

A Space Kickstarter to Organize and Catalyze Early Civilizational Vectors

#idea #hackathon #projectawakening

k-symplex

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Disclaimer: anything I say about the game is based on few days of play-test.

| Innovation consists of few elegant ideas and a LOT of messy details. -

Project Awakening: Space Kickstarter Framework (SKF)

Project Awakening is a vector of hope into a world post-civilizational collapse. Our experience as pilots within this relic realm is filled with dangers.

From the lingering entropic-ruin^[1] associated with fuel-based technology to the occasional entropic-spikes of rogue drones and violent fellow clones with advanced technologies.

Project Awakening is a different game simply because any form of activity consumes something. If you run out, your only choice is to die.

We need ways to survive longer. We need entropy-reduction devices.

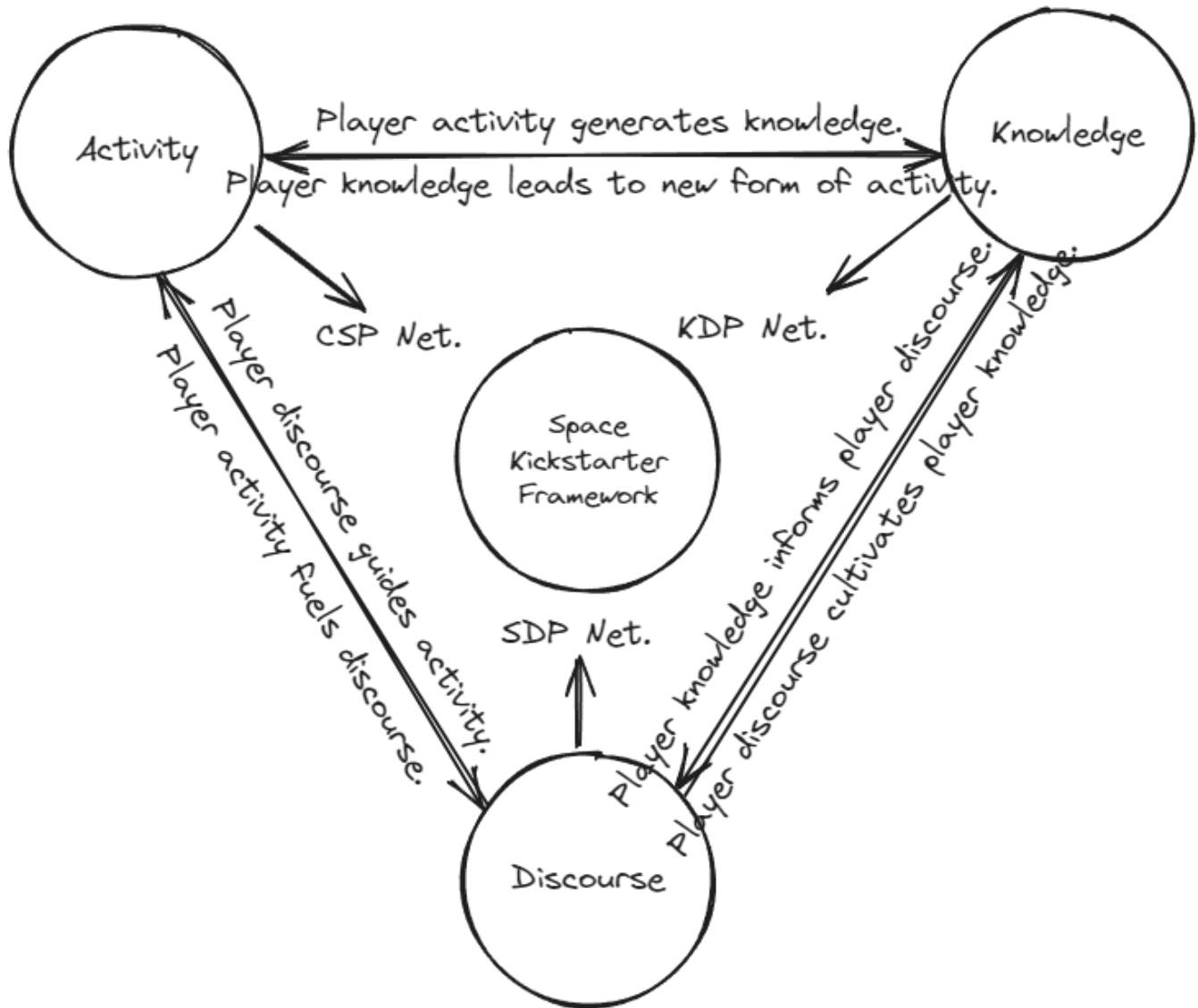
Building tools to answer needs directly, like a vending machine or any other type of exchange terminal, seems to only address the consequence of living in such world.

To address the cause is far more efficient. But why is the world as such and why are we here? Sounds familiar? I know.

While these need-centric tools help survive longer the entropic-choke and hopefully get us out of the dangers of space starvation, we need to think about a version of that world where players are left to themselves. How can they achieve prosperity without intervention? If we list these smart objects in the industry, how long would it take to reach stability? Would we ever achieve it without corporations taking the lead to organize space and deploy a massive network of these smart deployables?

In my opinion, solo life is going to get a lot harder. If we don't offer alternatives to the corporation model then expect some nasty resource guarding. Join us or starve!

My proposal is a framework based on 3 simultaneous (bosonic) networks. Each centered around a dimension of the clone-life. These networks are regulated by simple permission-less protocols offering cross-dimensional feedback, as shown below.



A Case for these Networks as "Physical" Fields and/or Markets

Like any physical field (see QFT), these social networks manifest a respective macroscopic force. These forces are observed every time we see witness a process that does any of the following:

- Organize space activity.
- Record player knowledge.
- Drive player discourse.

On these social fields various types of exchanges akin to a market's seller/buyer interactions. We essentially have,

(1) *Vision Market* (CSP Net.) offers individuals the opportunity to invest in and align themselves with compelling visions and ideologies, shaping their future aspirations and endeavors.

(2) *Episteme Market* (KDP Net.), where individuals engage in the exchange of information, facilitated by a system where trustworthiness is determined through a unique process of minting and subscription. Here, participants collaborate to assess the reliability of their sources, fostering an environment of informed decision-making.

(3) *Attention Market* (SDP Net.), where attention becomes a commodity as people speculate and negotiate what warrants their focus amidst a sea of competing stimuli.

Together, these markets form a dynamic ecosystem where knowledge, attention, and vision converge to influence and shape collective consciousness and direction.

A Case for Protocols and their Sufficiency against Complex Problems [2]

Given that my proposal revolves mostly around protocols, here are interesting passages from an on-going research

- A protocol is a relatively simple and codified set of behaviors that, when adopted by a sufficient number of participants (human and/or artificial) in a situation, reliably leads to good-enough outcomes for all.
- A well-designed protocol can even incentivize bad actors to cooperate.
- Successful protocols work so well, they go beyond solving the nominal problem to catalyzing generative flourishing around the activities they codify.
- All that is needed for the emergence of a good protocol is the recognition and diffusion of good solutions that are also easy to imitate.

Ultimately the main proposal (see [Project Awakening Hackathon Proposal 1](#)) aims at converging through consensus to the implementation of services that will be the background of our space life.

"civilization advances by extending the number of important operations which we can perform without thinking of them." - Whitehead.

Protocol Death[3]

Eventually the players would reach a stage where they wouldn't need this type of network. They would either stop using it for an epoch. There might be even partial destruction of the network in some regions of space. In all cases, that is fine, every protocol dies at some point, become a relic technology, rediscovered and reused in the distant future.

If players kills the last node in the network, well all of its data is lost including the money in it. I think this is really interesting mechanic to have as it adds more danger and expands the tactical maneuvers, for example, a fleet might kill a number of strategic pitstops in a system to squeeze another fleet and let them bleed out fuel.

We might also have a network resurrection if we online the first node. It would also be interesting to try and retribute the lost data or money, the new type of hacking, but not NPC relic and data site, it would be player relic and data networks.

Project Awakening Hackathon Proposal 1

[#hackathon](#) [#projectawakening](#)

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Crowd Sourcing Protocol

Project Codename: CSP Network

Description

A network where people can list their project "vectors" and whoever want to contribute to their vision can do at any capacity.

Motivation and Rationale

We need viable paths to the future. One way to achieve this is to enable those with ideas and their supporters to fulfill their vision. This means empowering people outside of the traditional corporate structure.

The concept of a "space business" could serve to organize the implementation of diverse ideas. Someone who wants to start a space business would have access to the necessary structures and funding. Investors could contribute by providing the requirements, and

revenue generated by these structures would be split between the investors and the project owner.

This is important, as we do not want to revert to a situation of corporate domination of resources, leading to the locking away of content through the concentration of power.

The proposed protocol would keep things open. Individuals could choose to align with a project and help it succeed, or they could disagree and sell their contribution tokens, causing the value of the project to drop. This flexibility allows for rotation of support if one's views change over time.

Overall, this approach aims to empower a wide range of innovators and ideas, rather than allowing a few large players to control the narrative.

Working Principle

A crowdsourcing project is initiated by any player with an idea for a *space business*. Each project has the following mandatory fields, `title`, `description`, `codename`, `symbol`, `contribution threshold`, `target` amount and `deadline`.

Other players make contributions to the project during its `CROWDING` period and get contribution tokens (a custom ERC20 with metadata derived of `symbol` and `codename`).

These tokens decide each contributor's voting power when it comes to approving or declining requests issued by the manager post hitting the target amount.

Past the target amount, the project is in the `FUNDING` phase and the manager start executing his project while keeping the investor's involved in the decision-making through the request system.

Each requests requires the following mandatory fields, `title`, `description`, `amount`, `recipient` and `deadline`.

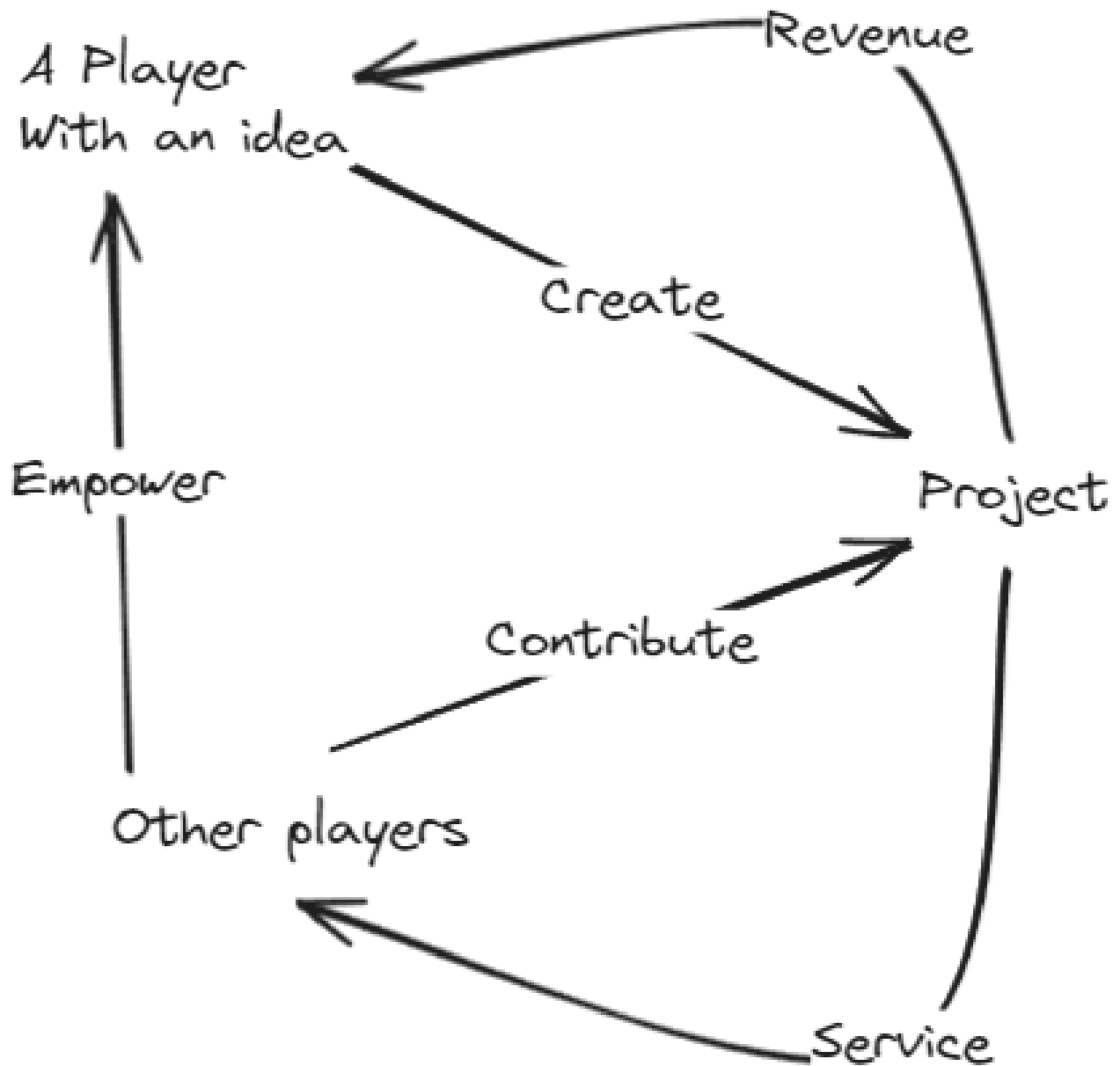
Requests are voted by the contributors and the validation is computed based on their voting power. The deadline serves as an ultimatum to keep certain "bad actor" contributors from stalling and sabotaging the project.

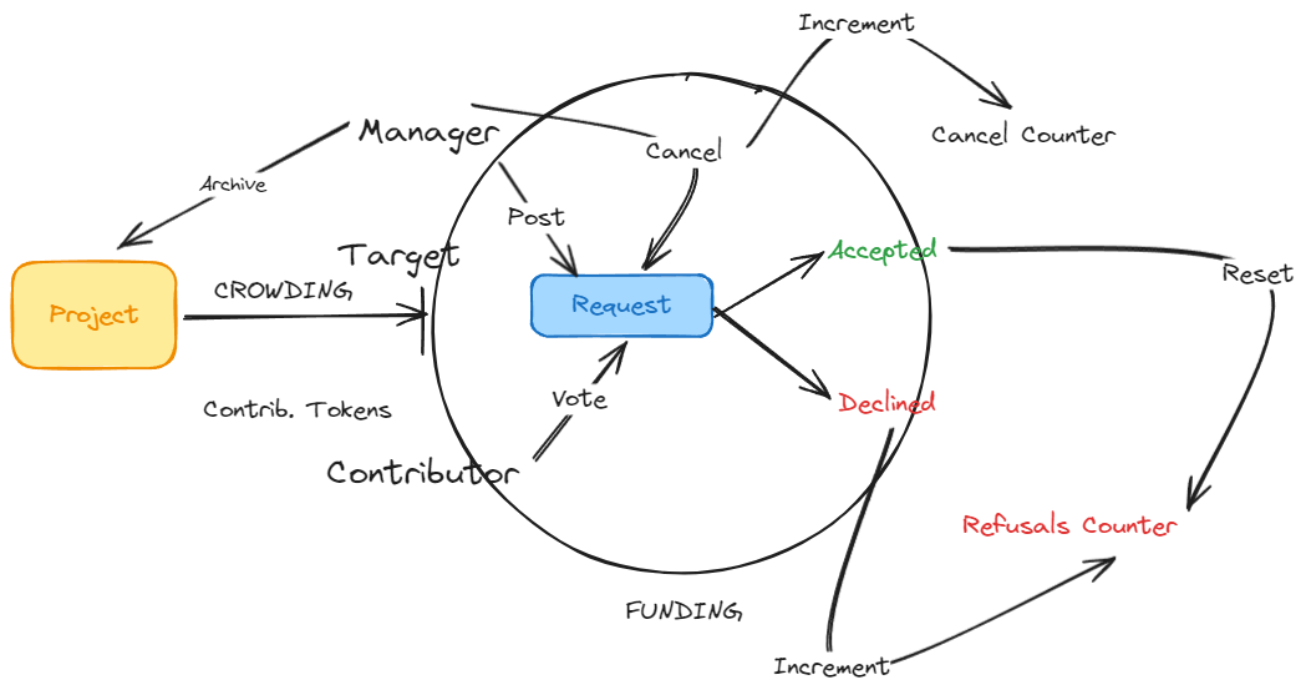
Upon reaching the deadline, the non-voting contributors are registered as an automatic approval.

If 3 requests consecutive requests have been decline, then the project is automatically archived and contributors can claim back the value of their contribution tokens.

The manager can choose to cancel a request at any point before reaching approval state (more than 50% acceptance). Cancelling more than 3 times will lead to an automatic archiving of the project.

If the manager is slacking and doesn't issue requests within a period of time, any contributor can ping the project. If 3 contributors do the same then the manager has 3 days to issue a request or the project will be automatically archived.





Extra

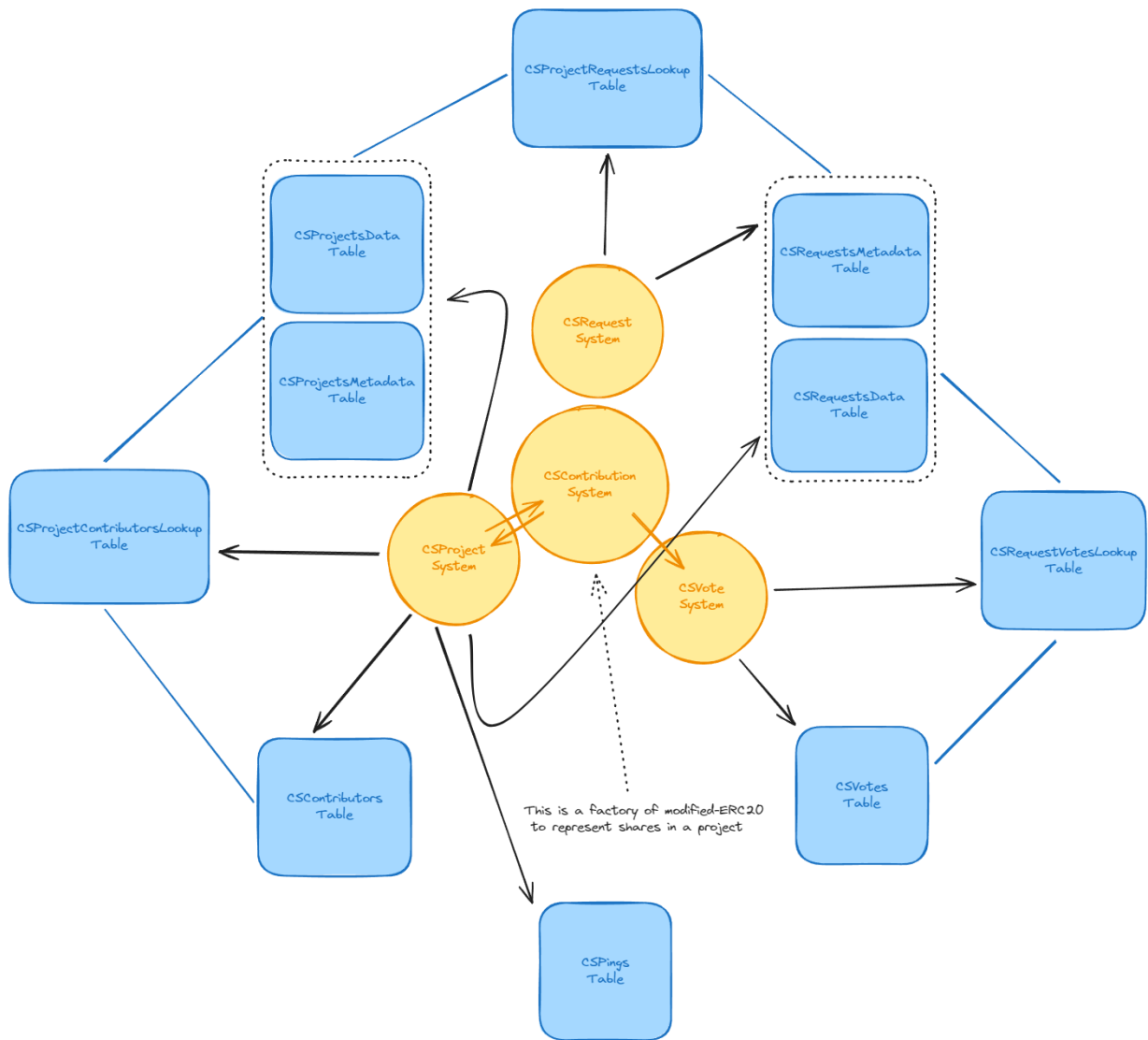
If a contributor sees that he doesn't have time to deal with the details of this project, he can delegate his vote to another contributor in which case .

Implementation

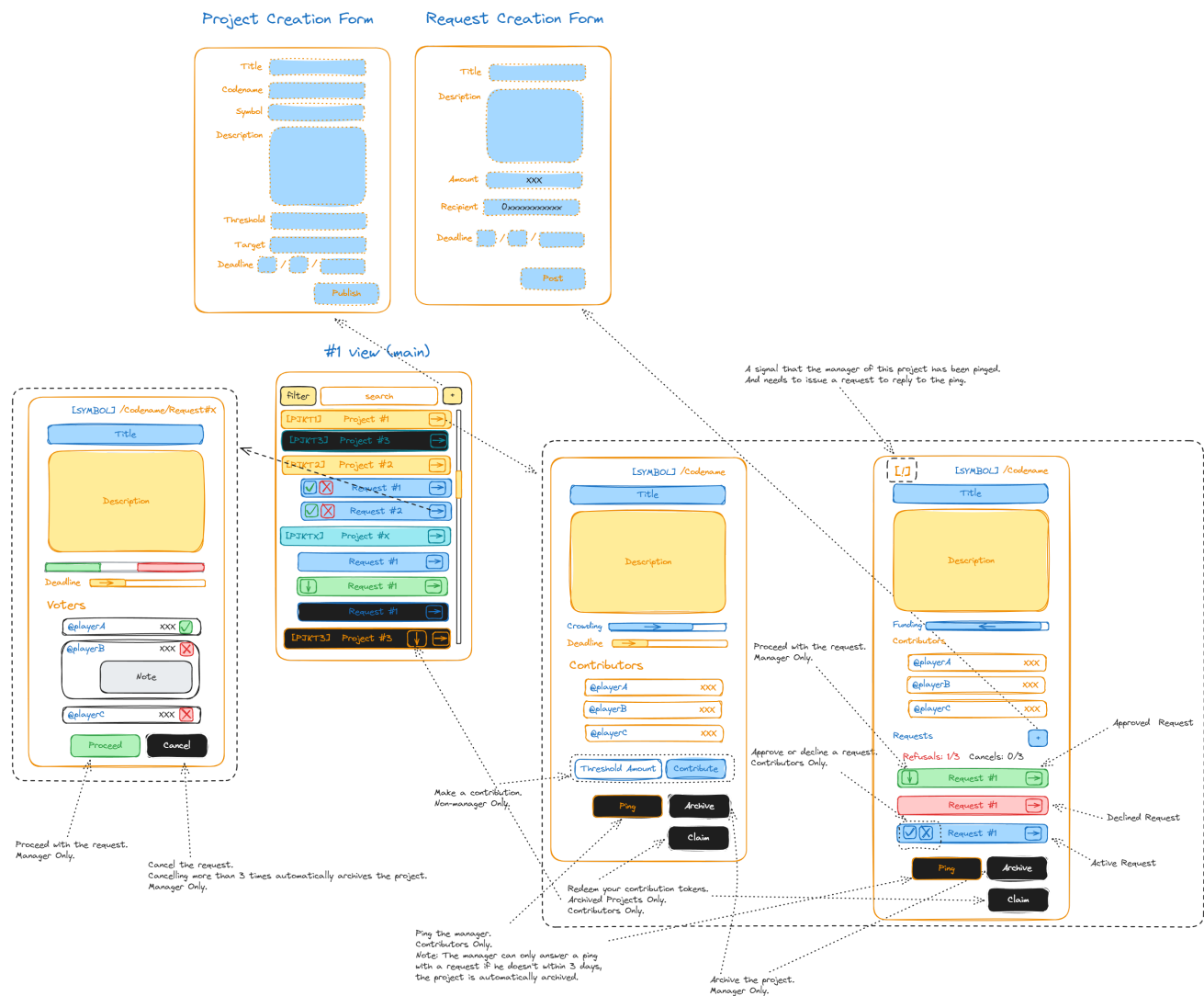
Project Github repo, <https://github.com/abderraouf-belalia/PA-CrowdSourcingProtocol>

Backend Logic

Namespace: csp



Frontend Schema



Project Awakening Hackathon Proposal 2

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Knowledge Distribution Protocol

Project Codename: KDP Network

Description

A network to record player knowledge and distribute it.

Motivation and Rationale

Players invest considerable time and effort into mastering games. Introducing real-value for in-game knowledge incentivizes players to explore, uncover secrets, and master game mechanics.

Inspired by Writing NFTs^{[1][2]} from the [Mirror](#) platform, creating player guides within a game and monetizing them has become feasible.

The system can feature a tiered structure, offering different types of documents such as guides, lore expansions, intel reports, and skill books (?!).

Players excelling in non-traditional gameplay activities, like strategy crafting or lore exploration, can now be rewarded for their contributions.

These tokens immortalize player-created content, ensuring their accessibility for future generation of players.

Tokenizing creations encourages players to think creatively, leading to new gameplay strategies and cultural expressions.

Working Principle

work in progress

Implementation

Backend Logic

work in progress

Frontend Schema

work in progress

1. https://dev.mirror.xyz/5gt6OvKFJZ_tRiBjoJ7-YosNw7REebStHjzFU5x73Jo ↩

2. <https://dev.mirror.xyz/8MThiFhn391cfgffQtiRoSpS-Op93IR71rYgf6YEzBc> ↩

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Social Discourse Protocol

Project Codename: SDP Network

Description

A network where people can share and discuss interesting news to drive conversations about various topics.

We also want MEMES.

Motivation and Rationale

- The idea is to build a lighter version of farcaster^{[1][2][3]} or to use it as a base to build our own client which has sufficient integration with other aspects of the framework like, the KDP Net. and CSP Net. so that people can discussion projects, promote theirs.
- Can be used to run paid surveys for market research purposes.

work in progress

Working Principle

work in progress

Implementation

Backend Logic

work in progress

Frontend Schema

work in progress

1. <https://blog.web3auth.io/how-to-build-farcaster-client-frame/> ↩
 2. <https://github.com/farcasterxyz/protocol> ↩
 3. <https://docs.farcaster.xyz/developers/> ↩
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1. Quiver Doodles (ribbonfarm.com) ↩
2. The Unreasonable Sufficiency of Protocols | Summer of Protocols (gitbook.io) ↩
3. Good Death - Summer of Protocols ↩