



# Team: Magical Cultivators

团队名：魔改修真者

# Our Team



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# Mintcraft - A Blockchain Framework for Rogue-like Games

Our project is 'Mintcraft' a blockchain framework for  
rogue-like games. And we will present a demo game:

Magical Cultivators

我们的项目是 MCToolkit 一个rogue-like类游戏的区块  
链接入框架，同时我们会展示一个 demo 游戏：魔改  
修真者。

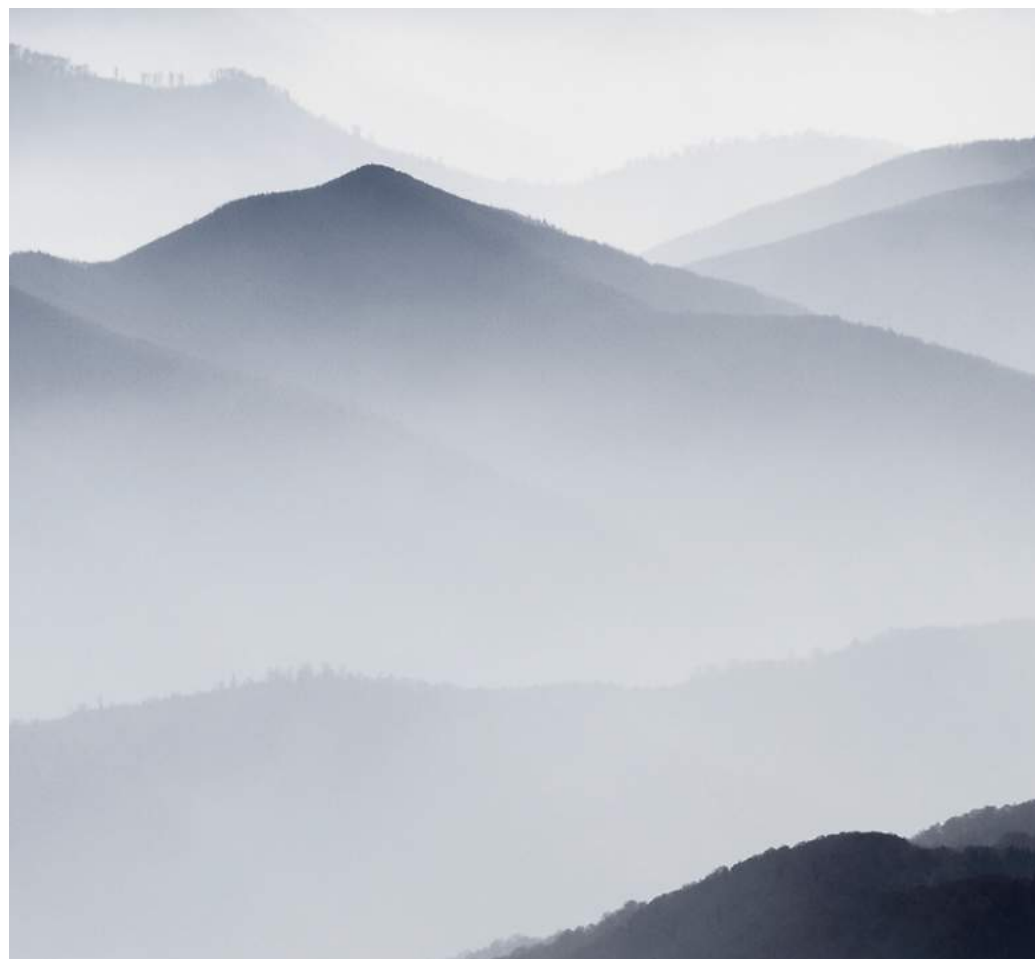
The category we chose is :

Category 1 - building a Parachain or Independent

blockchain: Gaming-chain

我们的参赛类别是：

类别 1 - 构建平行链、独立链 - 游戏链



# What problems we want to resolve?

This is a framework for building a 'full-data-on-chain' game or 'assets-on-chain' game.

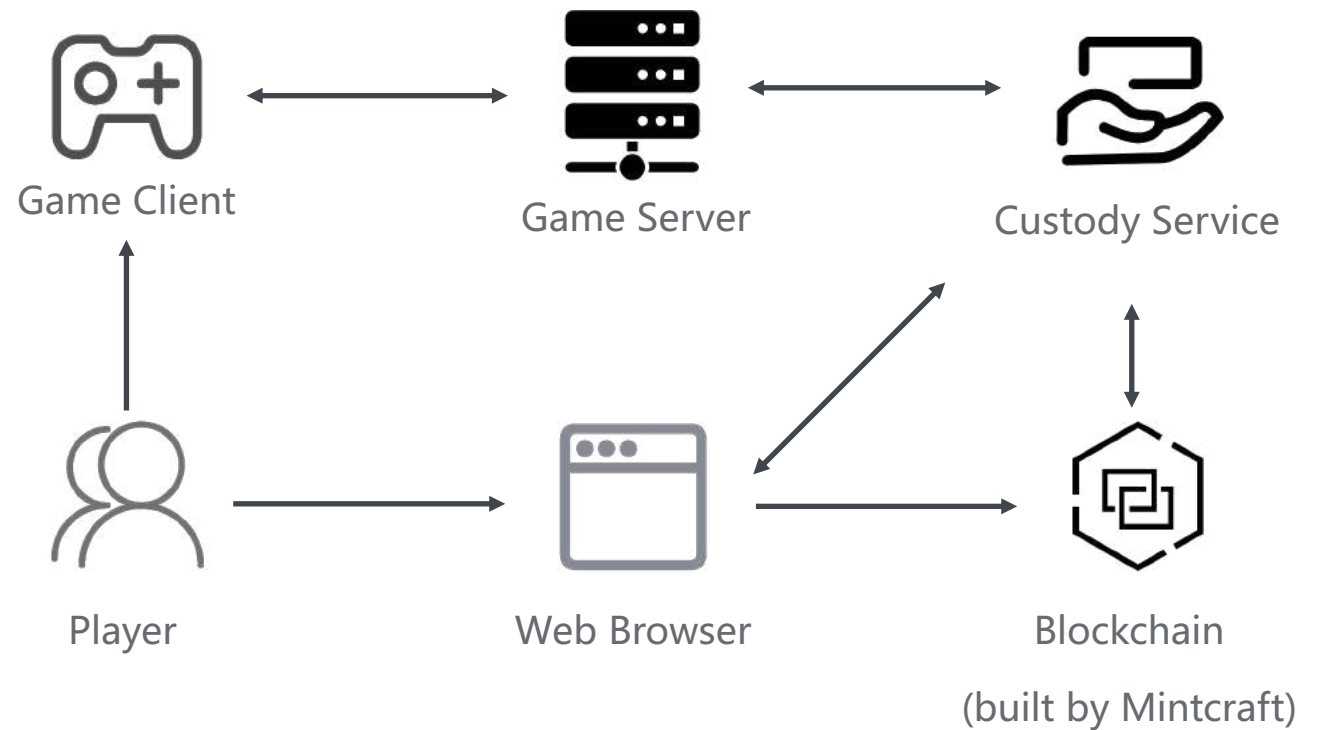
We want to resolve these problems:

- How to generate random resources with measured attributes under any structured or preset game rules on blockchains
- How to balance the production and consumption of players' resources and world auto-generated resources
- How to build a mechanism to support a fair and well-balanced game with on-chain resources and off-chain core gameplay provided by centralized game service

这是一个构建全链型游戏或资产上链型游戏的框架，我们旨在解决以下问题：

- 如何在区块链上使用结构化或预设的游戏规则生成参数合理的随机游戏资源
- 如何平衡玩家资源和世界自生成资源的产生和消耗
- 如何构建一种机制，以支持一个同时具备上链的游戏资源和离链的中心化游戏服务的游戏，使其公平公正。

# Resolution 解决方案





# Who will use this?

- Our own game project
- 我们自己的项目
- Indie Game Developers or Game Studios who want to build rogue-like game on blockchain
- 计划使用区块链开发 Rogue-like 类游戏的独立开发者或游戏工作室

# 游戏Demo: 魔改修真者

游戏背景故事：

晶壁破碎，诸神陨落，这个被凡人称为希瓦的宇宙正在走向破败。巨龙与精灵失去了魔法的掌控，矮人与巨魔丧失了天赋的能力，地精与人类仿佛被魔鬼附体，天使与恶魔被迫轮回在血战之地.....

这一切的一切都始于主物质位面的一次未知的撞击，有人说它是一座山，也有人说它是一座塔，有人说它是灭世之源，也有人说它是创世之种，道不尽的规则变化自那天起应运而生，一切魔法的常识都成为了过去。

从那个地方出来的存在告诉世人：要适应变化就必须魔改修真，必须获得传承，必须夺舍重生！时代，已经变了！

苍天已死，黄天当立；晶壁破碎，天道孕育。

乱世之下，英雄辈出；争霸混元，魔改修真！

(它将一款 RogueLike 的文字游戏，敬请期待.....)



# Demo Game: Magical Cultivators

Background story:

The crystal wall shattered, the gods fell, and the universe called Shiva by mortals was heading for destruction. Dragons and elves have lost the control of magic, dwarves and trolls have lost their talents, goblins and humans seem to be possessed by demons, angels and demons are forced to reincarnate in a bloody battle...

All of this begins with an unknown impact on the plane of the main matter. Some people say it is a mountain, others say it is a tower, some say it is the source of world destruction, and some say it is the seed of creation. , The endless changes in the rules of the Tao came into being since that day, and all common sense of magic has become a thing of the past.

The existence from that place tells the world: To adapt to changes, one must transform and cultivate, must gain inheritance, and must be reborn! Times have changed!

The sky is dead, and the yellow sky is standing; the crystal wall is broken, and the way of heaven is born.

Under troubled times, heroes emerge in large numbers; contend for hegemony and ambidextrous yuan, **transform** and cultivate!

(It will be a RogueLike MUD game, so stay tuned...)

PS: Translated by google...