Dark Forest MUD

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Dark Forest Intro

fully onchain game

MMO RTS

ZK => Fog of War

Active community development ecosystem

Dark Forest Ares

Dark Forest Ares is community-maintained version of Dark Forest

early 2023 - mid 2024 DFAres Round 1 - Round 4

New artifacts: pink bomb, kardashev, stellar shield ..

Union systems

Modified ZK circuit to enable controlled resource allocation

More updates ...

Dark Forest MUD

A new chapter unfolds here !

mid 2024 - now Dark Forest MUD

Oct 2024 Dark Forest MUD v0.1.1

6-days public test events

WHY?

lower the barrier for developers

Highlights:

Artifacts | Spacetime Rips
Defense | Energy Cap
Speed | Energy Gro
Range

Filters:

Min. level:
Level 2

Max. level:
Level 9

Max. range:
Up to 999,999

Planet type:
All types

Display options:

Ellipse | Pulse Opacity
Line | Pulse Radius
Line Dashed | Pulse Line Width
Sync Pulses | Pulse Fast

Quick Upgrade   minimize close

No planet selected or cannot upgrade.

All planets: ⊘ ↗ ⏩

0 $ETH)   Connect   silver: 1,167,888,000

Perform Reaction Pull   help minimi

Limit R
Level 7 Rank 3 Ice Planet

unlir
⚡ 832K / 1.3M   66.4K / 300

max F
⚡ 8.64   ⚡ 240

max p
◉ 50   ⏩ 240   ↗ 12.9

stopp
⚡ 832K energy   100%

max. SN
Cache z

Clear
◉ 66.4K silver   100%

Send   q

Upgrade   r   Info   s

Broadcast   a

21:36:52

place   player   score
1. 0x8410418774d4be9a 1167888000
2. 0x4dd08544495fece0   95435000
3. 0xa0095b4972238f64   38973000
4. 0x1374aa610aaf37fe   0
5. 0xc0306150c22f9e8b   0
6. 0x1ebefcfbff60f863   0
7. 0x31956d52ce23e814   0
8. 0x3e3aa47614c75d8a   0
9. 0x46662ecc7cab334b   0
10. 0x340c59db773ba025   0
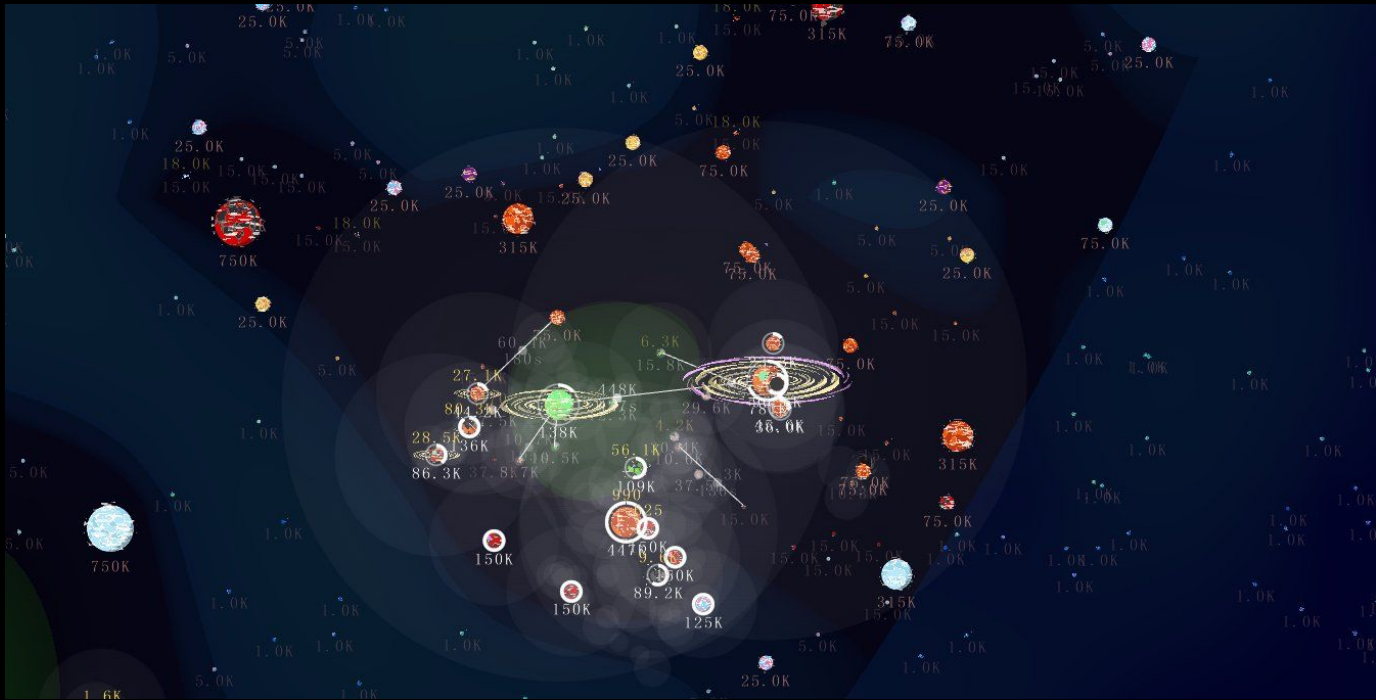11. 0xb35c43bc6354c0

refresh

Move ⊕ `   Explore! ▶ space

(-15970, -7919
TEMP: 24° (SPACE

Dark Forest MUD

we love classic client style
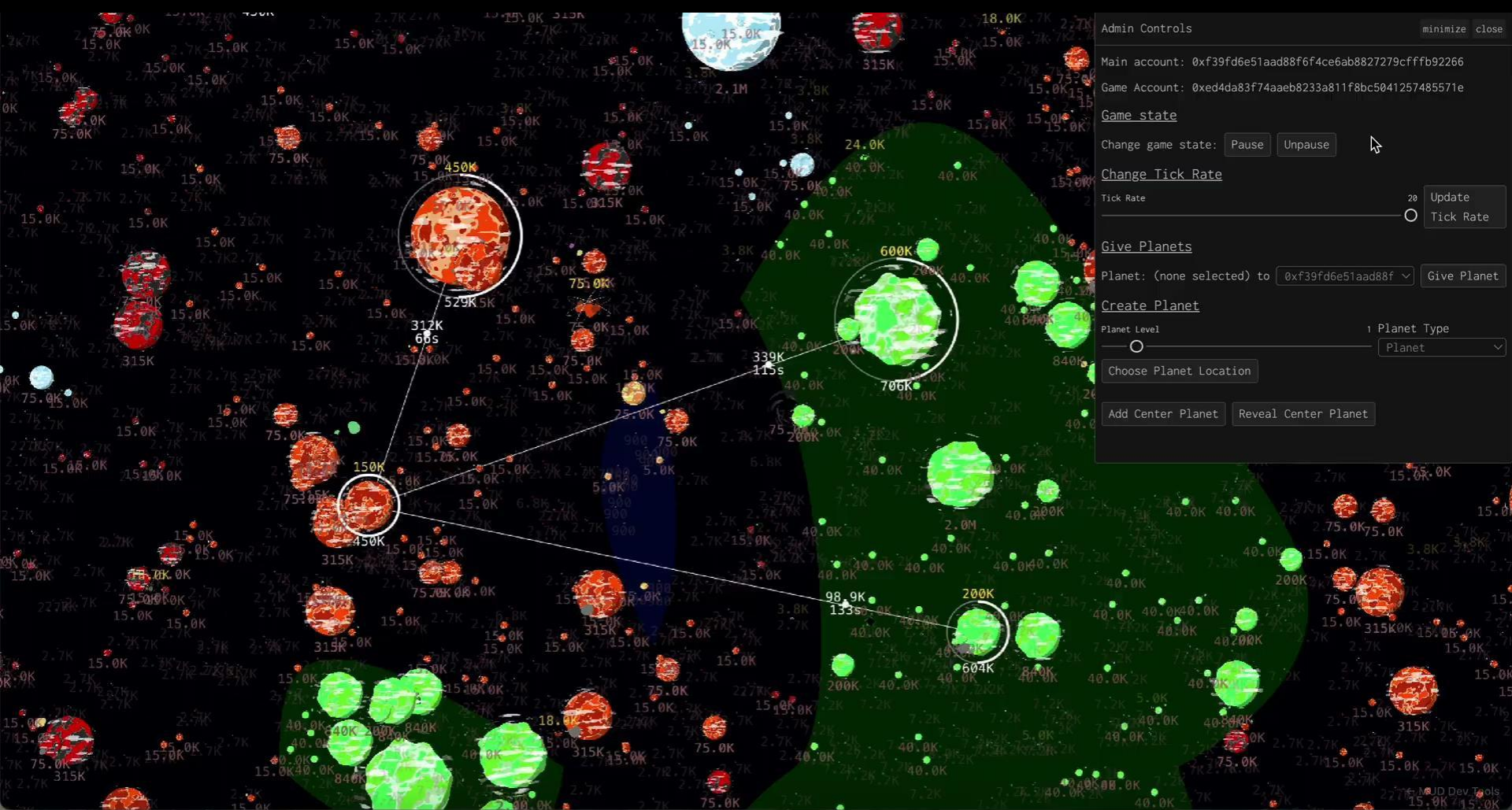
Variable-rate tick system

All game logic is updated based on ticks,

instead of block time.

✅ Game pause & resume

✅ Dynamic adjustment of game state update speed

It provides the possibility to build feedback regulation mechanisms.

Admin Controls   minimize   close

Main account: 0xf39fd6e51aad88f6f4ce6ab8827279cfffb92266
Game Account: 0xed4da83f74aaeb8233a811f8bc5041257485571e

Game state

Change game state: Pause   Unpause

Change Tick Rate

Tick Rate   20   Update
                                             Tick Rate

Give Planets

Planet: (none selected) to   0xf39fd6e51aad88f   Give Planet

Create Planet

Planet Level   1   Planet Type
                                     Planet
Choose Planet Location

Add Center Planet   Reveal Center Planet

think in protocols

How can we build a set of protocols to support richer game content while fully leveraging scalability and composability?
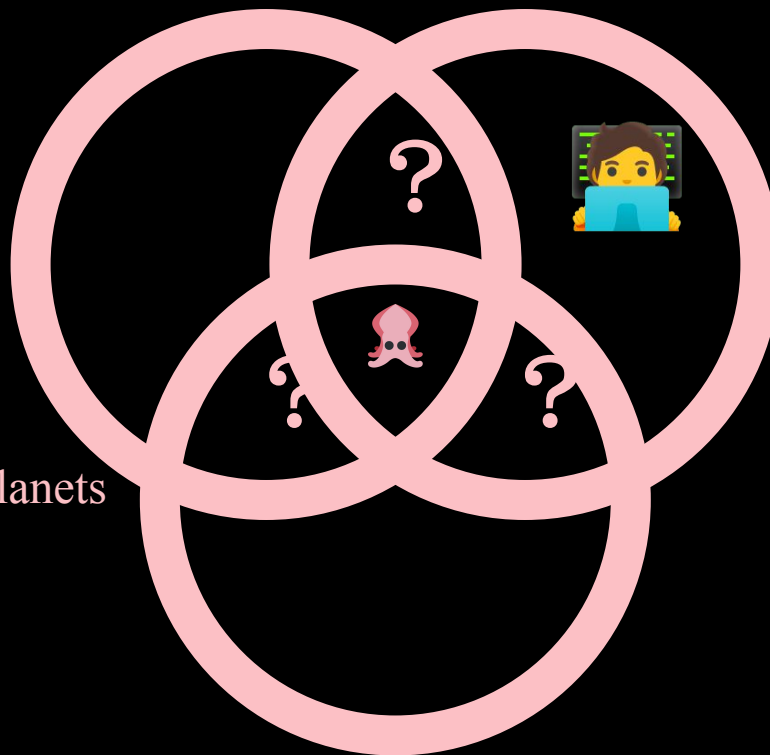
🪐 Planet

🐙 Dark Forest MUD

👨‍💻 Players

planet types

range

speed

defense

energy growth rules

send energy between planets

Artifacts

address

homePlanetId

score

whitelist

union system

Function as Entity

Artifact

The artifact carries state transition functions

External composability

Artifact = NFT (ERC721)

utilize all base services built on the ERC721 standard

Function as Entity

Internal composability

Artifacts can serve as highly flexible bridges connecting all entities within the game.

Different functions can be added to the creation, activation, and disappearance of artifacts.

open source contracts & client

github.com/dfarchon/darkforest_mud

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