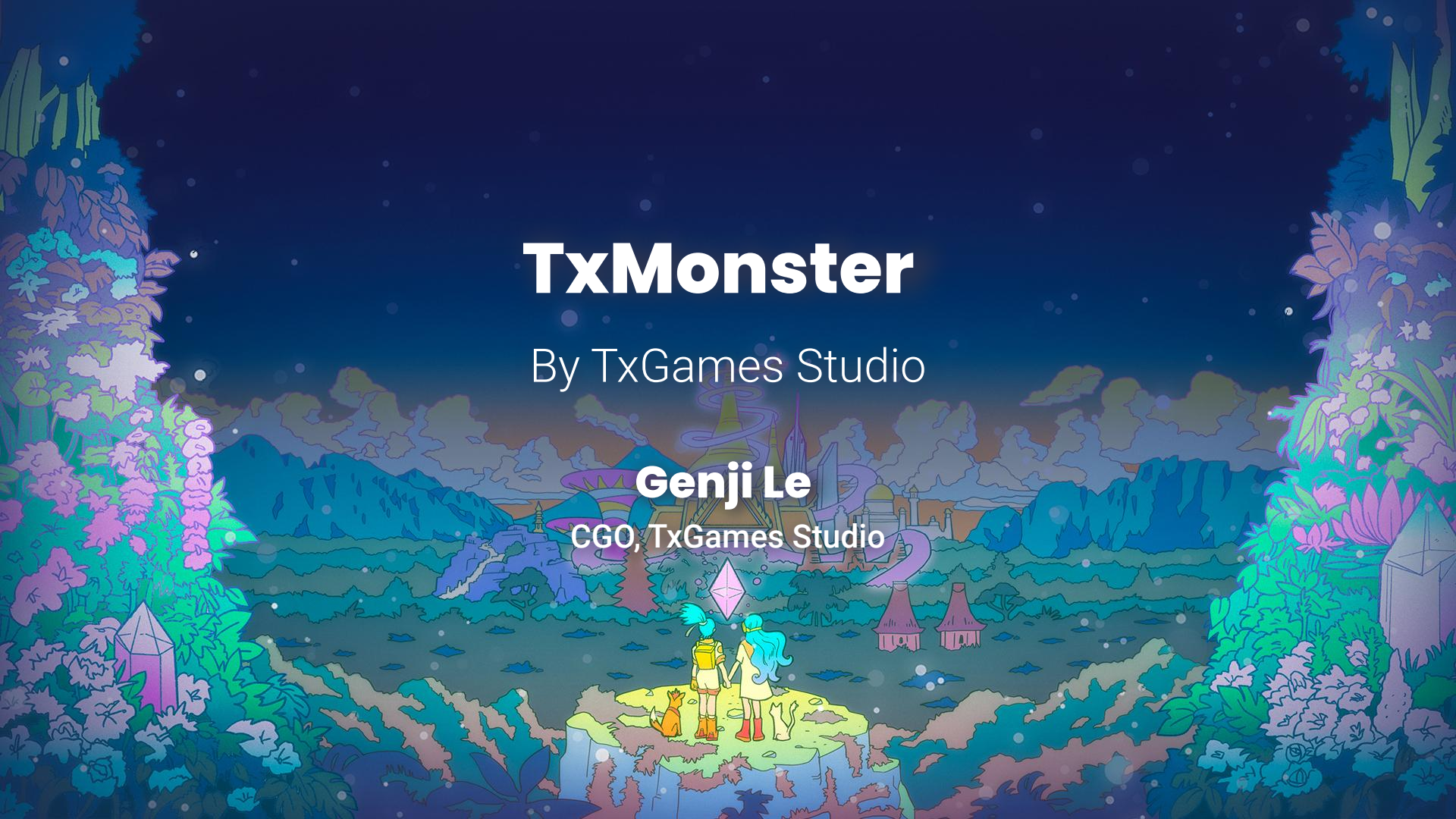


TxMonster

By TxGames Studio

Genji Le

CGO, TxGames Studio





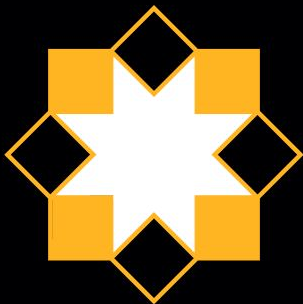
The TxMonster Presentation at
DEVCON 7

TxMonster DEVCON 7





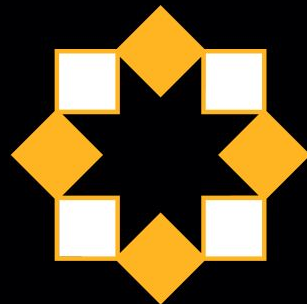
BUILD AND SCALE FOCG



ONCHAIN
ASSET



TXGAMES



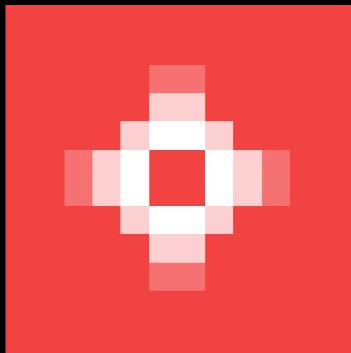
ONCHAIN
UTILITY





TOOLCHAIN & INFRASTRUCTURE

using by TxGames Studio



Mud Dev Framework

"Store is more gas-efficient than Solidity's standard storage engine, as it removes unnecessary padding around stored data to achieve tight bitpacking."

* Credited by Ben Naylor - [BITKRAFT](#)

Dungeons and Dojos: Exploring Onchain Game Development with MUD and Dojo



TXMONSTER

BUILD ON



REDSTONE
CHAIN



MUD

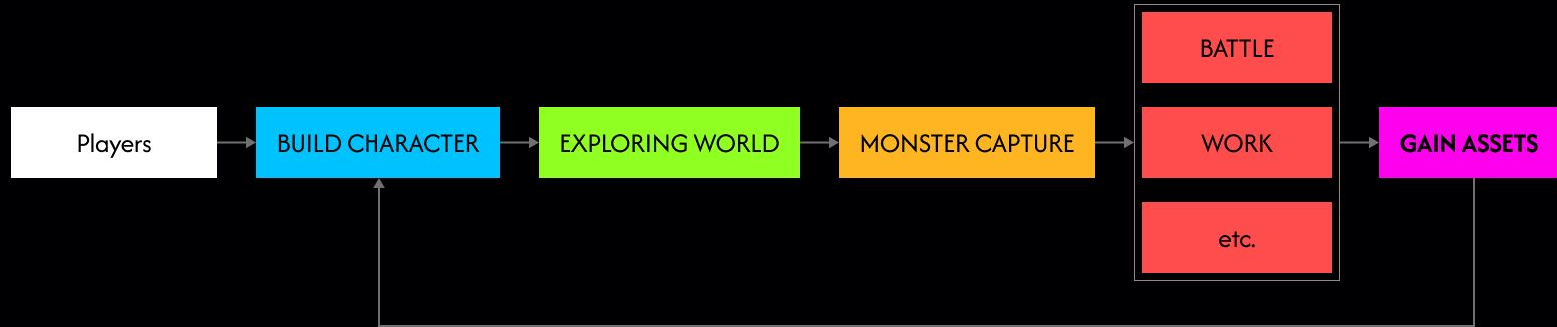
TxMonster build a unique monster system with various types of monster with different criteria and properties. Our monster system is set from a cute mutant flowers to a giant dragon with big claws and hard fire breath.

#taming #simulation #NFTcollector #automation #casual





GAMELOOP





FOCG MECHANICS

Core game logic runs on-chain

Ownership of assets

Decentralized world with community



DYNAMIC MONSTER SYSTEM

Monster rarity & difficulty tiers

Environmental interactions

Time-based events



SURVIVAL ELEMENTS

Resource management planning

Crafting system

Base building & camps



COMPETITIVE PLAY

Leaderboard challenges

Community raids

PvP arenas



EXPLORATION-DRIVEN

Discovery incentives

Treasure hunts & quests

NFT-based rewards



BLOCKCHAIN ECONOMY

Token rewards

Marketplace

Community governance



GAME ECOSYSTEM





GAMING NFT CONTRIBUTING

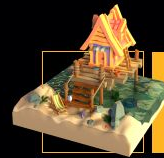
MONSTER COLLECTIBLE
& UNIQUE ATTRIBUTES



PLAYER IDENTITY AND
CUSTOMIZATION



ENVIRONMENTAL NFTS
FOR EXPLORATION



ACHIEVEMENT-BASED
NFTS AND BADGES



COMMUNITY VOTED
CONTENT NFTS



COSMETIC OR
COMPANION NFTS



SEASON PASS -
HEROES SQUAD NFT





NFT FURTHER VALUES



REWARD MECHANISM
WITH MONSTER NFTS

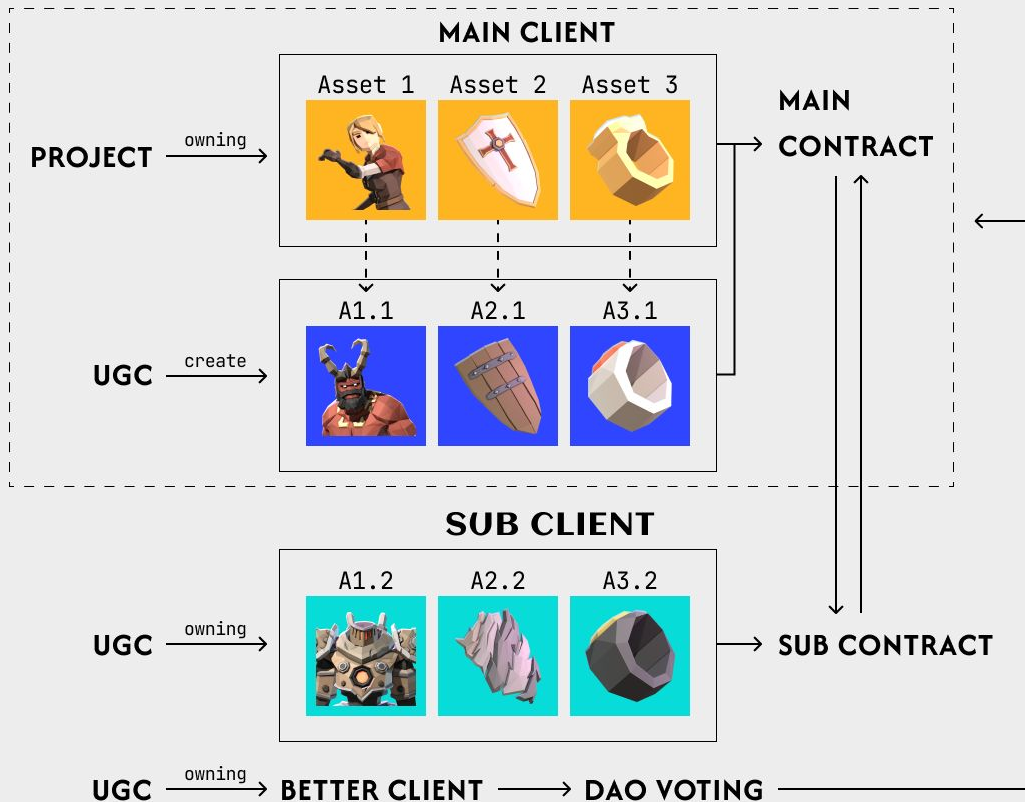


MARKETPLACE FOR
IN-GAME ASSETS



COMMUNITY PROFIT
SHARING WITH NFTS

UGC MODULE



A simple way to think about system design for permissions:

