

# Introduction



Rite NRG is a technology consultancy firm dedicated to assisting rapidly growing clients at various stages of development. We support software teams in accelerating product launches, offer developers with exceptional soft skills, and provide unmatched delivery consulting expertise. Our unique approach, termed '#riteway', enables us to seamlessly integrate with our client's team, adopt their culture, and introduce innovative solutions.



*Truly partnership. I feel that we are in one organization. We work hard together and play hard together. There's no challenge we can't tackle. That gives me true safety. Rite NRG is a partner who really helps find a solution.*

Michał Bartczak, CEO at Metapro



It is a ecosystem jointly crafted by Rite NRG and their client - Metapro -, represented by Michał Bartczak. Metapro provided the ideas, inspiration, and design concept for the ecosystem. Rite NRG responsibility was to ensure comprehensive delivery of the project. Rite NRG's Product Owner and Architect began by, in collaboration with the Metapro, performing an in-depth conceptual assessment to confirm the technical requirements and define the main features of the product.



*Rite NRG exists to holistically manage the heart of delivery, allowing our clients to focus solely on their business. Together, we built a unified team, and this collaborative approach proved to be exceptionally successful with Metapro.*

Michał Nikołajuk, CEO at Rite NRG

# Problem

Metapro identified a technological barrier in the rapidly growing Web3 market involved in the development of games and metaverse apps.

## Game developers

Developers face challenges due to limited technical expertise and the high costs associated with in-game on-chain development tools.

## Users

The lack of user-friendly tools creates a barrier to entry into the world of games and metaverse apps base on Web3 technologies.



It facilitates user engagement and assists developers in seamless onboarding.

metapro provides an extensive ecosystem for Web3 integration into games and apps.



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# Product

## Revenue engine

games marketplace

meta assets minting

assets trading

### User experience



non-custodial wallet



games launcher



web3 game arena



multichain  
web3 games  
protocol

### Developer experience



Blockchain Data API



Unity SDK



Games Data

## Infrastructure

sidechain index node

decentralized storage

# Business model



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## B2B model

- ✓ Implementation fees
- ✓ Access to developer tools fees
- ✓ Fees for access to on-chain data
- ✓ Fees for access to on-chain data

## B2C model

- ✓ Marketplace fees
- ✓ Non-custodial wallet transaction fees
- ✓ Blockchain transaction fees
- ✓ Launcher fees
- ✓ Fees for selling game access or gaming assets from the launcher
- ✓ User-end tools fees

# Team

## Leadership



**Michał Bartczak**  
Product Owner



**Marcin Wojcieszek**  
Sales and Marketing



**Michał Nikołajuk**  
Client Success Leader

## Development



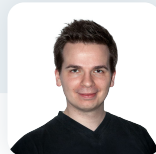
**J. Zając**  
Solution  
Architect



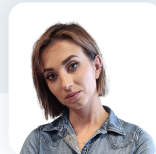
**J. Antczak**  
Frontend Lead  
Developer



**P. Góźdz**  
Backend Lead  
Developer



**A. Fejkłowicz**  
Unity & VR Lead  
Developer



**M. Szwed**  
Proxy Product  
Owner

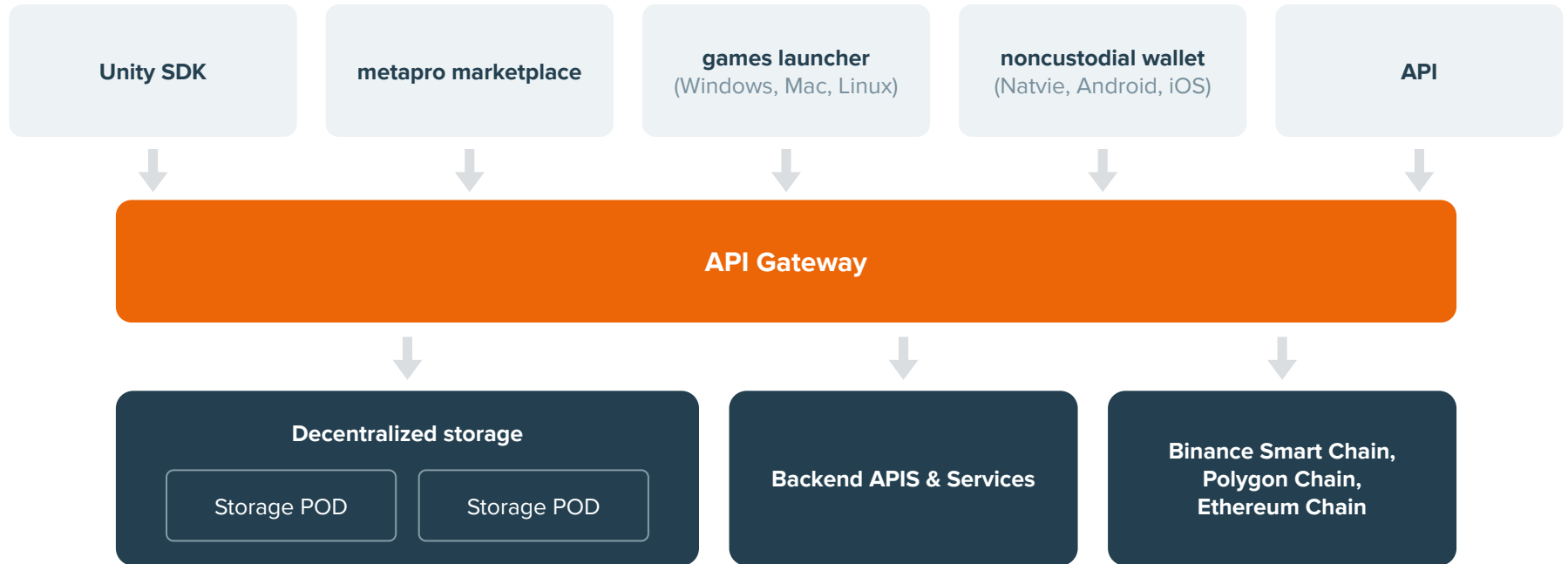


**F. Zygmunt**  
Art Director

## UX & UI

and others

# High level solution architecture



# Technology / Analytics / ML



## Technologies we use





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# Continuous Integration, Continuous Delivery

Built on the robust foundation of Azure Cloud, our product harnesses the power of the Azure DevOps platform combined with the git flow approach.

## Main Branch

- Holds production-ready code.
- Merges come from thoroughly vetted and tested branches.
- Specific commits to signify different versions or releases.

## Develop Branch

- Houses pre-production code and newly developed features undergoing testing.
- New features are branched from and later merged back into the develop branch after testing.

## Supporting branches

### Feature Branch

- Used for incorporating new features.
- Separate from the develop branch during feature development, then merged back post completion and review.

### Release Branch

- Dedicated to new product releases.
- Involves minor bug fixes and final touches specific to launching new code, separate from the primary development stream.

### Hotfix Branch

- Addresses critical changes for the main branch.



## 01. Backend (Azure)

### ☑ Azure App Insights

Offers comprehensive application monitoring, ensuring real-time visibility into app performance, user behavior, and potential anomalies.

### ☑ Azure Cloudfront WAF

Provides a robust web application firewall, safeguarding our application from potential threats and vulnerabilities.

## 02. StoragePOD

### ☑ Prometheus & grafana

Prometheus and Grafana are popular tools for IT operations monitoring and visualization. Prometheus collects metrics from various sources, while Grafana provides user-friendly dashboards for data analysis, enhancing system health and performance monitoring.

### ☑ ELK

The ELK stack is a popular log management and analysis solution. It includes three key components: Elasticsearch for log storage and indexing, Logstash for log collection and processing, and Kibana for user-friendly log data visualization and analysis.

# Operations



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## B2B overview

Nearly 100 games have been using the ecosystem since metapro launch.

**1500**  
potential  
clients

**100**  
pending  
projects

**91**  
deployed  
projects



## B2C overview

Considering the size of the gaming market, there are 2.3B potential new users.

# Scalability of the solution

**20K**  
current  
users

**2.6B**  
potential  
users

# Plans and roadmap

## ✓ Continuous improvement

based on our implementations.

## ✓ Expansion of BD and implementation departments

to facilitate the deployment of technology to a larger volume of consumers.



## ✓ Scaling key partnerships

such as Polygon Labs, Binance, AMD and ESE Entertainment as well as acquiring new partners from the gaming and esports markets.

