



PROJECT OVERVIEW



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WAM.app is the first hypercasual gaming platform offering its users to play and earn crypto rewards. Platform is already internationally validated by having over 2.5 million users last year. It's a functional product and a Mobile Games Awards nomination finalist for the best innovation 2021.

On WAM.app, the more a player wins the more their in-platform rank grows, just like normal real-life leaderboards in competitive sports. Once a player advances their rank they can participate in more rewarding tournaments with higher entrance fees and reward pools.

WAM.app was nominated as a finalist at this year's Mobile Games Awards in an impressive line up of companies like Niantic and Huawei.



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WAM.app is being built at Digitap by an international team of experienced people in game publishing, marketing, community management and business development, focused on executing our vision.



Daniel Tamas

CMO

Daniel started his gaming career in 2007 cofounding IDEA Studios, an indie game studio and publisher. He is also a big believer in browser technologies, open platforms and blockchain tech. Since 2007 he and his team created more than 4000 viral online games that reached more than 3 billion players worldwide.



Alex Rus

CBO

Alex's background is social media publishing, business development and portfolio management of privately held companies in the following areas: automotive, hospitality and investment companies with more than €6 million in annual revenues holding the CBO role. In 2016 he cofounded Digitap with Daniel, bringing the social media and business development expertise to the team.



Vlad Mustiata

CTO

He started working as a freelancer during high school, then attended the Polytechnic University of Bucharest to deepen his knowledge in computer science. In recent years, Vlad also worked on a range of blockchain and crypto projects (like buxano.com, aidoskuneen.com, aidosmarket.com and others) where he accumulated knowledge on how to build and scale software in this emerging field.

Rest of the team members and advisors you can find [HERE](#).



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WAM.app was built with one vision in mind: to be accessible on any device and platform at any time. And it is. You can download the **WAM.app** from: Google Play and App Store.

WAM in numbers

- +180k app downloads
- +33 min/day engagement
- +3.5m users to date
- 10k people tournaments
- 35 games



On **WAM.app** players can:

- participate in tournaments to win rewards in WAM Coins,
- create their own games with AI assisted technology using their phones,
- trade NFTs won in specific tournaments on the marketplace,
- build their player profile by winning tournaments,
- grow an audience of fans to engage with them through custom tournaments,
- own games and tournaments as NFTs to get recurring revenue,
- grow a following by hosting tournaments and promoting them.

20% increase



120 tournaments



WAM

9,948,736 XP



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Grow your profile by competing in tournaments, customize your avatar and make it an NFT, discover friends and befriend them.

Tournaments

Participate in fast, engaging tournaments to win crypto reward.

Chat

Talk with your friends without leaving the app.

Rewards

A dedicated reward center, where you can get daily \$WAM and more.

NFT Marketplace

Buy and sell NFTs and digital items, directly with other players.

Wallet

You can access your \$WAM tokens from the app and you can top up your account with credit card.

Creator Studio

Imagine new games or new tournaments. Create them from your phone.



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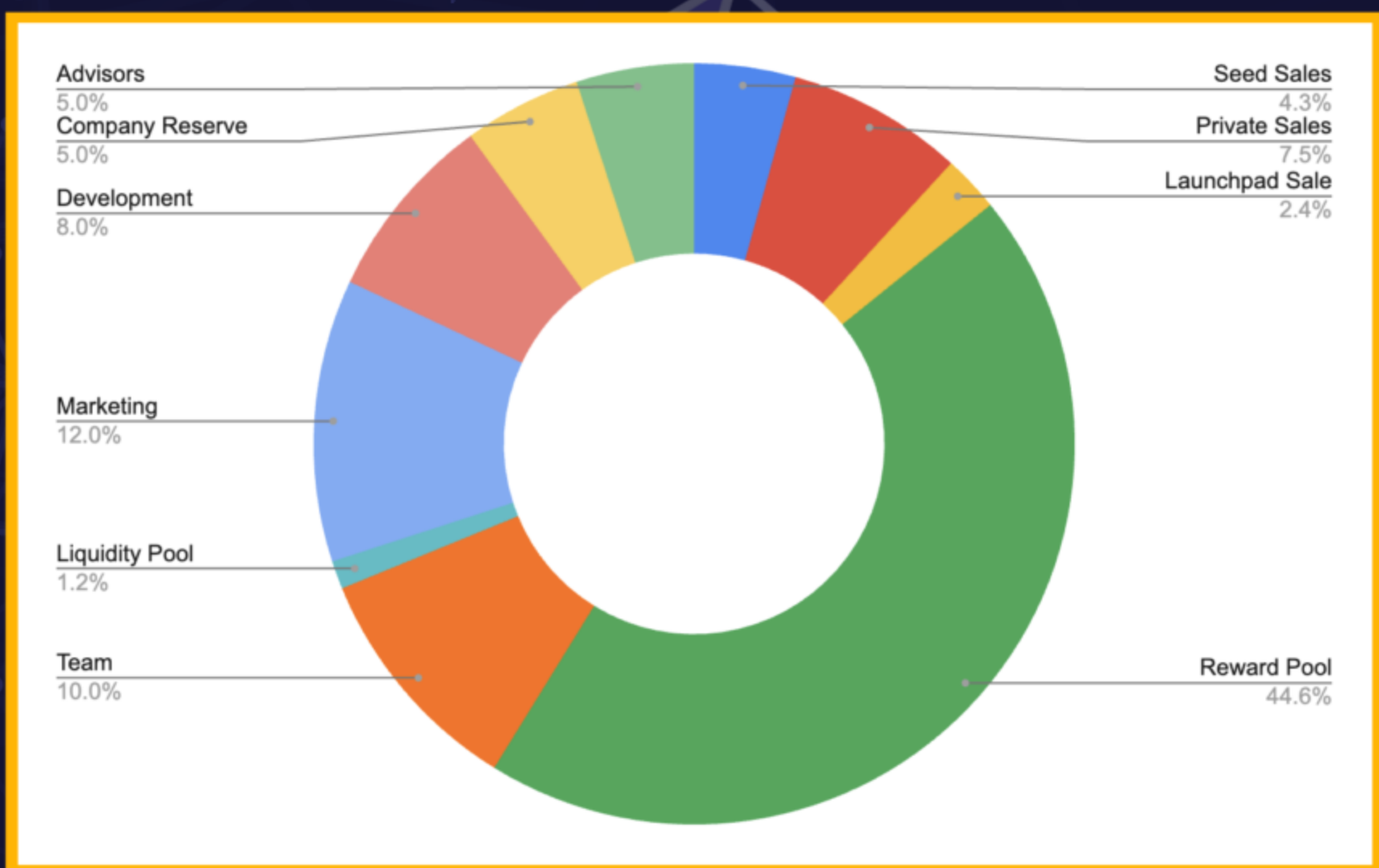


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TOKENOMICS



WAM Coin will be unlocked gradually in a pre-determined schedule that will last for 120 months from the Token Generation Event (TGE). The initial circulating supply (excluding the liquidity pool) is set to 10,250,000 WAM Coins (from the total of 1,000,000,000) with an initial market cap at list price of US\$256,250.



Seed sale: (4,3%)	43 000 000
Private sale: (7,5%)	75 000 000
Launchpad sale: (2,4%)	24 000 000
Liquidity pool: (1,2%)	12 000 000
Reward pool:(44,6%)	446 000 000
Marketing: (12%)	120 000 000
Development: (8%)	80 000 000
Team: (10%)	100 000 000
Company reserve: (5%)	50 000 000
Advisors: (5%)	50 000 000



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METRICS/BACKERS



WAM.app is available on both web (any browser or PWA) and mobile devices (iOS & Android). It was built from scratch as a powerful and capable platform that can support millions of players. More than 20.000 hours in research, design, development and testing while using the latest and top notch technologies available (Nuxt.js, React Native, Swift, Java, Node.js, Go and Laravel). Moving forward this will be referred as the “centralised” part. On top of it we’re now building the “decentralised” version which will use blockchain technology to record ownership of tokens and allow owners to transfer, sell or use them without restriction.

They will integrate the ERC-20 token standard for WAM Coin into the WAM.app stack, and also ERC-1155 / ERC-721 non-fungible token standards (NFTs) for the digital assets storage and trading.



Partners / Backers:



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METRICS/BACKERS



In November 2020 Digitap raised a traditional pre-seed round of \$350K for WAM.app at a \$3M pre-money valuation. Launched in February 2021 as public beta WAM reached more than 2.5M players in less than 2 months with 10K players tournaments and +3.5M players until Nov 2021.

After this initial success they decided to create the mobile apps where to this date they app was downloaded more than 180K times so far.

WAM token in future will also become the governance token. Every WAM token owner will be able to vote for W.I.P (WAM Improvement Proposal) platform development proposals. Every WAM token owner will own a small part of the DAO protocol.

TGE Date:

Middle of december / TBA

Platforms:



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USEFUL LINKS



Whitepaper



Website



Telegram



Twitter



YouTube



Instagram



Discord



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Tik-Tok



Roadmap



Reddit



Play !



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