

# Why Paragon is Worth Developing

- Paragon is the evolution of the "MOBA" genre.
  - It has new, next generation graphics
    - Directly replaces current MOBA titles in this way
    - Entirely represents the ongoing evolution of technology and the modern video game
    - Entirely superior to and
  - Paragon has that additional, vertical spatial dimension
    - This adds increased depth to in-game strategy over 2D MOBAS
    - Adds increased depth depth to player skill with spells and attacks
    - Adds significant map implications, tactics and strategies over typical MOBAS
  - It ultimately combines two popular genres into one
    - It is a third person shooter
      - This provides another element of skill
      - More naturally appeals to more players through this mechanic
    - Ultimately a MOBA
      - Provides incredible knowledge, strategy and depth potential
      - Provides top competitive level potential

What is special about Paragon being unique in the gaming world?

- The MOBA genre is arguably "dying", or is at least being overshadowed
  - Something needs to take the genre to the next level
  - Something needs to evolve it into something more relevant and perhaps modern
- Paragon is 1000% capable of doing this
- It has the POTENTIAL to:
  - Be as in depth and competitive as LoL and DOTA
  - Have gameplay/ mechanics that appeal to the masses (shooter, feel, etc)
  - Look and feel like a next generation title
  - Evolve the entire genre while also growing it

... but, is developing Paragon worth it?

- Total revenue in the MOBA scene is **HUGE**
  - In 2015, LoL was just over 1.6 billion, DOTA2 was over 238m, likely about 170m for HOTS (very speculative) but as high as 300m or more, and SMITE around 25m. This

makes the MOBA scene around 2 BILLION dollars in 2015, with numbers not really known for more recent years.

- This doesn't include their competitive scenes, which can add to this depending if these game companies receive anything from those prize pools (133m and 50m for LoL and DOTA2)

- Paragon CAN become the next generation title, and with time, I believe it could take on and evolve this scene entirely

- I firmly believe Paragon has the potential to become the next LoL (with its potential to be as in depth and competitive) and EVEN BIGGER (due to its more mass market appeal), which, even if LoL has leveled off, or grew a bit and then declined since 2015, is 1.6 BILLION dollars

- Even if the MOBA scene is in decline, and Paragon was the force that stopped that decline and at least kept the scene stable for 5-10 years, that's STILL a potential of 2 BILLION dollars of market share a year to fight for, and if Paragon was the force that kept it alive, it would likely have a majority share, meaning 1-2 billion dollars a year

- PUBG made 100m in 13 weeks after its launch, and if that level of hype continued with its growth and we therefore assumed 8m a week, that's only about 416 million a year. EVEN IF THIS IS DOUBLED because we underestimated its growth, that's still "only" 800m

- Fortnite, as it's being compared to the success of PUBG, can't be far behind if it's numbers are similar or close

- These two titles seem hugely successful, but I am truly doubtful of their ability to last through time

- The games are limited, shallow, and not lasting in my opinion

So, what should happen to Paragon?

- I think Paragon needs to be developed

- It has a solid chance of becoming a phenomenon

- It is GUARANTEED in my opinion to become as successful as HOTS and

DOTA

- It is a gaming gem that deserves to leave a true legacy in the gaming world

- Finally, money isn't everything

- This point may be lost on the corporate community, no offense meant whatsoever, but life is about leaving legacies and changing lives.

- Paragon has so much potential to do just that, and deserves to be given the best chance to do so