

WHAT IS A SMART CONTRACT

You have probably heard of Binance Chain, the home of the BNB currency. It's optimized for ultra-fast trading. To achieve this, it had to make certain trade-offs – one being that it was not as flexible from a programmability standpoint as other blockchains.

Well, Binance Smart Chain is here to change that, a new blockchain with a full-fledged environment for developing high-performance decentralized applications. It was built for cross-chain compatibility with Binance Chain to ensure that users get the best of both worlds.

Smart contracts allow developers to take charge of what happens through the life of a coin, in order to best support the project or DApp they are creating.

OUR TOKEN INFORMATION

Token Name : (Released at Presale)

Token Ticker : (Released at Presale)

Token Type : BEP-20

Amount Minted : 1,000,000,000,000 (One Trillion)

Decimal Points : 2

Other Aspects : Auto Staking. Mintable (emergency use only)

We have left the mint function active on the coin, but with a 2 year time lock. For clarity this means the development team cannot use this function within 2 years of launching the coin. The only reason we are leaving this active is in the event the ecosystem in the game requires correction, should the price of an individual token be too high for the lowest value item in the game.

Main Development Wallet : This wallet would receive the pre-sale funds, giving the company the first tranche of development funding. This will subsequently receive 3.5% of the 24HR daily trade volume through the taxation built into the smart contract. This provides the bulk of the development funds and also supports the game in the future with it being an ever evolving live service title.

Equity Wallets : 100 Billion (10%) (6 wallets) totalling 100 Billion. Liquidity locked 2 years. Totalling 10%. Held by the 6 core members of the development team and the contract creator. These will be locked on UniCrypt (external provider).

Investment Wallet : 130 Billion (13%) - The purpose of this wallet is to allow for external investment to buy into the project at any time, or for us to bring on new talent into the core team. This wallet is locked to 3 company directors and held on a Gnosis Safe (external provider). Tokens used from this wallet will be moved to UniCrypt if a new team member is taken on.

AirBurn Wallet : 120 Billion (12%) - This wallet will be used to do AirBurns when milestones are achieved, burning and air dropping to all holders an equal percentage each time. This amount of tokens will also be held in a Gnosis Safe (external provider), locked to 3 company director signatories.



TAXATION SYSTEM

The ecosystem within the game universe is funded and maintained via our simple taxation system, executed automatically via the smart contract.

Every transaction of the token would invoke a 10% tax.

3.5% - Development Wallet - This goes to the main developer wallet. This is used by the Quantum Studios Ltd in order to finance the building, maintaining and running of the game. In order to create a game of this scope, it will take a lot of investment / financing. Once the game is launched, this remains active as it will be in constant development as a live service title. In order to maintain stability of the token price, this is automatically converted from our token to a BNB wallet at the instance it is received. As well as stability for the token price, it provides the development team with a more manageable and stable account, allowing us to income forecast and budget more accurately.

3.5% - Game World Wallet - This wallet would be used in game to fund competitions, story missions, hidden rare and legendary items which would carry high value. We may call on this wallet to boost the developer wallet prior to launching the game, utilising a maximum of 50% of the overall wallet holdings as and when required.

3% - Automatic Redistribution - This amount is automatically redistributed to all holders of the token. The Development and Game World Wallets do not receive any of this.





OUR UNIQUE TOKENOMICS

By carefully programming the token smart contract, we are utilising smart economics in order to best serve and protect all adopters and supporters of the project.

So often seen in the DeFi space, projects move from private / presale onto the open market and shortly after that time, the value of the token takes a hit from early investors.

In order to combat this, we are introducing a variable smart tax on the token. People who purchase the token at presale will be subject to a sliding scale of tax at the point of sale. If someone wishes to sell their token within the first 24 hours after presale, they will be subject to a 40% tax, where the tax is redistributed 3.5% to the developer and 3.5% to the in-game wallet, and the remaining 33% goes to all other holders. This 40% will reduce by 1% each day after the first 24 hours, until the baseline 10% is reached.

We are introducing this mechanic in order to reduce the impact of early investor sell off after presale and promote people to hold their tokens for longer.

In order to provide additional stability to the token price, a single wallet may not sell off more than 0.5% of all total circulating tokens in a single transaction within a 24-hour period.



THE GAME WORLD

The rift appeared and the Earth was healed. The civilisation gifted technology that simultaneously cleaned the air and polluted humanity, creating two opposing factions. Ethics and scientific advancement locking horns. The development of Cybernetics so close to an unprecedented discovery before switching off forever.

Why did they come here and why did they leave?

In the absence of their benevolent light, the breakdown of society and Earth's last bastion is imminent. Players must search for long lost archives and technology, which could unlock the secrets of the past and the key to its future.

Project Quantum is a first-person looter-shooter, where players must explore maps around the globe and off planet, to find and recover archives and datastores in order to unlock the unknown secrets of the past, which could hold the keys to their future. Players can choose to explore the game solo or in squads, through instanced open world maps in PVE or high stakes PVP. Hunt, loot, shoot, steal, mine and craft your way to victory, where everything is precious, and up for grabs. Players can choose to cooperate in the hopes of glory or fight it out to claim all the spoils for themselves.

A treasure hunt to the death - Get loot, get out, get paid.

THE ENGINE

In order to make this game world what it can be and for the diversity and next-gen graphics offered, we have chosen to build the title in Unreal Engine 5. Development will start in Unreal 4.26 and then move into Unreal 5.

For more information on Unreal 5 and to experience what Unreal 5 brings to the table, please click [HERE](#).

Unreal Engine was developed by Epic Games and is arguably the most powerful and now with Unreal 5, also the most graphically advanced engine in the game world. The engine works well with AAA titles packed with detail and large scenes filled with multiple characters and action. Perfect for Project Quantum.

Unreal provides developers with a whole host of amazing tools at their finger tips in order to bring a game world to life, such as the new Meta Human creator, and the access to the Quixel MegaScans Library.

Epic not only provides the engine but also the platform to launch Project Quantum via the Epic Games store. We would hope to launch Project Quantum on Xbox Series X and Playstation 5, at the same time as the PC.



PROJECT ROAD MAP

As with any game development, this is a long term project with realistic time frames and goals. This road map will evolve and change continuously depending on trade volume and budget.

Q2 2021 - Deploy and launch private and presale for Project Quantum.

- **Within 24hrs launch on PancakeSwap for public trading.**
- **Continued development of documentation for game mechanics, design and economy - GDD (game design document), TDD (technical design document) and VSG (visual style guide).**
- **Begin hiring & expanding senior team for Quantum Studios.**
If you are interested in working on the project please email jobs@quantumworks.co.uk.
- **Begin producing concept art to guide development and share our vision with the community**
- **Blockfolio & wallet tracking listing.**

Q3 2021 - Pre production for title starts.

- **Listing on Whitebit and Bitmart cryptocurrency exchanges.**
- **Adoption of Project Quantum token on CoinMarketCap and CoinGecko.**
- **Continued hiring of core and junior staff for Quantum Studios.**
- **Focus on prototyping core mechanics and worldbuilding**
- **Increased marketing activity for coin adoption.**

Q4 2021 - Continued game programming and development.

- **Consolidate prototypes and begin production in full**
- **Listing of Project Quantum token on other major exchanges.**

2022 Onwards - With our desire to be transparent it would be misleading of us to lay out a hard road map as we will be adopting an agile development structure. Project Quantum will be an evolving and iterative project, taking you, the community, with us every step of the way.





QUANTUM WORKS

MEET THE TEAM



Fraser Gordon
Founder, CEO
Director

Scottish Edge Winner 2018
Young Edge Winner 2017
Entrepreneur of The Year
2016 ROCCO Awards

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Magnus Jack Stone
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Jason Tennent
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Director

BA Game Design and
Production, with Merit
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University

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Ace Van Acker
Contract Developer

Solidity Programmer with
two years experience in
creation and deployment
of smart contracts.

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JOBS AT QUANTUM

We are looking to accumulate the greatest talent out there when it comes to games development, in order to craft and deliver original, enjoyable and authentic experiences for gamers worldwide.

We are looking to expand our team, from trainees fresh out of university or individuals with a strong portfolio, right the way to experienced industry veterans who can push and inspire us to make the best products we can.

We always want to hold to our core values, to deliver experiences that are not just fun and challenging, but with fairness and the community at it's heart.

If this sounds like you and you want to join us please send your CV, covering email and links to your work to jobs@quantumworks.co.uk

PRESS & MARKETING

If you have any inquiries or proposals for press or marketing, please send correspondence to the emails below, and we will be happy to assist you.

Press

press@quantumworks.co.uk

Marketing

marketing@quantumworks.co.uk



SOCIAL LINKS

To keep up to speed with everything to do with Project Quantum please use the social links below.



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