

INVESTMENT PROSPECTUS

GG DAB

ESPORTS PLATFORM

 **DAY OF DUEL**®



PROJECT INTRODUCTION

IDEAS

In 2019, Szymon Gaczek came up with the idea of creating a gaming platform that everyone could enjoy. The purpose of this environment was to allow every type of audience to participate in esports games. From amateurs to professionals, everyone can have equal opportunities and can develop skills at their own pace.



ACTIONS

From idea to action: in 2019, the company GGDAB LTD was founded and began the Day of Duel project. In February 2022, GGDAB Polska S.A. was founded and successfully completed crowdfunding campaign, raising more than PLN 1,000,000.

Company, GGDAB POLSKA S.A., operates under the license of its parent company, GGDAB LTD.

In April 2022, the platform received a trademark and name patent.



GGDAB is an independent game developer creating its own titles for the Day of Duel platform. In addition, the platform will feature third-party productions tailored to the guidelines and ideas of the Day of Duel platform.

DAY OF DUEL - INTRODUCTION



Day of Duel is an e-competition platform that allows to play tournaments in online games. It takes the competition to a whole new, more exciting level. Participants pay an entry fee before the tournament begins, and winners take the prize.

The Day of Duel platform will enable competition in the exciting multiplayer games

WHAT MAKES OUR PLATFORM SPECIAL?

The platform has a proprietary player-matching algorithm that matches players of similar skills with each other and guarantees that the competition will take place on fair terms. Victory will depend on logical thinking skills, reflexes and dexterity - there is no room for random results in games on the Day Of Duel platform! We focus on fair and balanced gameplay, because we know that it is the basis of exciting competition.

SOURCE OF REVENUE

The primary source of revenue is a 10% commission fee from the entry payment made by players through the Day Of Duel platform.

An additional source of revenue will be a proprietary method of activating users in the form of Room Bonuses.



▶▶▶ THIS IS NOT GAMBLING

- ✘ With carefully selected types of games, the platform allows players to win tournaments solely using their skills. Just like in traditional sports.
- ✘ There is no way to cheat during the tournaments and nothing is based on one's luck
- ✘ The operating system on our platform has been meticulously vetted from a legal point of view and has nothing to do with gambling.
- ✘ Day of Duel has a procedure for user verification. This is a due diligence procedure that financial institutions and other legally defined entities must carry out to identify their customers, which guarantees security.
- ✘ The regulations of the Day of Duel platform were written by a reputable law firm.
- ✘ The operations of the company is supervised by the Krajowy Nadzór Finansowy (Official Finance Regulatory Office)

THE FUTURE OF GAMING

KEY PEOPLE



SZYMON GACZEK

Founder, President of the Management Board

The main originator and driving force behind the DoD project, which he created in 2019. For years I have been involved in creating sales strategies and structures. He gained experience as a sales director, while working with a number of companies. He served as vice president in the club Lesnik Kobiór.



MARIUSZ KALETKA

Investor, Chairman of the Board

Investor of the company GGDAB LTD. Manager with experience beyond the typical managerial position. In his career, he supervised IT projects with budget often exceeding PLN 1 million. With great success he implemented projects for PKO BP bank or TU UNIQA insurance company.



ARKADIUSZ MILIK

Investor, Star of the Campaign

Footballer of Olympique Marseille, currently on loan in Juventus F.C., Polish National Football Team member, participant in the World Cup and European Championships. For several years now also a businessman. Actively invests in start-ups and in the real estate market. Owner of the Food & Ball restaurant in Katowice.



ALICJA PYSZKA - BAZAN

Investor, Influencer, Athlete

She is the Polish champion in Bikini Fitness and also the winner of the Polish Cup in the Fit Model category. She is a two-time representative of Poland at the European Championships and at the World Championships.



PATRYK "ROJSON" ROJEWSKI

Investor, Star of the Campaign

Influencer, columnist, YouTuber with vast experience and passion for gaming. He has been active in his industry for 30 years. Journalist and specialist in the field of ludology. He has accumulated more than 1.66 million fans on his channel.



ADAM "PRESCOT" MIŚTA

Star of the Campaign

The World Champion in the weapons category in Battlefield 3 (title acquired in 2017, still unbeaten). He is also an ambassador for many brands (California Access, Magniflex, Komputronik).



SHAREHOLDERS

The shareholding structure of GGDAB LTD consists of:

✦ **SZYMON GACZEK**

President of GGDAB LTD

✦ **ARKADIUSZ MILIK**

Investor and face of the project, Footballer

✦ **ALICJA PYSZKA - BAZAN**

Investor, Triathlete

✦ **ŁUKASZ BATOG**

Investor

✦ **PRZEMYSŁAW PAŃCZAK**

Investor

✦ **MARIUSZ KALETKA**

President of GGDAB POLAND S.A.

✦ **PATRYK "ROJSON" ROJEWSKI**

Investor and face of the project, Influencer

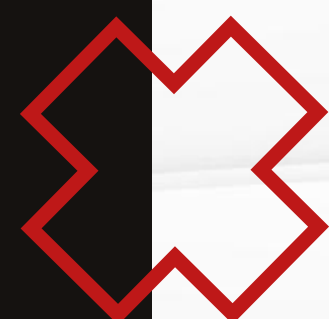
✦ **GRZEGORZ KOWALCZYK**

Investor

✦ **KRZYSZTOF KRÓL**

Investor

THE FUTURE OF GAMING



TECHNICAL SPECIFICATION

Hyper-efficient server infrastructure:

- ✧ AWS ECS,
- ✧ AWS RDS for Postgres,
- ✧ AWS S3,
- ✧ AWS Elastic Cache for Redis,
- ✧ AWS FlexMatch for Matchmaking.

Terraform's managed infrastructure to achieve a high standard of software release and full application scalability. These solutions will maintain at a low cost 100 concurrent users on the site and at a relatively low cost even several hundred thousand concurrent users, without performance issues. Everything is done automatically.

Out of the Box (OOTB) service solutions:

- ✧ Administration panel - JetAdmin.io,
- ✧ Content management system - Strapi.

Separating the above components from the service will relieve GGDAB of maintaining these very extensive solutions in the future, while giving the ability to develop the panel with a drag&drop editor, according to the needs of the company, allowing the creation of any export files and access to hundreds of applications to integrate with the service. This solution will allow the company to focus on what is important for the company - the user entertainment (user experience), which will translate directly into financial results.

Środowiska serwisowe:

- ✧ Testing,
- ✧ Staging,
- ✧ Production.

Technically-engaged staff will be able to test the latest solutions in the Testing environment, sales reps will be able to make stable presentations in the Staging version, while in parallel, users will be able to play around without service interruptions in Production environment.

Continuous Integration and Continuous Development software development methodology:

- ✧ GitLab code repository
- ✧ GitLab pipelines allowing security auditing, code quality verification, code testing and deployment process management.

Matchmaking:

- ❖ Proprietary Match Making Rating (MMR) algorithm to define player skill for maintaining full control over match fairness
- ❖ Amazon FlexMatch as a hyper-efficient queuing system to define rules for pairing players with similar skills.
- ❖ A proprietary solution to determine activity in a given game and for a given stake, in real time, embedded in the service layer, with no additional applications, no performance limitations. It is a middle-ware based on Cache Redis connected to FlexMatch and our data-base. It allows the service to show users such data as the number of players who are looking for opponents in a given game. Disclosure of this information is designed to encourage playing new games and not discourage players during long queues when they try to play titles with less interest.
- ❖ The above solutions allow the addition of new games in the site's Administration Panel, with the ability to configure player pooling rules and other game parameters. This will allow games from third-party developers to be added to the site through the Administration Panel.

Secure standard for communication of games with the portal (Game API):

- ❖ Game API that allows integration of any games with the Day of Duel service.
- ❖ Communication is based on private keys, which are assigned to each game separately and are not visible to players. Thanks to them, the game establishes communication with the service - making it possible, for example, to send scores.
- ❖ The platform has 2 layers of player authorization:
 - when the player joins the matchmaking queue,
 - when the player is already in the game, right before the game starts, through the Day of Duel API. Device signatures and their IPs are checked. This rules out the possibility of a third party taking over the gameplay.
- ❖ Authorization of players takes place after logging into the service, which is possible after complete registration. Registration requires secure verification with an identity card.
- ❖ Ultimately, a template will be created for the Unity game engine so that any developer can make a new game and integrate it into the platform within days. The template will include ready-made solutions for integration with the service, which will reduce its cost to 0. It is hoped that eventually game developers will integrate with Day of Duel as a form of alternative to advertising in their applications.

▶▶▶ AVAILABLE DUEL TYPES



DUEL

Duel between two players with the possibility of playing a rematch if both sides agree. The match is played immediately after selecting the game and the tournament stake.



TURNIEJ DAY OF DUEL®

Day of Duel Tournament - The games are organized by the platform, with the possibility of additional monetary gratification and prizes from sponsors, in addition to the entry fee.



TURNIEJ

The Duel (1:1) duel series, in which 2 to as many as 32 players can participate. Tournaments are created by users of the platform, determining the entry fee and setting the winning percentage for 1st, 2nd and 3rd place, respectively.



CHAMPIONSHIP BATTLE

A tournament with in-kind prizes, organized by DoD. Defined by time (e.g., 3 days), with a basic possibility of a certain number of attempts. There is an opportunity to buy additional attempts during the tournament for a certain amount. The best person receives a DoD prize e.g. smartphone, trip, etc.



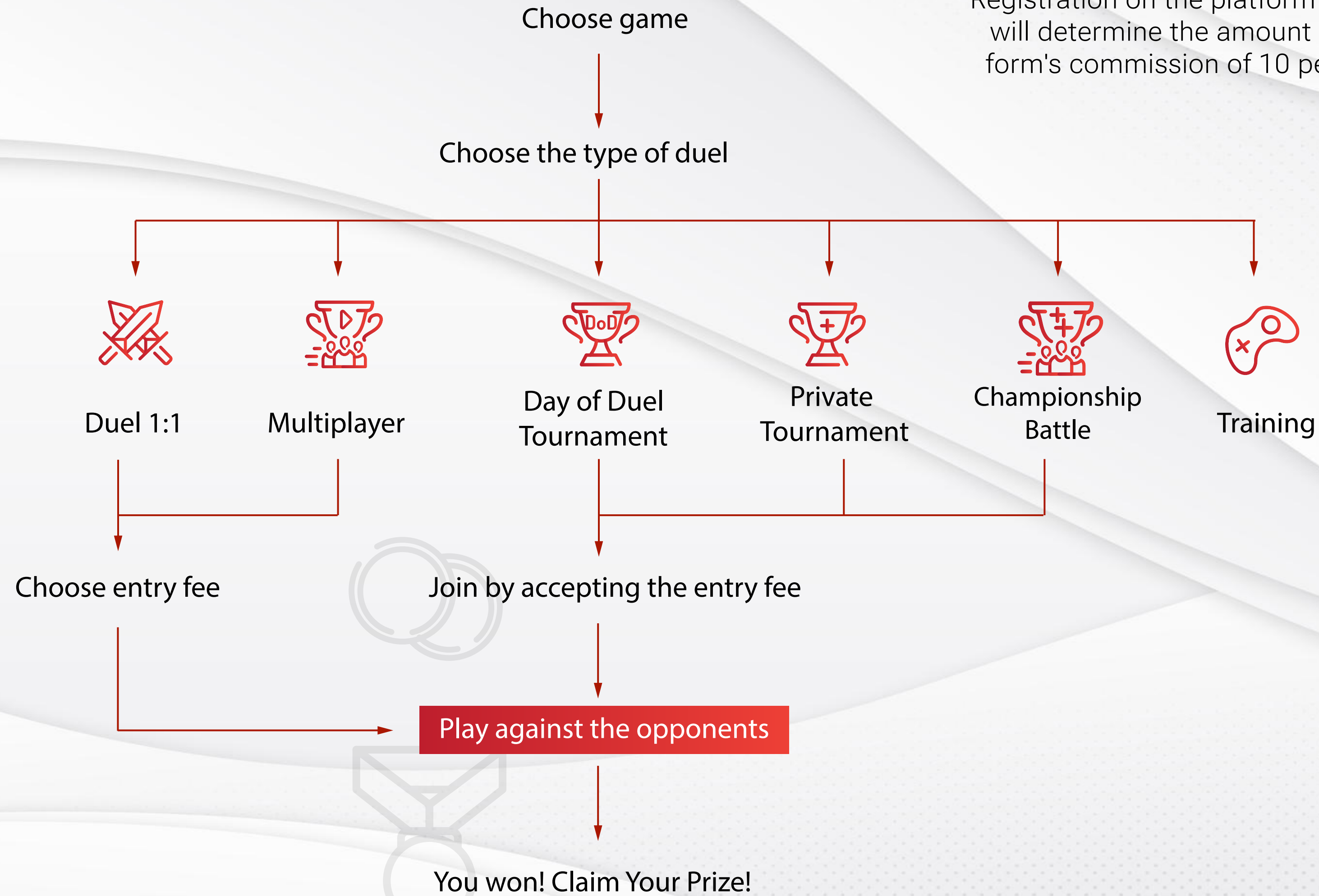
MULTIPLAYER

Multiplayer duel, taking place up to a maximum of 5 minutes after the start. The best player wins, taking the buy-in pool from the other players (minus the DoD commission).



HOW DOES IT WORK?

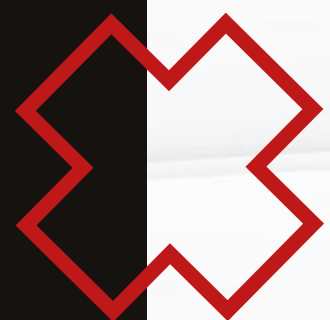
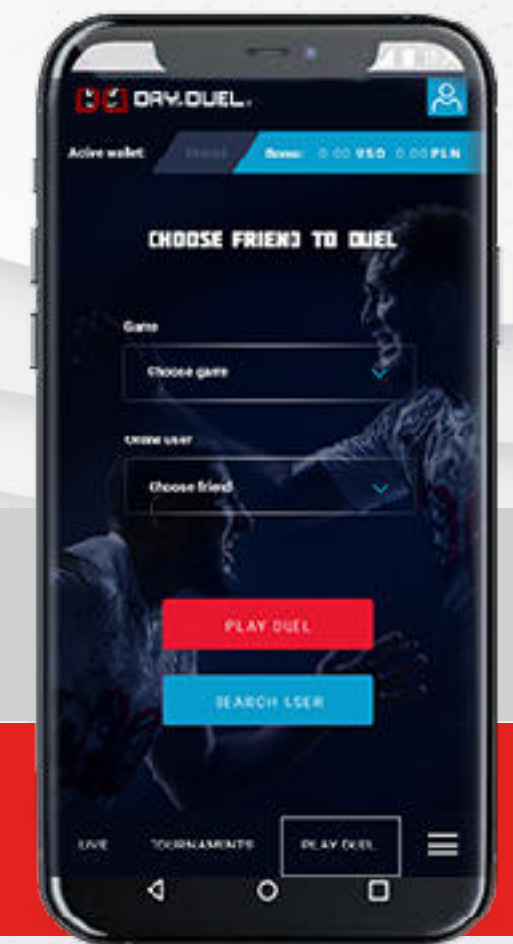
Registration on the platform will be free. Participants in the tournaments will determine the amount of the entry fee, which (after taking the platform's commission of 10 percent) will make up the prize for the winner.



ADDITIONAL ATTRACTIONS:

FriendsRoom

BonusRoom



▶▶▶ GAMES ON THE PLATFORM

We create custom titles for Day of Duel: simple multiplayer, ghost multiplayer, real time multiplayer. Game Api allows integration of third-party games that fit Day of Duel's guidelines and ideas.

Day of Duel launches in Q2 2023.
The platforms on which it will be available:

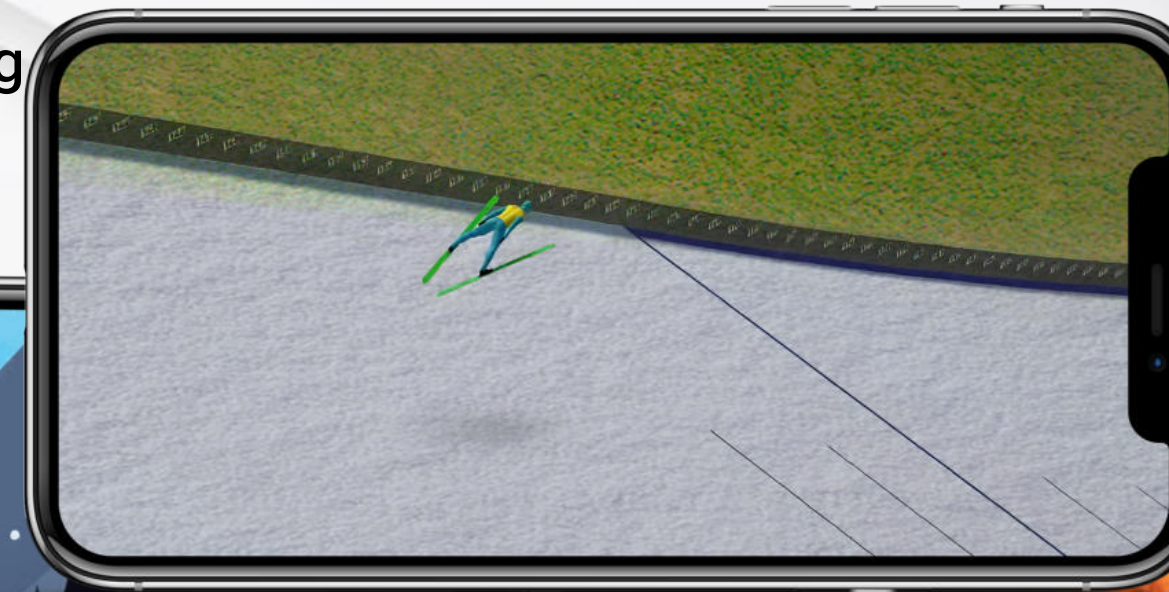
- Web
- Andriod
- iOS

In 2024, we plan to expand to PC. In the following years: 2025 - Xbox, 2026 - PlayStation.

Drift through the streets of London



Ski Jumping



 SpeedwayChallenge by BeroBasket

WinterGame



FIGHTER



PARTNERS

Main strategic partner



winalife

Other partners



OUR TEAM



TOMASZ MARCIŃCZYK

CEO Winalife

Provides business support to GG DAB Poland S.A., including assisting in attracting investors, and having his team work on the development of the Day of Duel platform. He has acquired a contact for professional studio that creates games interested in collaboration with DoD. Experience: Start-ups, UX/UI Design, Team Management, Project Management, Web Development, Sales, Analytical Skills



MARCIN NOWAK

CTO w Winalife, Full-stack developer, Solution Architect

Develops and oversees technology solutions at Day of Duel. He acquired the best programmers for this project. Projects: Worked at the world's first cryptocurrency bank, was responsible for the architecture of the training platform for InPost, co-funder & CTO of startups Restimo and RestPay. He has experience in: Node, Nest, React, AWS, GCP, Terraform, Angular, React Native, SQL, HTML, CSS, Docker and more.



PRZEMYSŁAW TRYBAŁA

CTO

Innovative thinking is his specialty. A fan of modern software solutions. His specialty is creating and publishing websites to the market, as well as team management. He has experience in e-commerce and marketing.



MARCIN JANUSZEWSKI

Team Leader, Backend Developer, IT support

Creates a proprietary and secure system of wallets and site transactions to maintain the highest quality of product at each platform location. Develops solutions, implementation plan and oversees workflow by staying in constant contact with each developer. Experience: .NET, .NETCore, CDA, SQL, C#, WPF, IHE, Interoperability, HL7, FHIR, HL7CDA, Node.js, PostgreSQL, Typescript, Selenium, Selenium Testing, Entity Framework, Ansible, Docker, Kubernetes, Terraform, React.js, React Native.

OUR TEAM



DARIUSZ DUDEK

Backend developer

Currently engaged in matchmaking in Day of Duel. Experience: ReactJS, NodeJS, NestJS, HTML5, CSS3, TypeScript, JavaScript, Git, SQL, SASS, LESS. Projects: Restimo (React, NestJS, integration with third-party service providers), Memcare project (React), Placeme project (React), My Benefits project (React), iForbet project.



MACIEJ WALENDZIK

Project Manager

Project Manager with experience in creating and building business and managing digital projects. Co-founder of an electronic devices service company. He has worked on projects for McDonald`s Poland and Procter & Gamble, and others. He is able to create and supervise processes that are geared towards efficiency and effectiveness of the team's work.



SZYMON WOLSZCZAK

Backend developer

Developed and created a modern and fully scalable server infrastructure. DevOps with his head in the clouds. In his spare time, he drives off-road and is an automotive fanatic. Projects: Winalife, Uberchord (guitar app, NodeJs, DigitalOcean Kubernetes), Speakers Corner (app for speakers in the UK, PHP, AWS, Kubernetes), Clowd9 (Go lang, AWS), Mavens (script analysis for directors, NodeJS, AWS, Beanstalk), Travelia (Aws, ECS).



MILESTONES

- ◆ Selection of a software company and signing a contract for adapting the platform to the Polish market.
- ◆ The platform undergoes its first security tests.
- ◆ Launch of the platform on the market.
- ◆ First million - revenue from core business.
- ◆ Replacement of advertising.
- ◆ 50 thousand active accounts on the platform.
- ◆ New division of the company: development studio: applications and services.
- ◆ 10 million - revenue from core business
- ◆ The amount of games on the platform reached the number of 50. (including 23 original items).
- ◆ 100 thousand active accounts on the platform
- ◆ The sum of the array of prizes from the games exceeds the amount of PLN 200 million.
- ◆ Event Day of Duel - organization of a nationwide festival.
- ◆ 50 million - revenue from the core business.

GG DAB



»»» BUDGET OUTLOOK:

In order for the Day of Duel platform to go to market as early as 2023, GGDAB needs funds for:

- ⊠ Completion of programming work on the platform 800 000 PLN,
- ⊠ development of 5 games 1 000 000 PLN,
- ⊠ acquisition of 3 games from external developers and adapting them to the platform's API 90 000 PLN,
- ⊠ marketing budget for acquiring new users 1 000 000 PLN,
- ⊠ hiring additional employees such as: Graphic Designer 3D, Graphic Designer 2D, Marketing Specialist x2 600 000 PLN,
- ⊠ platform maintenance costs until the end of 2023 510 000 PLN,



CONTACT

Invest in GGDAB and make profit in the world's fastest growing entertainment market. Become a partner with well-known personalities from the world of sports and gaming. Get in touch with **Mariusz Kaletka**, see below his contact information.



SZYMON GACZEK

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