

Bacteria Land

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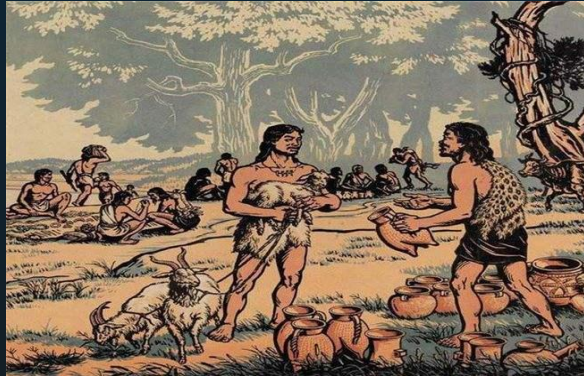
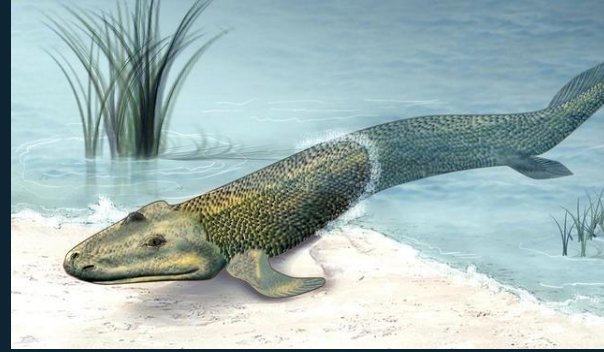
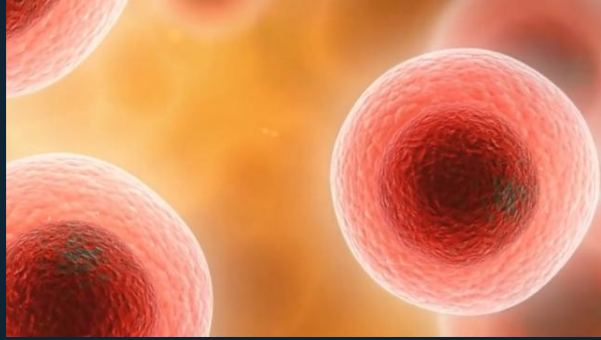
A decorative background consisting of a grid of squares in various shades of blue (light blue, medium blue, and dark blue) arranged in a pattern that tapers off to the right, creating a sense of depth and movement.

01

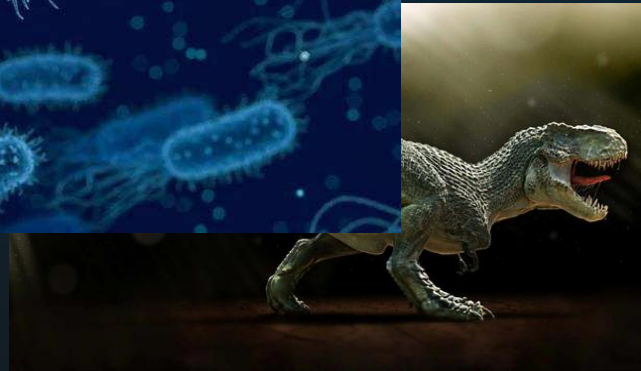
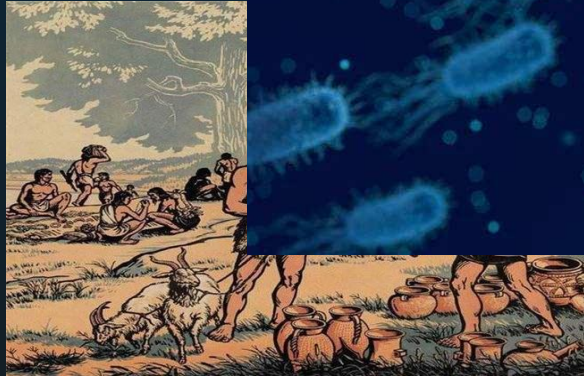
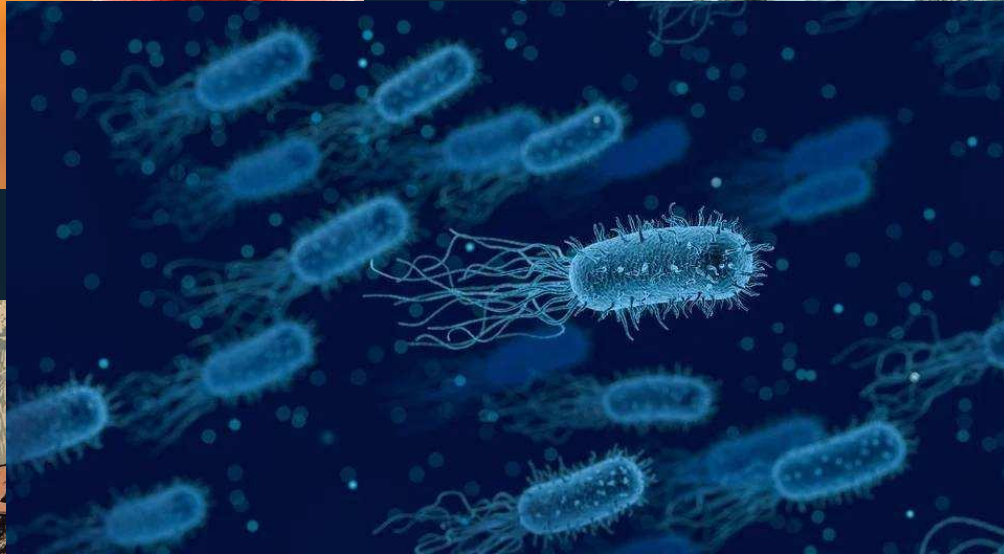
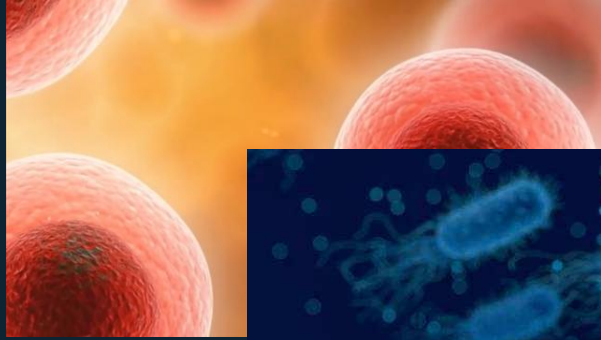
Introduction

1. Story of Bacteria Land
2. What is Bacteria Land
3. Noticeable Features

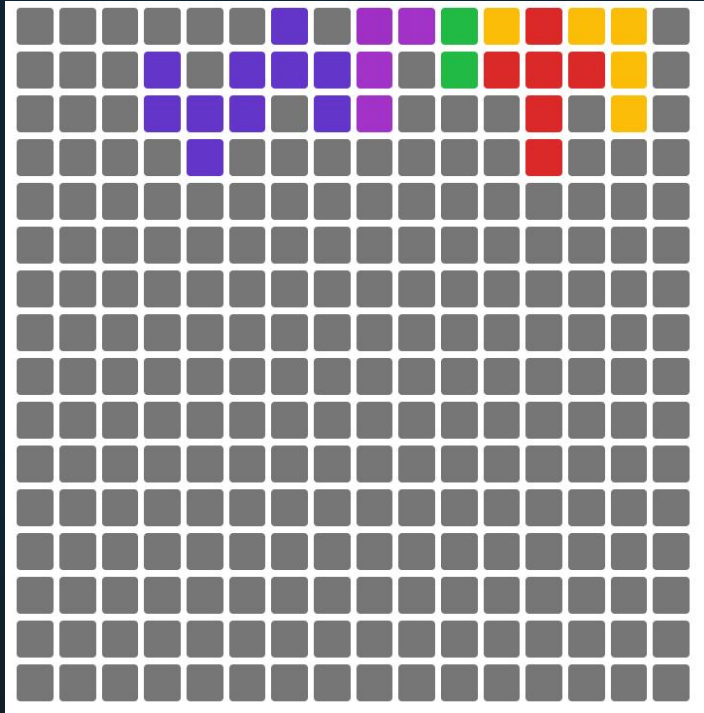
Background



Background



Bacteria Land



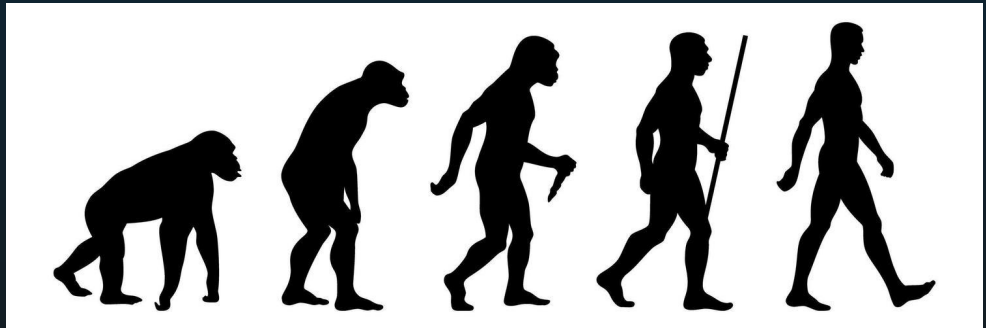
Attack & Occupy

Conquer

– Compete with each other

Cooperation

– Create NFTs



Features

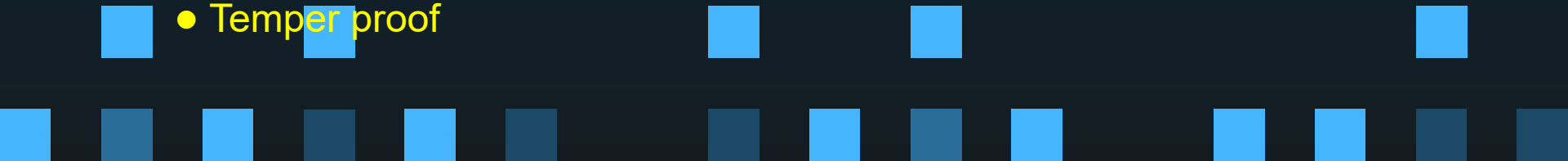
Play to earn (P2E) mode: NFT series

- Trading
- Collecting

Blockchain:

- Decentralized
 - Transparent
- Attributes

- Temper proof



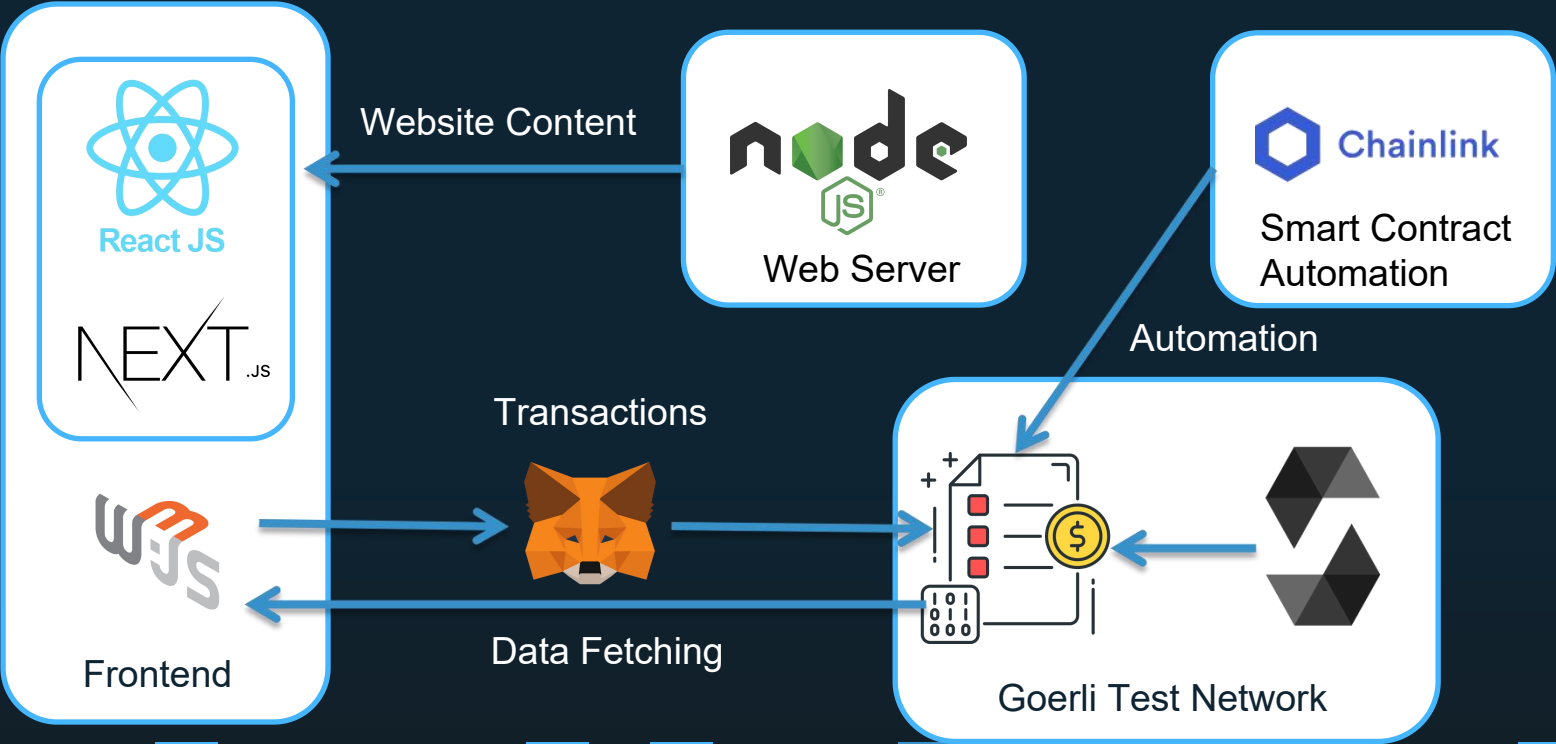


02

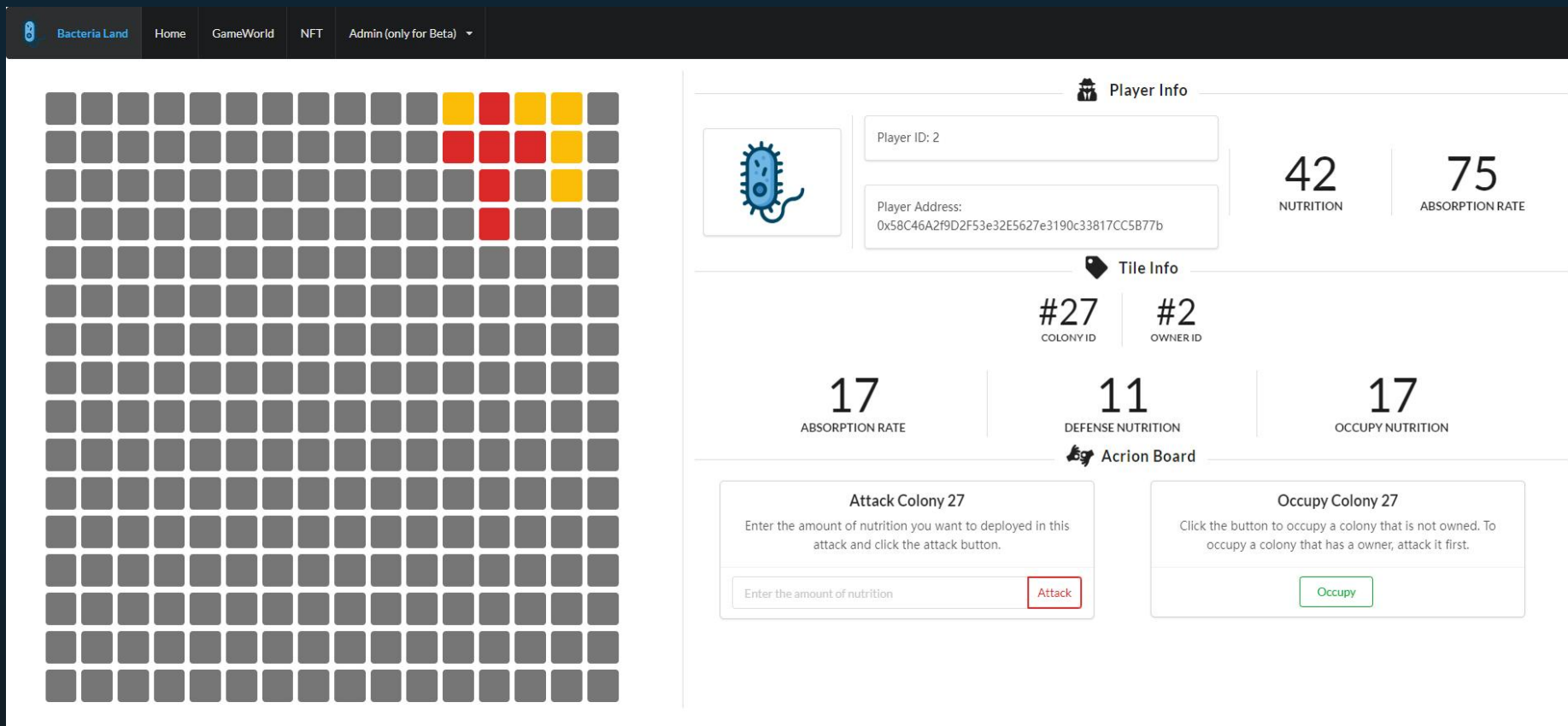
Implementation

1. Project Structure
2. Video Demo

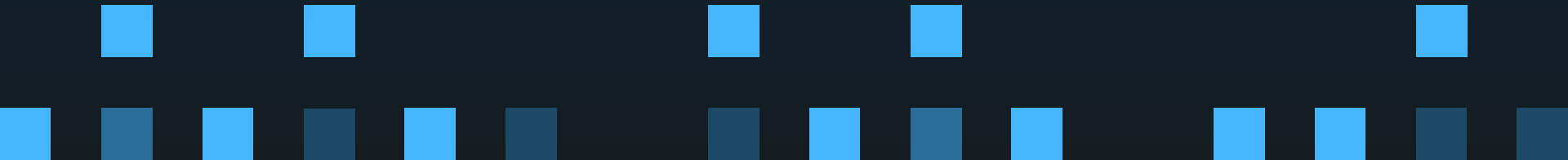
Project Structure



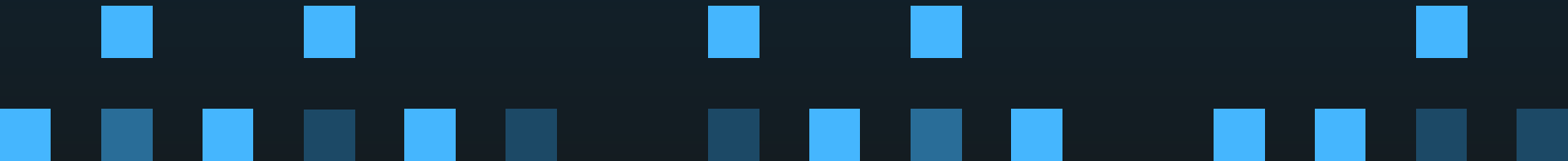
UI Design of GameWorld



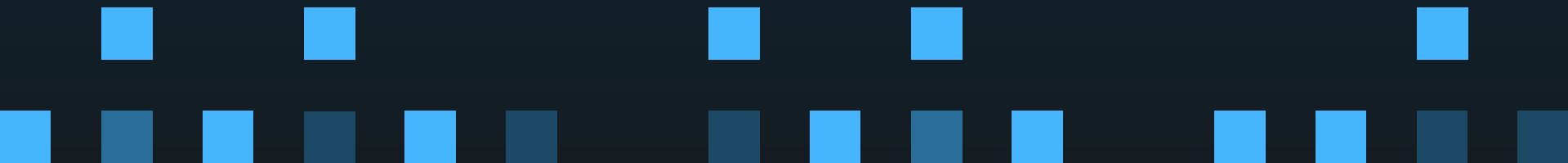
Video Demo - Join the Game



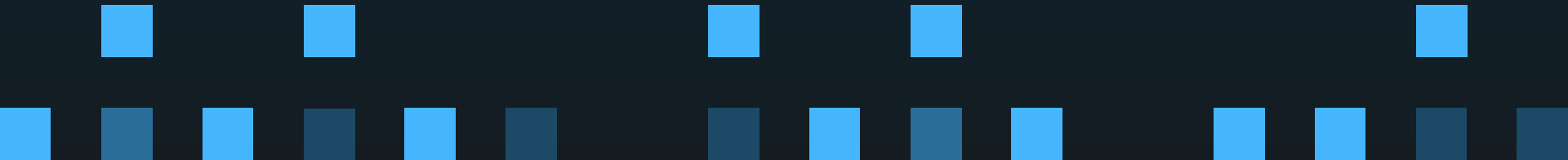
Video Demo - Attack & Occupy



Video Demo - Create & Show NFT



So, what is Bacteria Land?



Bacteria Land

A multiplayer online real time strategy Game:

- Generates a NFT Collection
- Content of NFT
 - records the history of Bacteria Land
 - is created by players' interaction during a period of time
- Can be played competitively or cooperatively

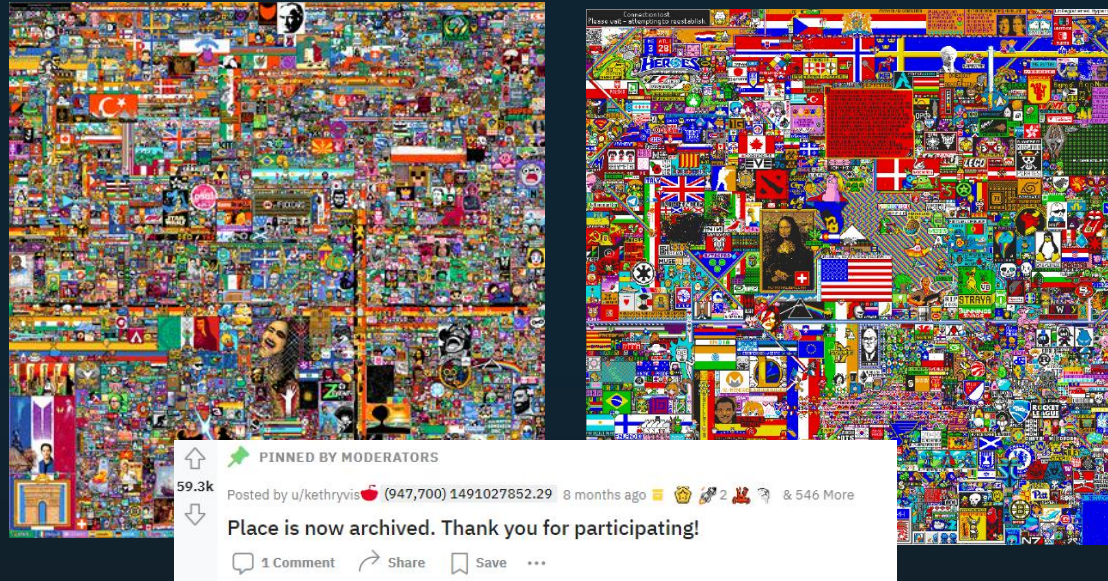


03

Discussion &
Future Work

Discussion

Compared with centralized application - **r/place**



r/place was a **collaborative project** and social experiment hosted on the social networking site Reddit on April Fools' Day 2017.

Discussion

Two advantage of game mechanism in Bacteria Land:

1. We introduce a game mechanism to determine the **ownership** of the colony (Tile) in this decentralized game. Otherwise, it would be chaotic if anyone can change whichever colony as they want to.
2. We guide players to do strategy under our game rules, which slows down the **game pace** but enhances its playability. Otherwise, the mismatch of players and slow game pace might fail to keep the attractiveness to players due to the Ethereum limitation (it takes about 12 seconds to mine a block).

Future Work

Game Development

16*16 map → 1024*1024 map → larger and larger map

Map Design: larger

Implementation: more efficient



World-wide game with millions
of players in different countries
and religions

Future Work

Community Establishing

Larger map → Game strategy: cooperation and competition

→ DAOs or other communities and organizations will be established.

→ Millions of players in different countries and religions can cooperate to express their opinions in the form of **groups**. And all the contributions will play a vital part of Bacteria Land history, where all the opinions will be **recorded and un-erasable** as NFTs.



THANKS