ChainRights

Your Decentralized Game Marketplace

Play it! Own it! Rule it!

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Outline

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Background: State of the Gaming Industry

Retail Distribution

- Steam, Epic Games, NetEase, etc.
- Users buy or access video games in the platform.

- Other features:
  - Community
  - Personalized recommendations
  - Simplified process for game developers to publish and update their games

Digital Distribution

Background: Problems in the Current Gaming Industry

- Game Ownership

- Centralized Authority

- Data Privacy and Security

Game Ownership

Centralized Authority

Data Privacy and Security

- Need KYC
- Vulnerable to breaches or misuse

SENTINEL / News / Popular Gaming Trading Platform Traderie Breached Losing User Data

Popular Gaming Trading Platform Traderie Breached Losing User Data

By **Steven** • Sep 13, 2023
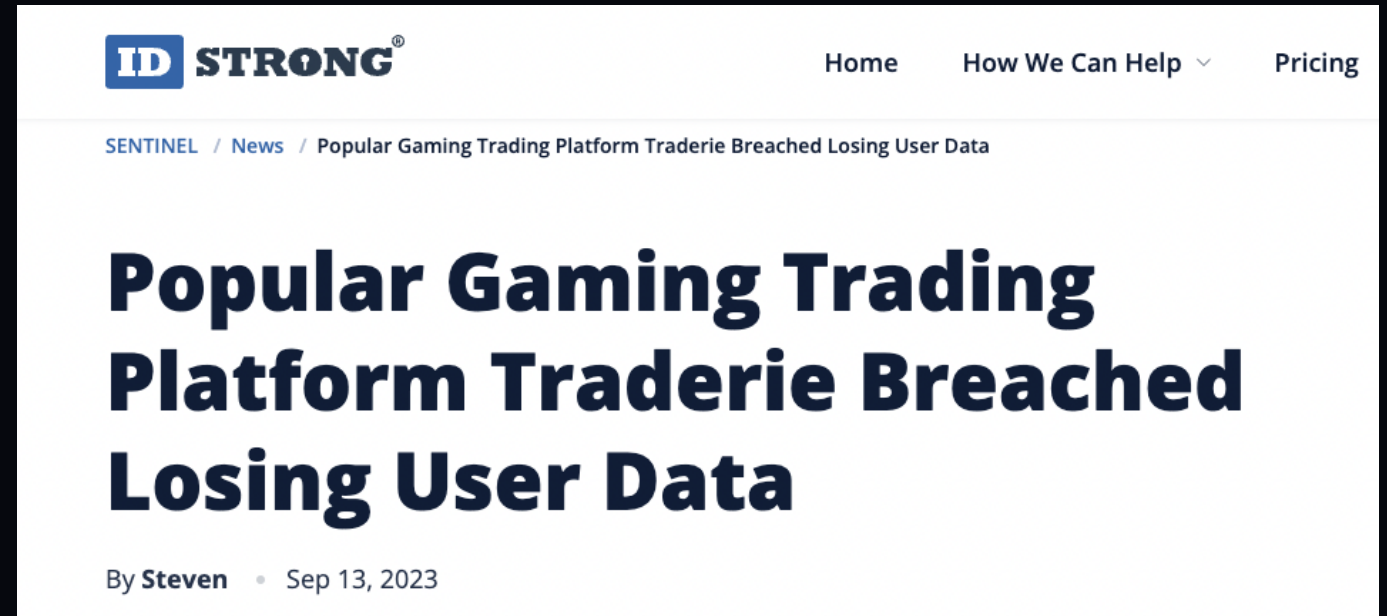
The BreachForums user claims as many as 2.6 million Traderie users are impacted by the breach, and says compromised information includes email addresses, IP addresses and online identifiers for various services, including Discord, TikTok, Roblox, Xbox Live, Apple, Google and more. TechCrunch has seen a portion of the stolen data.

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ChainRights: Decentralized Game Marketplace

Game License

- License key
- License authentication API for developers

On-chain Game Licensing

Utility Token ($CRI)

- Developer staking
- Stake-based rewards (v2.0)

Game Developer Credibility Metric

- Staking $CRI
- Reward $CRI per purchased game
- Punishment -$CRI for scam
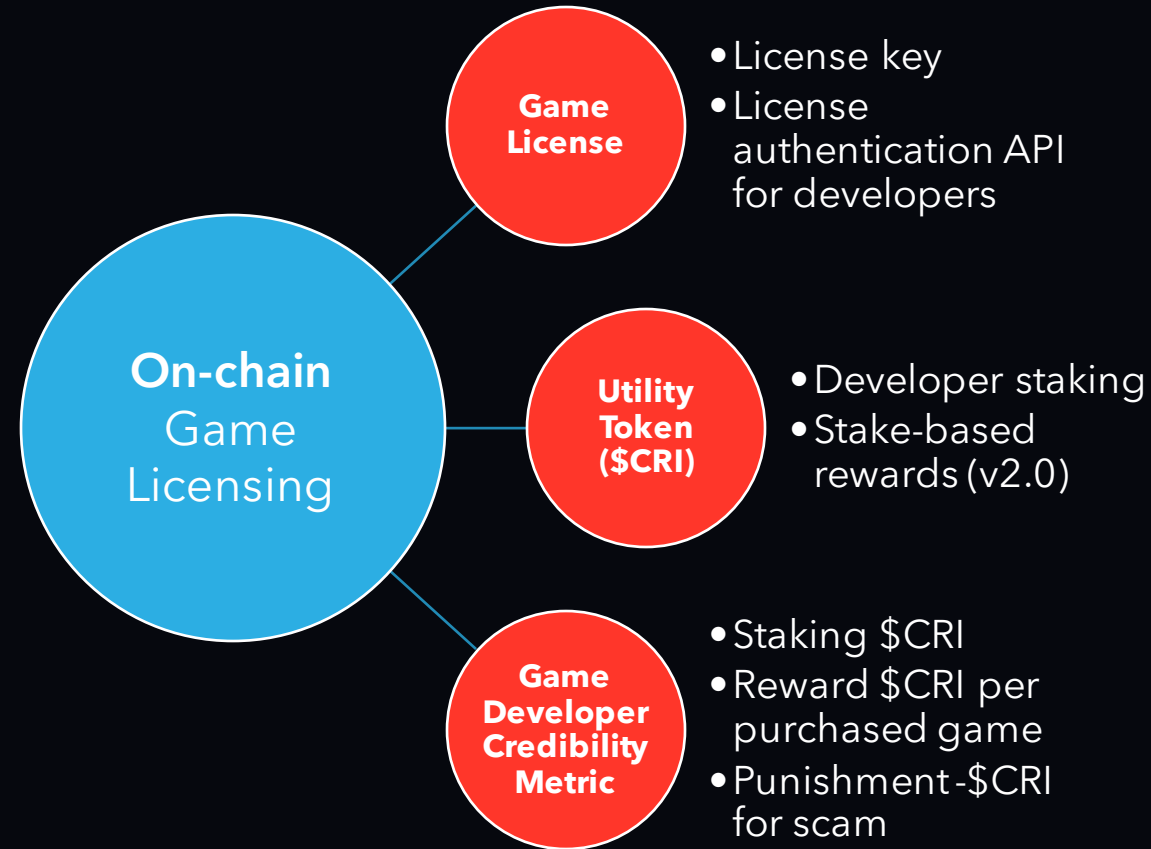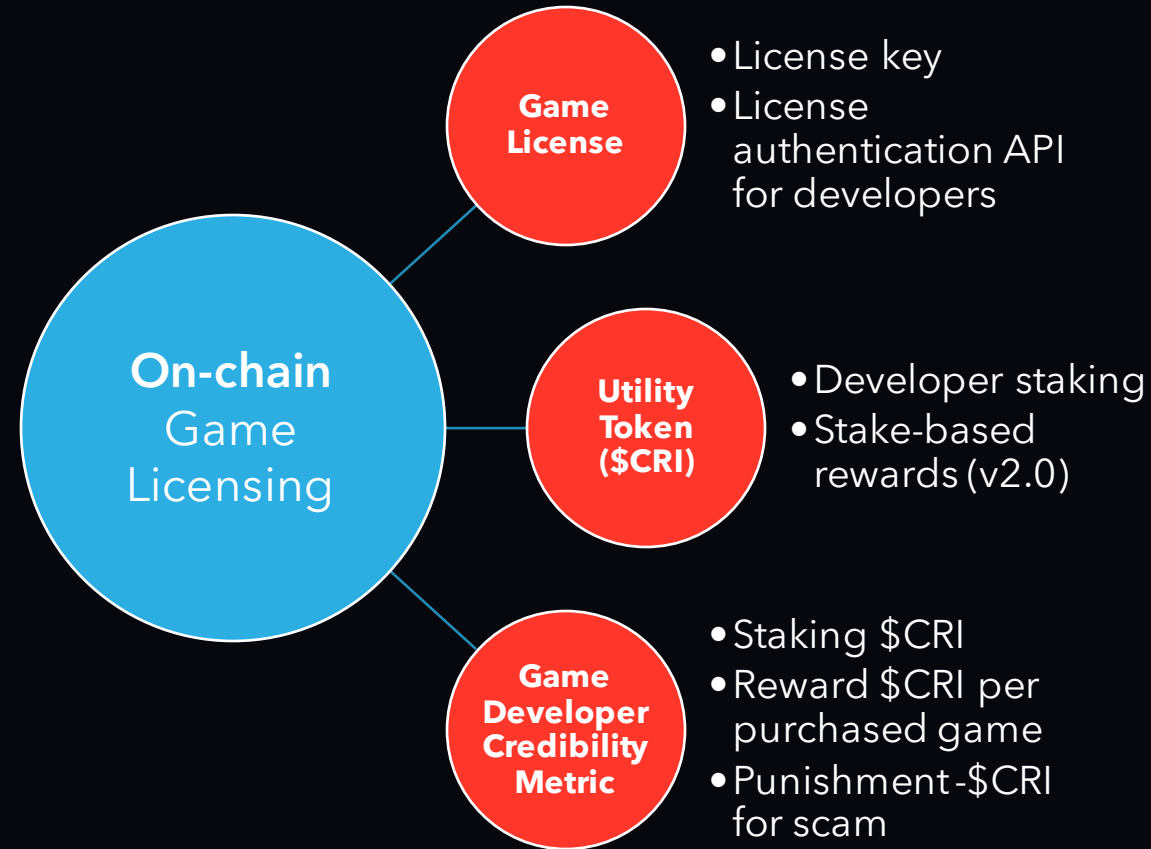
ChainRights: Benefits

User

- Can resell game instead of account
- Cannot be blocked by centralized marketplace
- No KYC needed

Game Developer and Publisher

- Royalty fee on game resell
- $CRI reward for each game purchased

ChainRights: Decentralized Game Marketplace

On-chain Game Licensing

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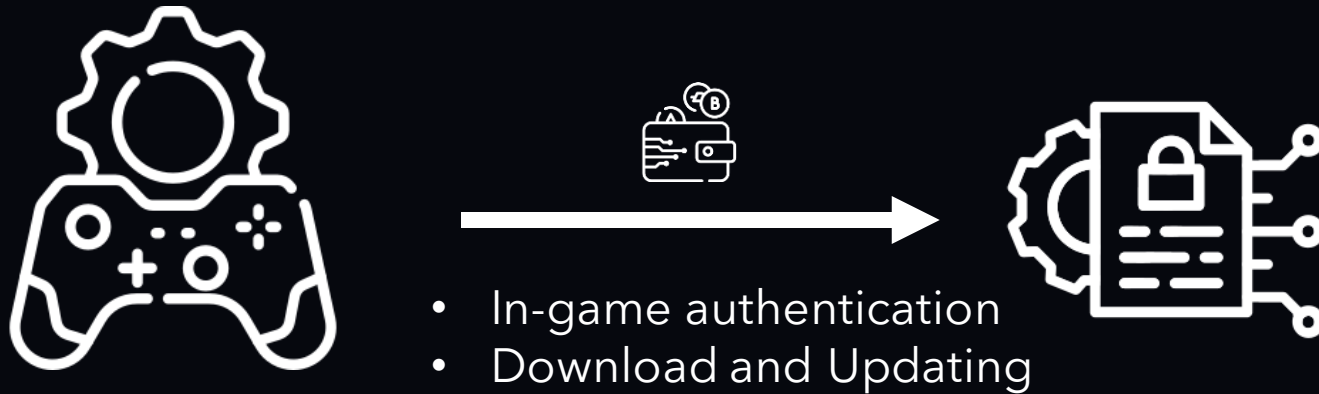# Implementation: Registering the Game

Register a game

First batch game developers will get **airdrop** to be used for staking during game publishing

◆ Game Data
- **gameID**:
  unique uint256 hash, automatically created for each game
- gameName
- developerAddress
- gameDescription
- price

◆ Registering requirement: **staking**
The game developer must stake their $CRI token. Their stake will be locked for two years. Minimum staked proportion to number of sales

Implementation: License Verification

- In-game authentication
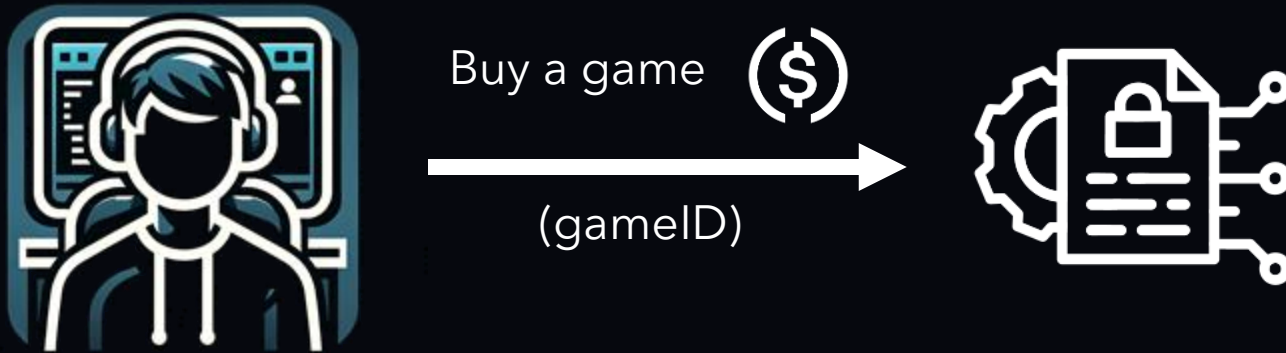- Download and Updating

◆ **Match the user address** with the **license data** stored in the smart contract

◆ The authentication function is **protected**; game developer can only verify the license for the game they own.

Implementation: Buying the Game

Buy a game ($)

(gameID)

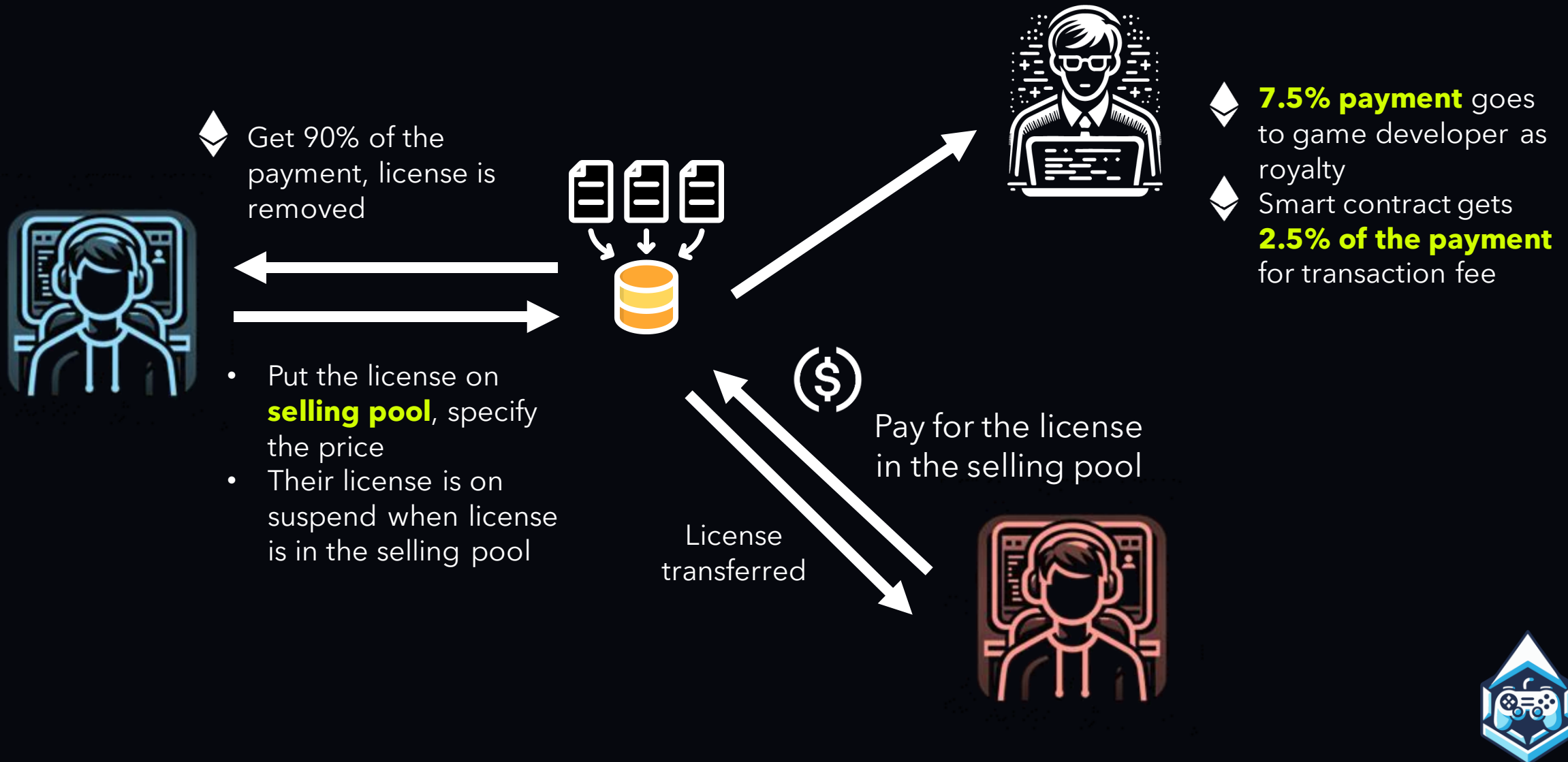To avoid any price fluctuation, we use **stablecoin ($USDC)** for the payment of the game

2.5% payment will belong to the smart contract [transaction fee] , in exchange for *x amount of* **$CRI** token (newly minted)

The rest of the payment will be **transferred directly** to the game developer

A **unique license key** will be generated (hashed with user address and game id)

Implementation: License Resell

Get 90% of the payment, license is removed

- Put the license on **selling pool**, specify the price
- Their license is on suspend when license is in the selling pool

7.5% payment goes to game developer as royalty

Smart contract gets **2.5% of the payment** for transaction fee

Pay for the license in the selling pool

License transferred

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FAQ: Empty License Scam

- How can we make sure that **users will not get empty license?**

◆ User can report scammer (**one license, one vote**)
  - Prevent review fraud

◆ For every **x people reporting** the game, the game developer's stake will be **taken by some amount** (burned)

◆ Staking creates **more trust** for the gamers and **hinders developer from scamming** people

◆ **Minimum stake threshold** encourages developers to maintain stake

FAQ: Barrier of Entry for Small Developers

- Will Indie game developer lose the competition with big developers? How to empower **Indie game developers**?

- ◆ Minimum $CRI stake is proportional to sales.
  - **Lower barrier of entry** for small developers.
- ◆ Users can help Indie game developers by **staking on their behalf** to improve their credibility metric.
- ◆ **Community activity** to support Indie game developers (v2.0).

FAQ: Tokenomics

- How to ensure the token $CRI become **valuable**?

Minting Policy

- Adjusted **token reward** for every game purchase. Adjusted by the total supply of the token and the price of the game.
- Stake-based reward (v2.0)

Buyback and Burn

- **Punishment burn** for dishonest game developers
- Periodically use transaction fee profit to **buyback token and burn**

Staking Policy

- Adjusting **minimum threshold for credibility stake** proportional to sales.
  - Big developers still have a vested interest to stake.
- Periodic **stake normalization** as credibility metric is relative

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ChainRights: v1.0