

Weekly Top 5 NFT Projects by Volume: Analysis for 11th of April

These analysis won't include bluechip projects since it's unaffordable to most traders and can reach high volume off smaller sales. If there is a large event I may include them in the future.

#1: Arcade land

Volume: 7070 eth

Sales: 5254

Floor: 0.97

Average: 1.35

Supply: 9,990

Arcade Lands is a new interoperable gamefi metaverse that burst onto the scene on April 2nd with its NFT mint and has continued to show signs of strength post mint and, more surprisingly, after reveal.

The reveal demonstrated each land will have a unique location (jungle, dystopia, volcanic, frozen, moon). These land plots will have special perks for owners to enhance the arcade metaverse experience. Each PFP NFT collection will have unique in-game bonuses or powers.

Price action has been consistently strong since mint, with higher lows in place, indicating that the price is strong enough to match the potential utility. Following the reveal, we saw a slew of big backers and notable names buy in, as well as a 50 & 99 eth secondary sale. Pranksy's large sweep of 111 land plots significantly increased volume.

Their game development appears to be in its early stages, but their marketing has carried them far with a few different animation mock ups of gameplay that are most likely not built in engine. I'd be a lot more bullish if they had vertical slices/prototypes already developed in engine with their core loops and infrastructure nailed down. Having said that, they appear to have a team of 46 people working part-time or full-time.

I see this project still having potential upside depending on development and announcements to come. My best comparison would be Worldwide web 3 which hit a floor of 4 eth for small apartments, leading up to gameplay release for the land.

Website: <https://arcade.inc/>

Twitter: <https://twitter.com/arcadedotinc>

Opensea: <https://opensea.io/collection/arcade-land>

#2: “MOAR” by Joan Gornella

Volume: 6700 eth

Sales: 3958

Floor: 0.905

Average: 1.7

Supply: 5555

Joan Gornella is a famous cartoonist and illustrator amassing over 8 million followers across his social media. His recent expeditions into web 3 have led him to creating a story of a mansion in the metaverse called “MOAR”.

The plot revolves around you coexisting peacefully with humans, zombies, and cyborgs within the mansion. Inside this metaverse mansion, which is under alien attack, you can find shops, games, and virtual exhibitions. The mansion will be a facility for this project's gaming and social ecosystem, which will be the core foundation of its success.

Day one of mint started strong with the secondary floor doubling with high volume. But with declining prices since day one, it'll be hard to bring the floor back to allow investors to break even. Right before reveal, we saw a large sweep of 101 buys, with a huge influx of volume post reveal, but the floor couldn't hold, dropping from 2 down to 1 eth.

Their roadmap highlights we'll be seeing a mini game launch in May which could give potential second wind on volume upon a teaser video. So far there's been no shows of public development shown, my guess is they're saving this for their marketing campaign. By Nov 2022, they expect to have the “MOAR” grand opening & virtual exhibition which all holders will benefit from.

The artist's narrative appears strong, but I believe the collection's success will be determined by the upcoming mini games. If they can capitalise on the current gaming trend with some sort of P2E system in which holders are rewarded for participating, I'd be a lot more optimistic about the project. Until we see the teaser video, it feels very 50/50 to me.

Website: <https://joancornella.fwenclub.com/>

Twitter: <https://twitter.com/fwenclub>

Opensea: <https://opensea.io/collection/official-moar-by-joan-cornella>

#3: Shinsekai Portal

Volume: 5700 eth

Sales: 11,272

Floor: 0.46

Average: 0.506

Supply: 10,000

Shinsekai is a manga-focused project that delves deep into the cultural world while incorporating web 3 technology. They hope to be the first web 3 Manga to allow its readers to be represented in the metaverse by their favorite characters.

Their website currently contains Chapter One of their first Manga, which consists of 18 pages and explores the relationship between a father and his son. This appears to be an example of the type of content they intend to portray, while including holders of their NFTs within it.

We saw a large influx of volume within the first 24 hours of mint, containing 7500 secondary sales. Volume and price has slightly declined as the few days have passed since mint. Reveal is announced for April the 17th, which I expect to see volume once again increase.

The team intends to introduce staking for holders, which will allow them to purchase merch in their online store, which will include hoodies, toys, Kimonos, katanas, and other items. A few lucky NFTs will be included in their future Mangas. A "Mangaverse," which will most likely take a long time to develop due to its complexities and systems, is one of the final phases.

I'm the last person to be asking anything Manga or Anime related, but the project and culture behind it seems strong. The art reminds me of CloneX and the community has some Azuki vibes. My gut tells me this is the reason for the large volume. The team seems to have a good balance of tech, marketing and art leads, which can use their strengths to bring the project to life. I may even pick one up post reveal.

Website: <https://shinsekai.io/>

Twitter: <https://twitter.com/shinsekaicorp>

Opensea: <https://opensea.io/collection/shinsekai-portal>

#4: Impostors

Volume: 5230 eth

Sales: 1885

Floor: 2.4

Average: 1.88

Supply: 10,420

A project that has been on my radar for over a year has finally materialized as a social deduction game (similar to Among us). Impostors intends to be an industry leader in bridging the gap between web 2 and web 3 gaming, allowing for a high-quality user experience through social interactions and ownership of in-game items and currencies.

You will be able to participate in seasonal events if you own a "genesis" NFT. Through the \$Blood token, you'll be able to mint Cosmetics, UFOs, Pets, and Land as phase one progresses. The \$Blood token can only be obtained by staking the genesis NFT until there is a readily available liquidity pool.

Price is looking very healthy, we saw whelisters mint for 0.69 and floor maintained between 1-1.5 eth until public mint initiated. We saw notable buyers come in and sweep, such as Nate Rivers and Dingaling driving the floor up to 3 eth. Post reveal has held around the 2.5 mark very well. Looking forward to seeing how staking options affect price.

As previously stated, this is the project I've been following the most closely for over a year and would be my top bet for 2022. Ellio's vision and connections will enable this project to blossom into the web 3 innovator that it aspires to be. Development is already complete, and with advisers such as Faze banks, marketing and outreach will be extremely effective. Because Epic Games has partnered with Impostors, it appears that it will release inside their launcher. It's difficult to be bearish on this information.

This, in my opinion, will be one of the first true web 3 games to reach mainstream markets. It will dispel the stigma associated with player-owned items in gaming by demonstrating the link between a positive user experience and financial gains. I'll be keeping a close eye on this in the coming months because it will set a new standard for the P2E and gaming space.

Website: <https://impostors.gg/>

Twitter: <https://twitter.com/PlayImpostors>

Opensea: <https://opensea.io/collection/impostors-genesis-aliens>

#5: Akuma Origins

Volume: 4875 eth

Sales: 3509

Floor: 0.59

Average: 1.39

Supply: 5,555

Akuma intends to bridge the virtual and physical worlds. They intend to provide value to their holders through real-world items by utilising their NFT collection. Having a Yokai grants you access to seasonal airdrops, merchandise, physical and digital artworks, collectibles, and other benefits.

This project seems to have benefitted from the revival of the anime meta, alongside Azuki's recent pump. Which may be one of the very few reasons for its current success in my opinion.

The mint on the 2nd of April has profited greatly, secondary sales started at 0.1 eth and topped out around 1.6 eth before reveal. Post reveal we saw a huge influx of volume, with stability for a few days then a slow decline in price action.

Personally I'm finding it hard to dig up information on the project, especially with the lackluster website. My concerns are always raised when projects produce minimal information or roadmap milestones with approximate dates. I understand the stealth factor, but as an investor, I'd prefer as much information as possible.

Their team lacks known talent, which isn't necessarily a bad thing, but their experience is lacking. The development appears to be in its early stages, with the typical "metaverse" on the way. Merch and collectibles will be the only items that can be shipped in a timely manner. Fudging projects isn't my style, but there are too many red flags and insufficient information for me.

Website: <https://www.akumaorigins.com/>

Twitter: <https://twitter.com/AkumaOrigins>

Opensea: <https://opensea.io/collection/akumaorigins>

If anyone sees something that I'm not, let me know and I'll update this doc. Appreciate any feedback and support for this, it does take a few hours of my time but I enjoy it.

