UniForge Concept

Reference
- [Crypto Unicorns Last Battle Proposal](#)
- Community sentiments [FOCG Proposal Feedback](#)
- DAO proposal [Hard Reset - Towards a DAO-Centric, Fully On-Chain Ecosystem](#)

Design/Business goals
- Create new "value" for Unicorn and Land NFT holders (gameplay and financial ROI)
- Prepare a Unicorn economy opposite the ShadowForge, feeding into TwT2
- Encourage appointment-based gaming; target a once-daily check-in habit
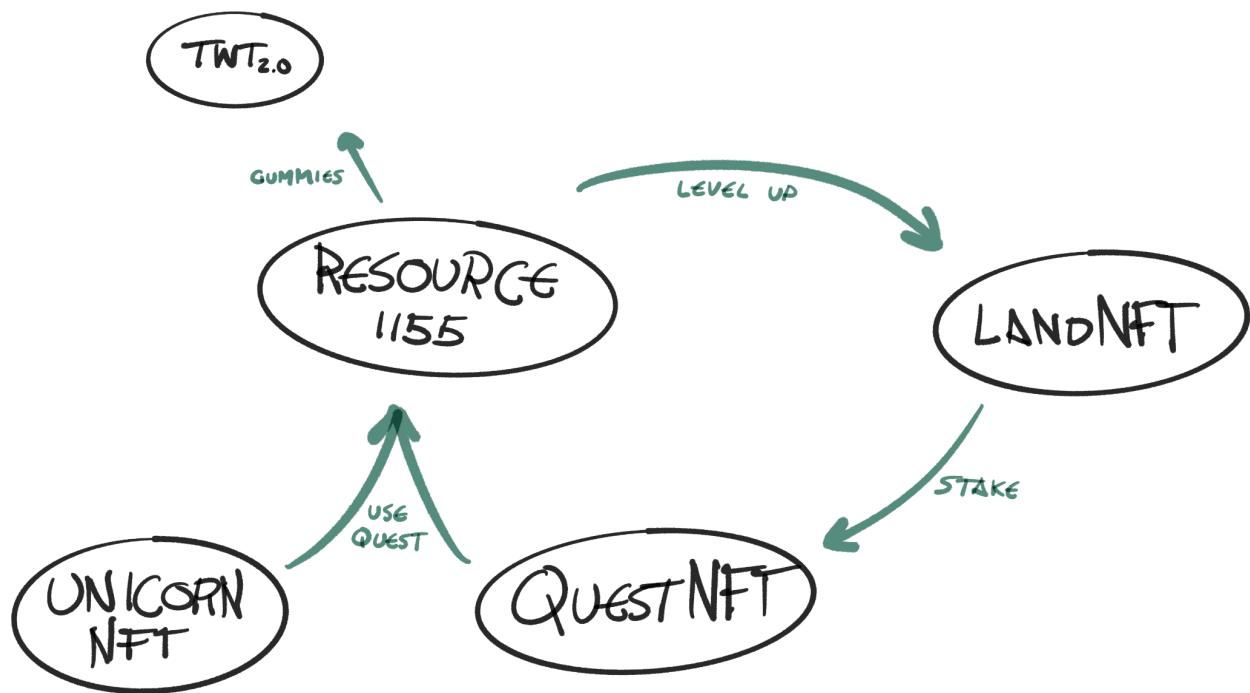- Stimulate market activity through trading

Technical goals
- Fully on-chain gameplay
  - No LG operated servers/oracles (including NFT metadata updates)
  - Third party oracles ok, if funded from on-chain (SupraVRF, LayerZero)
- Minimize transaction counts per session, so that an experienced player can complete daily maintenance in fewer than 15 transactions.
- Avoid making the player repeat actions when they could batch (ie. one txn to restake all, instead of reap and stake each NFT individually)
- Stretch goal: Plan ahead for DAO controlled tuning, and eventually diamond ownership

Gameplay
Players create Quest NFTs by staking Lands into the UniForge. Quests are minted with on-chain randomization, similar to Shadowcorn Rituals.

Using a Quest requires some supplies (costs) as well as energy from the player's Unicorns. A larger stable of Unicorns will allow a player to use more Quests per day. Completing a Quest mints new materials, such as keys for leveling up, Gummies to fight in the Dark Forest, and more refined crafting materials to be used in advanced Quests later on.

The diagram shows a cycle:
- TWT 2.0
- RESOURCE 1155 → (GUMMIES) → TWT 2.0
- RESOURCE 1155 → (LEVEL UP) → LANDNFT
- LANDNFT → (STAKE) → QUEST NFT
- UNICORN NFT → (USE QUEST) → RESOURCE 1155

Example session

1. Log in and connect wallet
2. Collect any Daily Rewards accrued
3. Review staked Lands
   a. Unstaked and mint any completed Quests
4. Review Quests
   a. Use Quests to craft materials until supplies or Unicorn energy runs out
5. Check skill tree
   a. Level up to unlock a new bonus
6. Stake Lands to be collected tomorrow

Systems

Resources

The UniForge game revolves around generating resources and refining them into more valuable forms. All of the new resources, including Gummies, will be ERC-1155 pools on the Unicorn Items contract.

CU tokens and XAI coin will still be used for some costs and rewards.

Quests

The Shadowcorns have Rituals, and the Unicorns have Quests. A Quest is a recipe to convert one resource into another. Thematically, these represent the work that Unicorns put into farming, adventuring, jousting, and crafting in their workshops.

Quest NFTs will be a new ERC-721 collection on the Xai blockchain, and traded through the CU Marketplace.

NFT Properties
- Costs (up to 4x)   ERC-1155, ERC-20, or native XAI
- Unicorn Energy cost
- Charges   Current / maximum
- Output   ERC-1155
- Jackpot   Chance of receiving extra output

Quests are limited by charges, the same as Rituals. Quests also require Unicorn Energy to use, which works as a cooldown timer to encourage more consistent play over time.

Quest Pools
New Quests are minted from "pools" similar to how Rituals are created from common, rare, or mythic pools.

Quest pools will allow players to target segments of the game, like minting craft materials vs level-up materials, or Gummies. As the player levels up they will unlock pools that produce Quests with better cost/output ratios.

Quest Recycling
Quests will be recyclable, the same way Rituals are.

Stretch Goal: Jackpot
Every time a Quest charge is used, there is a small chance of receiving a special Jackpot prize.

Unicorn Energy

Unicorns go on quests, but the simulation is simplified into a global energy meter. Each player starts with a capacity of 1000 Unicorn energy. Using a Quest consumes some of the stored energy, making a natural cooldown for crafting.

Owning Unicorns refills the energy bar. More Unicorns refills the bar faster, but there is a diminishing return.

Leveling up increases the capacity of the energy bar.

Land Staking

To mint a new Quest, players must stake a Land NFT into the game for a period of time. Leveling up allows the player to stake more Lands at the same time.

The stake duration is set by the Quest Pool the player chooses, with better Quests generally taking longer to craft.

Some Quest Pools will be associated with a Unicorn class; if the Land NFT matches the class (or classgroup/mythic) then the staking duration is discounted 15%.

Leveling Up

Progression in the UniForge uses a skill-tree system with the following branches (approximately):

- Quest minting
  - Unlock additional staking slots
  - Unlock better Quest minting Pools
  - Faster Land staking times
  - Lower costs on new Quests
  - Higher outputs on new Quests
  - Higher charges on new Quests
- Quest usage
  - Cost discounts
  - Unicorn energy discounts
  - Output multiplier
  - Chance for a charge to regenerate on use
  - Unlock Quest recycler
    - Better recovery rate per recycled Quest
- Unicorn energy
  - Higher energy cap
  - Faster recharge multiplier
  - Babies generate energy
- Daily rewards
  - Bonus to crafting Gummies
  - Participation point multiplier
  - Earn points for daily check-in

Each bonus in the skill tree has a specific cost, which drives demand in the crafting pyramid, as well as a cumulative general cost which makes each level up more expensive than the last regardless of which branches are unlocked.

Stretch Goal: Specialization
Toward the deeper end of the skill tree, levels require mythic rarity materials. When a player gets to the mythic tier of Quest crafting, they are randomized into a cohort that heavily favors one of the mythic materials and mostly denies the others. This would create a requirement to trade materials in the late game to unlock the final levels.

Daily Rewards
The ultimate goal of UniForge is to craft Gummies for TwT. Using the same participation system as ShadowForge, players will compete for a bucket of daily rewards ($CU, XAI). Every time Gummies are crafted from a Quest, the player earns participation points for that day.

The daily reward payout will decay over time, with a target halflife of one year. If the daily rewards emit 0.19% of the allocated treasury, then the principal will halve every year (approximately). This could be extended by adding more money to the fund, either as an injection or by harvesting revenue from Quests or other features (TwT).

Player rewards for a given day can be claimed after midnight, for up to one week. After a week, unclaimed rewards are forfeit back to the treasury pool.

KPIs
[TBD]