



Player

Prototype Economic Loop

UC-5: Spend BAKU on On-Chain Asset
Minting (On-Chain Sink)

<<precondition>>
(Player has BAKU)

UC-3: Forge On-Chain Token
(BAKU) - (The Faucet)

UC-4: Spend BAKU on In-Game Progression
(In-Game Sinks)

<<precondition>>
(Player has BAKU)

<<precondition>>
(Player has Perlas)

UC-2: Spend Off-Chain Resource (Perlas
Sinks)

<<precondition>>
(Player has Perlas)

UC-1: Acquire Off-Chain Resource (Perlas)

