HAYLEN

EXPERIENCE TIME, SPACE & REALITY

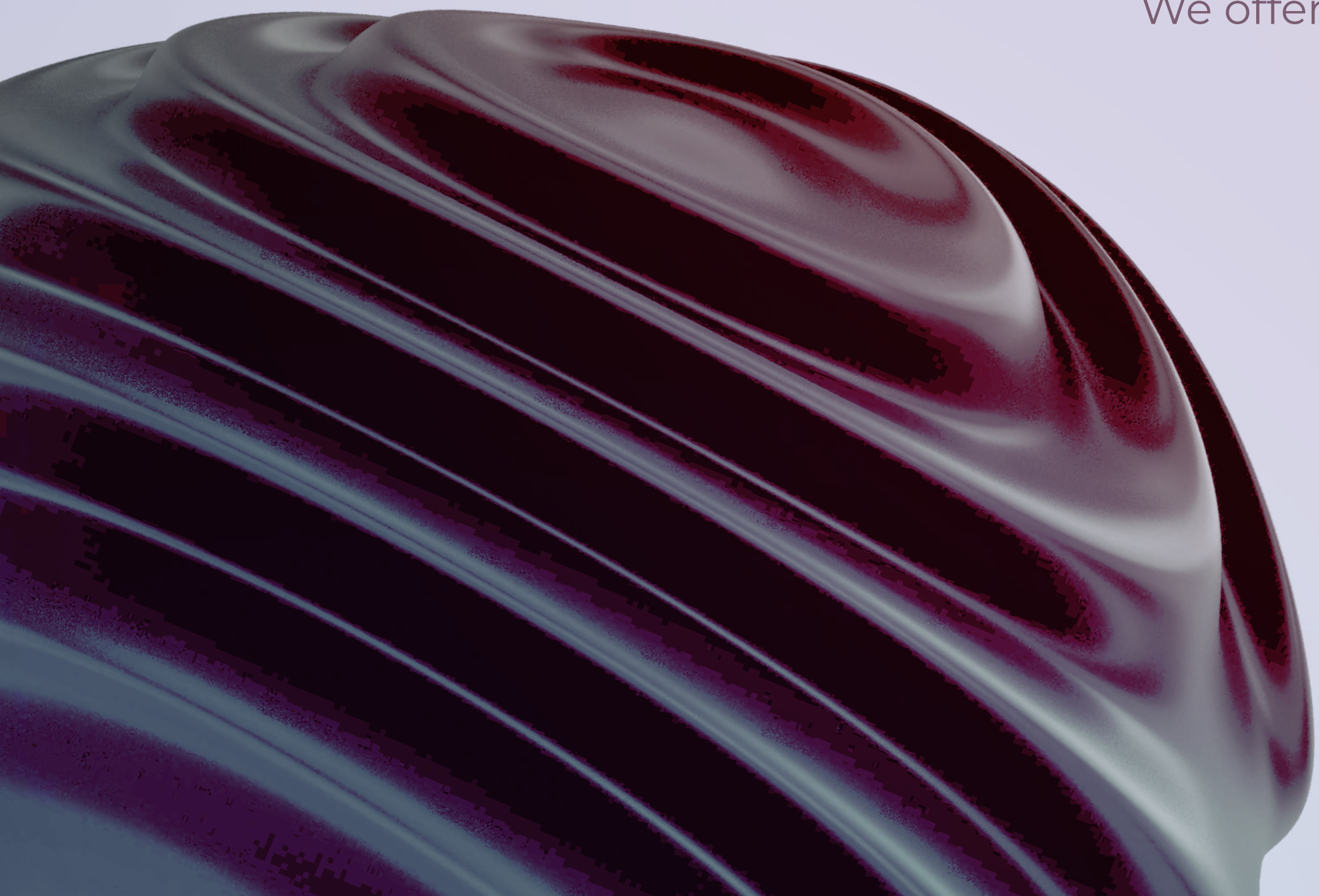# HAYLEN $500K PRE-SEED ROUND

Haylen provides a metaverse presence and experience limited to one's imagination. We offer an immersive experience that combines virtual and real-world experiences through the use of AR/VR and XR and Artificial Intelligence utilizing Unity.
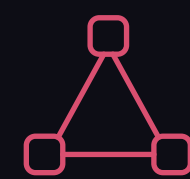
PROBLEM

The current metaverse environments force businesses to create and run their operation within their **limited ecosystem**.

NFTs used in metaverses **lack utility** and do not fully leverage the technology's capabilities, limiting growth potential.

Metaverses are typically built on a **single blockchain** and force businesses and users to utilise that chain.

The **native tokens** used in metaverses limit flexibility and may not be suitable for all business needs.

There is a **lack of AI**, making them feel computerized and lacking a personalised touch that AI could provide.

SOLUTION

Haylen's "**Verse-as-a-Service**" provides an easy-to-build environment that enables businesses to create a customized metaverse presence.

Haylen leverages **NFTs** with actual utility, such as characters, access passes, diplomas, land, and verses, to offer unique ownership and growth potential for virtual assets within the metaverse.

Haylen's VAAS Protocol includes **VR, AR,** and **MR** features that allowing for a more engaging and interactive experience.

Haylen's **multichain compatibility** for EVM blockchains, such as Ethereum, BSC, Avax, and others, provides flexibility and allows businesses to use any desired token on any of these chains.

Haylen uses **personalized dream incubator AI**, using artificial intelligence and machine learning; combined with brain-computer interfaces to provide a human touch to the metaverse whilst making it immersive.

Personalized Dream Incubator	Personalized Role Based AI Assistant

AI
Artificial Intelligence

ML
Machine Learning
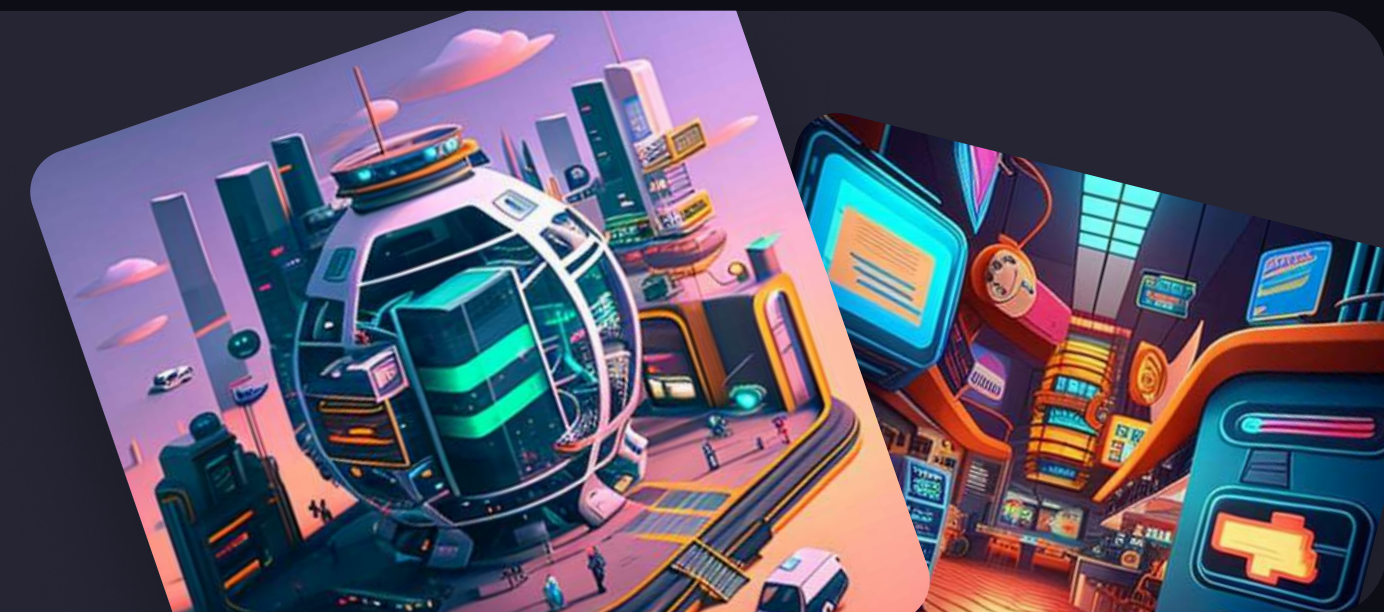
BCIs
Brain Computer Interfaces

VAAS
Verse as a service

EVM
EVM compatible

PRODUCT OVERVIEW

VAAS PROTOCOL
Verse As A Service

XR
Possesses VR, AR, And MR Features

NFT 2.0
Nested, Personalized, Upgradeable, And Smart NFTs That Also Assists D.T

AVATAR IDENTITY
Interoperable Avatar System, Load To / From Other Metaverses

MULTI-CHAIN
Works With EVM Based Chains: Ethereum, Solana, Ave, BSC, Etc.

1ST & 3RD PERSON VIEW
See From A Particular Visual Perspective Other Than One's Actual Location

TOKENOMICS AND GOVERNANCE
Native token for transactions and user-driven metaverse development.

AI NPCS & CHARACTERS
NPCs & Metaverse Characters Powered Through Artificial Intelligence

PROTOTYPE

The initial iteration of Haylen has been designed and developed to operate on desktop-based devices.

MVP-1

"Our MVP1 represents the core features of our product (NPC AI) that we believe will deliver the most value to our users, allowing us to test our assumptions and gather feedback to further refine and improve our offering."

REVENUE MODEL

VIRTUAL ASSET CONSTRUCTION

HAYLEN WILL CHARGE BUSINESSES AND INDIVIDUALS FOR CREATING CUSTOM VIRTUAL ASSETS WITHIN THE METAVERSE

$250,000 (EST. YEAR 1)

NFT SALES & ROYALTIES

HAYLEN WILL EARN A PERCENTAGE OF SALES AND ROYALTIES FROM THE VIRTUAL ASSETS CREATED WITHIN THE METAVERSE

$500,000 (EST. YEAR 1)

LAND SALES/RENTALS

HAYLEN WILL CHARGE FOR THE SALE AND RENTAL OF VIRTUAL LAND WITHIN THE METAVERSE

$200,000 (EST. YEAR 1)

METAVERSE PURCHASES

HAYLEN WILL EARN A PERCENTAGE OF PURCHASES MADE BY USERS WITHIN THE METAVERSE

$100,000 (EST. YEAR 1)

TRANSACTION COMMISSIONS

HAYLEN WILL TAKE A PERCENTAGE OF TRANSACTIONS BETWEEN BUSINESSES AND THEIR CUSTOMERS AND HAYLEN'S OWN CUSTOMER BASE WITHIN THE METAVERSE

$50,000 (EST. YEAR 1)

B2B REVENUE SHARE

HAYLEN WILL EARN REVENUE THROUGH THE REVENUE SHARE MODEL THAT WILL DIFFER BETWEEN THE B2B CLIENTS. THESE INCLUDE TICKET SALES, GAMBLING, AND MORE DEPENDING ON THE INDIVIDUAL BUSINESS.

$200,000 (EST. YEAR 1)

WE ARE HERE WITH WORLD OF POSSIBILITIES!

CASINO
Metaverse casinos. Play in an actual virtual casino with A.I. trained Personalised dealers. Experience the next level of online gambling.

GAMING & ENTERTAINMENTS
Too many things come to mind on this one... from P2E to more old school games entertainment and online socialising.

TRAVEL
Immersive Earth POI experience with XR ready features. Visit Paris without needing to leave your house.

EDUCATIONAL COURSES
Seminars and classrooms can be held within the metaverse. You can teach or learn courses and classes and even provide NFT certificates.

EXHIBITIONS
Join or Host virtual local or international XR compatible exhibitions.

SIMULATED EARTH POI
Immersive Earth POI experience with XR ready features. Book your travel.

SHOPPING
You believe in high-tech lifestyle? Try out the products at the "Metamalls" using XR. See what it would look like on you and place an order

HEALTHCARE
From Neuro Rehab to Physical exercises, to face to face (behind a screen) DR visits

PROOVED BUSINESS FIELDS

CASINO

ART GALLERY

TRAVEL

7 MOJOS	7 MOJOS

A WHITE LABEL PROVIDER AND GAME AGGREGATOR (OVER 2 MILLION USER MAIL LIST)

CURIOUS ART GALLERY A.D

INTENT (UAE)

HILTON HOTEL CHAIN

AMADEUS

WEB BOOKING EXPERT

COMPETITOR ANALYSIS	HAYLEN	Blocktopia	Metahero	Spatial	Decentraland
Green Tech	✓	✗	✗	✗	✗
XR Compatible	✓	✓	✗	✓	✓
Creator Sand-Box	✗	✓	✗	✓	✓
Multi-Chain Compatible	✓	✗	✗	✗	✗
NFT 2.0 Privileges	✓	✗	✗	✗	✗
Multi Operating Blockchain Support	✓	✗	✗	✗	✗
Cross Platform	✓	✗	✗	✗	✗
Customize Service	✓	✗	✗	✗	✓
Generality: DeFi, DAO, Engine Feature Enrichment	✓	✗	✗	✗	✓

GLOBAL TARGETED MARKET SIZE

We Expect To Reach 0.1% Of These Markets By 3rd Year

METAVERSE

2029
$1,527.55 B

47.6 %
Compound Annual Growth Rate
(CAGR)

2021
$63.83 B

GAMING

2030
$583.69 B

12.9 %
Compound Annual Growth Rate
(CAGR)

2022
$220.79 B

ONLINE TRAVEL

2029
$1,835.7 B

14.9 %
Compound Annual Growth Rate
(CAGR)

2021
$354.25 B

Gambling

2030
$153.57 B

11.7 %
Compound Annual Growth Rate
(CAGR)

2022
$63.53 B

Concept Development
· 3D Mock-up Design
· Networking Engine Test Design

MVP Development Phase 1
· Token Design
· Smartcontract development

Alpha Development Phase
· DAO System: Voted Feature Planning
· VR Functionality

Haylen ReFi and DeFi
· AI – neural season prediction enhancer
· Education, Marketplace enrichmen

Q3 2022

Q1 2023

Q3 2023

Q1 2024

Q4 2022

Q2 2023

Q4 2023

Q2 2024

Ideation
· Research and Analysis
· Possible Solution Development

Pre-Seed Fundraising
· Prototype Development
· B2B Customer acquisition

MVP Development Phase 2
· A. Multichain Blockchain Interface Creation
· NFT Minting Deployment

Seed Fundraising
· AI Enhancement
· Flight/Hotel APIs and Aggregators

R O A D M A P

ELHAM ASHOURZADEH

FOUNDER & CEO

General MBA University of Tehran
Raised 3 million in the Tourism industry
Co-founder & COO of Zarela.io
Co-founder & CBDO of Leporis
Co-founder of Iraq CTD

SOBHAN BAHRAMI

CO-FOUNDER & CTO

Computer Science of Eötvös Loránd University
CIO: Metaverse Architect Zarela.io
CTO: Online Backgammon Game
CTO: VR Architectural Presentation System
Technical lead at Google Developer Student Club
10 years of experience in SW & Game Engineering

SEENA AGAH

CO-FOUNDER & CCO

University of St Andrews
Raised over 40 million in the crypto mining industry
Founder of Blockchainable

ALIREZA RAHMANI

DESIGNER

Multi-Disciplinary Designer
Member of IxDF
ex Product Designer at Hippowallet

POOYA SETAYESH

3D DESIGNER

3D Designer at Obtic
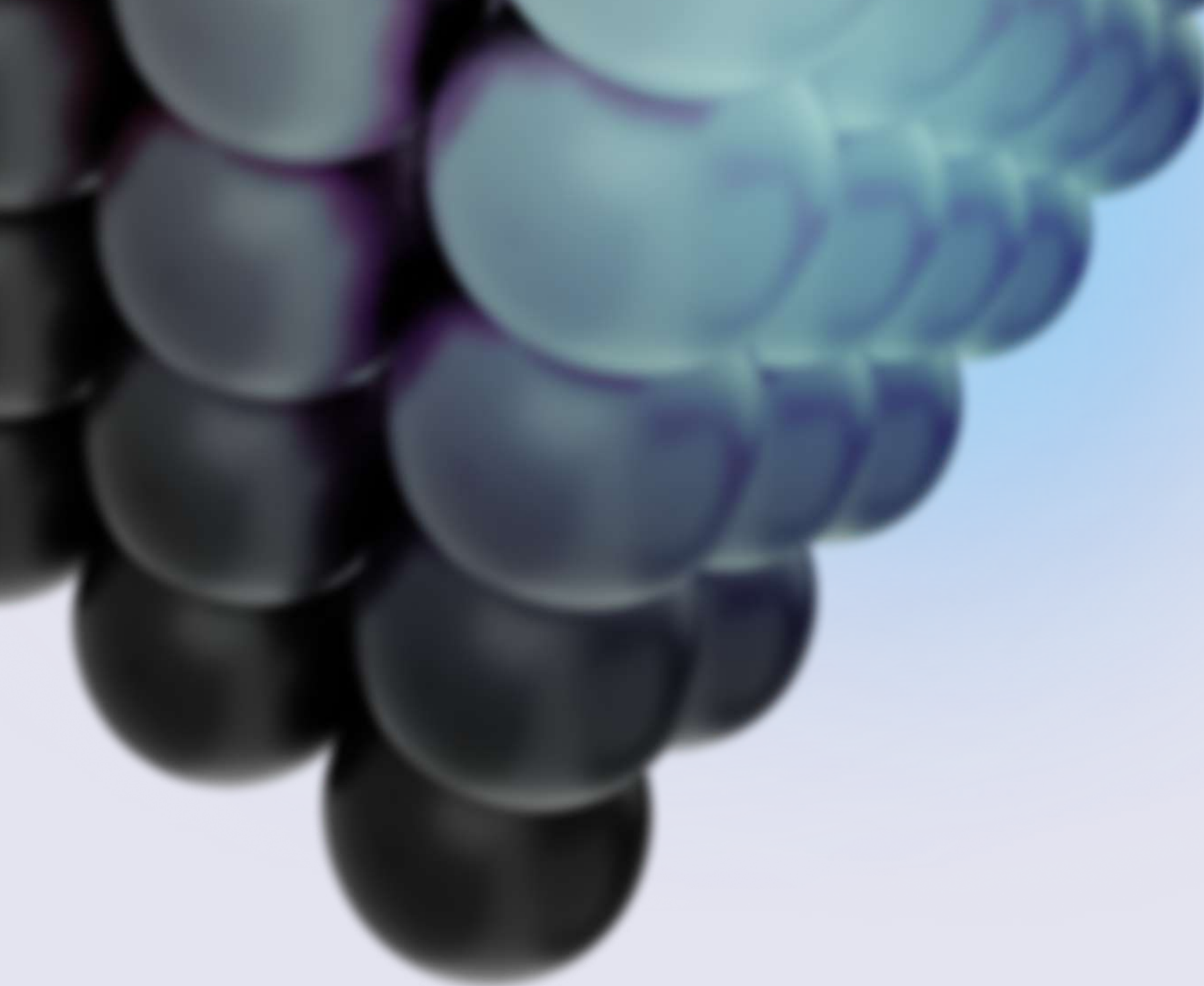3D Designer at Unwrap
3D Designer at Orion

NIKAN ESTIRI

ADVISOR

Technology Transfer - PHD University of Tehran
Co-founder & CEO of Vizhgroup
Co-founder of Blockchainable

PORTFOLIO

SIMMER.IO - METU-CAMPUS

The Project has successfully conveyed the advertised information about the campus of the university to an immersive experience for prospective students, which lead the application submission rate increase with a 32 percent.

TECHNICAL FEATURES:

- Open World Optimized Streaming Data Module
- Optimized for WebGL
- Multiple Instances – Running on Multiple Threads, Client-Side Rendering
- Server-Side Stream Data Caching
- Optimized for Android and handheld devices
- Teleportation Mechanism
- Custom Render Pipeline

BIOVERSE - ZARELA.IO

Biosignal utilization matched up with blockchain innovation called PoC (proof-of-contribution). A complete virtual hub or a neuroscience-base metaverse that plays a great role in neuro rehab field.

TECHNICAL FEATURES:

- Native EEG Signal Reader SDK development for real time bio data reading and processing
- Neuro Memory and Focus Game Algorithms
- DAO and in House DeFi system (Gov. Token utilization)
- Non-Voxel High quality graphics
- Virtually Scaled Multiplayer System based on user geolocation
- Customized Avatars

VIRTUAL BUILDING SIMULATOR

Project has started as a solution for international customers and real state investors who wish to invest on overseas projects.

TECHNICAL FEATURES:

- 360 Degrees Custom FoV simulated tour of the building.
- Smart Floor Separation and distinct zone identifiers.
- Designed for all sorts of projects single building, tower, complex, site.
- Dynamic Lighting.
- Interactive Elements.
- Enriched context Module for descriptions.
- Battle Proof – already tested in the local and international market.

VIRTUAL VILA SITE SIMULATION

Project has started as a solution for international customers and real state investors who wish to invest on overseas projects.

TECHNICAL FEATURES:

- Nature Engine to replicate the look and feel of the project's exact geo location.
- Dynamic Adaptive Performance to match with the user's device (low end devices are not recommended).
- Interactive environment, explorable area, enriched context module.
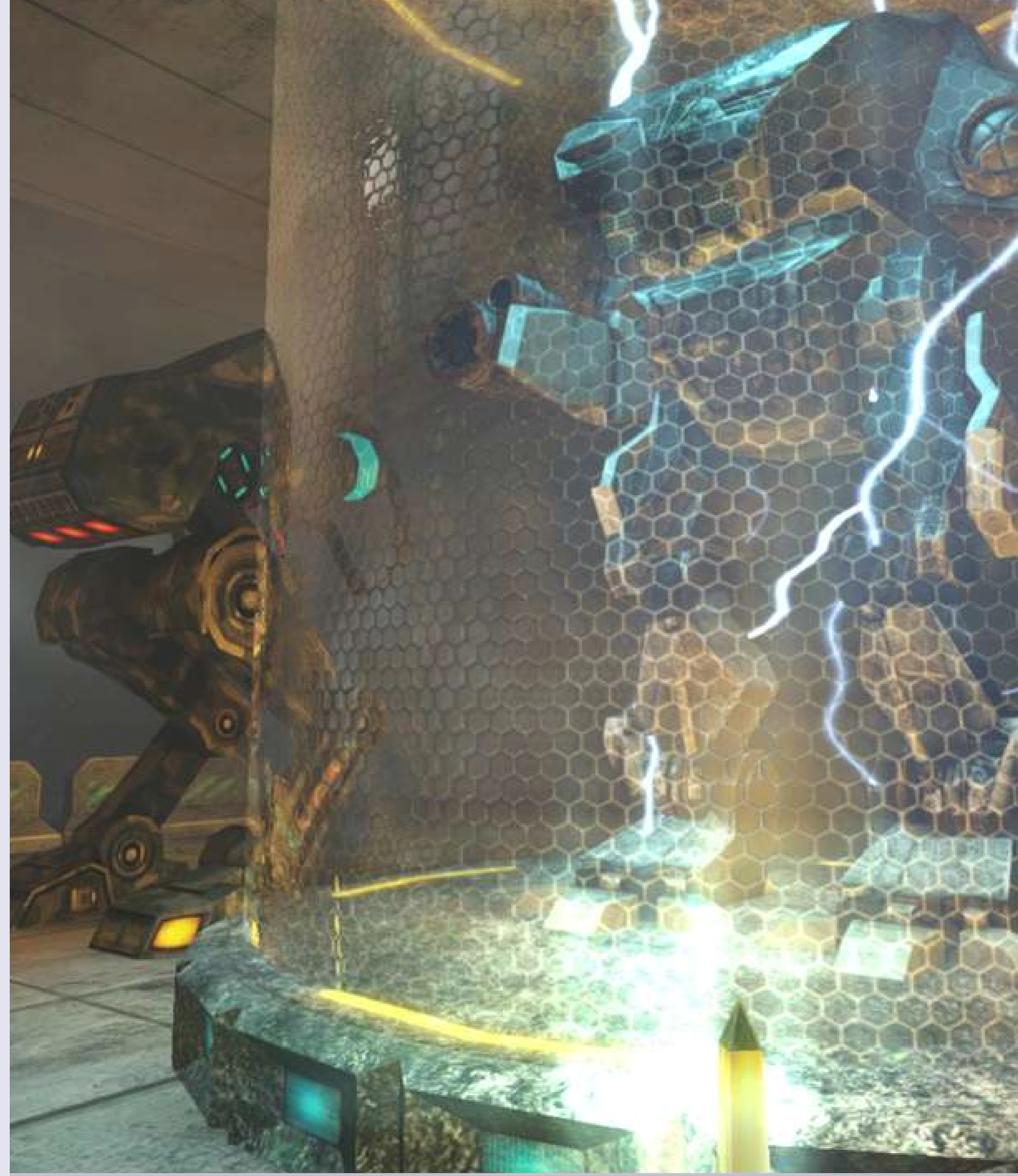- Life Engine module to simulate crowd.

SYSTEM: THE GAME

Project has started after a successful launch of the Sci-fi Anime Movie. System:
The Game was launched as FPS game with Story and Multiplayer features in
2008.

TECHNICAL FEATURES:

- AI agents
- Semi-trainable enemy AI behavior utilizing behavior tree and
  fuzzy system
- Custom Physics built on top of Nvidia Physics
- Dynamic Lighting Engine
- Physics based Animation and Locomotion system
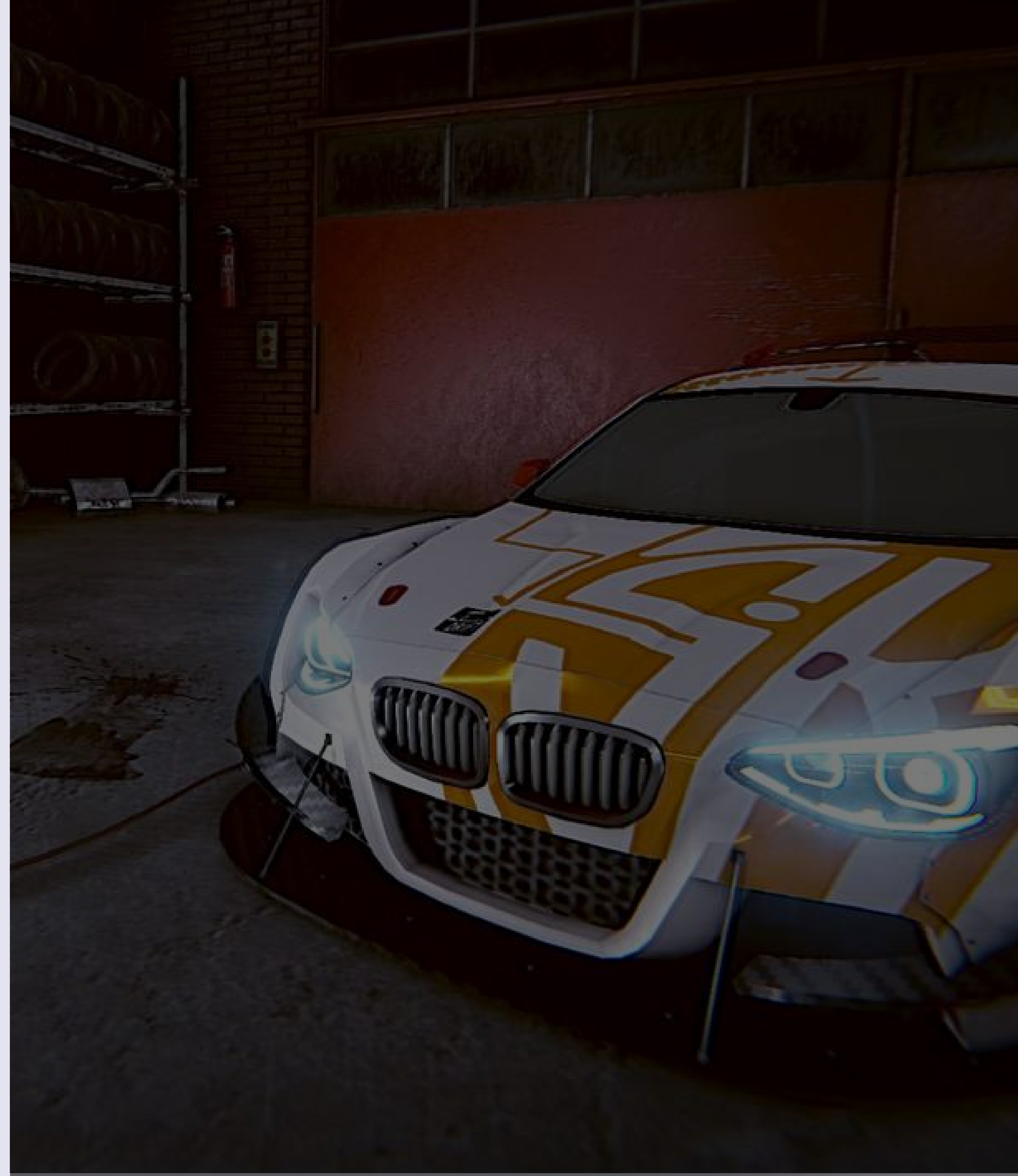- Custom sandbox for Multiplayer Maps

DRIFTLY

The Project was launched after a successful development of a generic and dynamic evolution-based path generation algorithm and was contracted out to a software house as an android game.

TECHNICAL FEATURES:

- Dynamic Path Generation Module
- Infinite Generation Optimization Algorithm
- Monetization Module
- High quality handheld graphics pipeline
- Optimized for Android and handheld devices
- Size, Instant Addressable and Content Delivery optimizations

ATTENTION IS THE BRAIN'S REWARD, SO LET US RESPECT IT

HAYLEN

THANK YOU

DO YOU HAVE ANY QUESTIONS?

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