



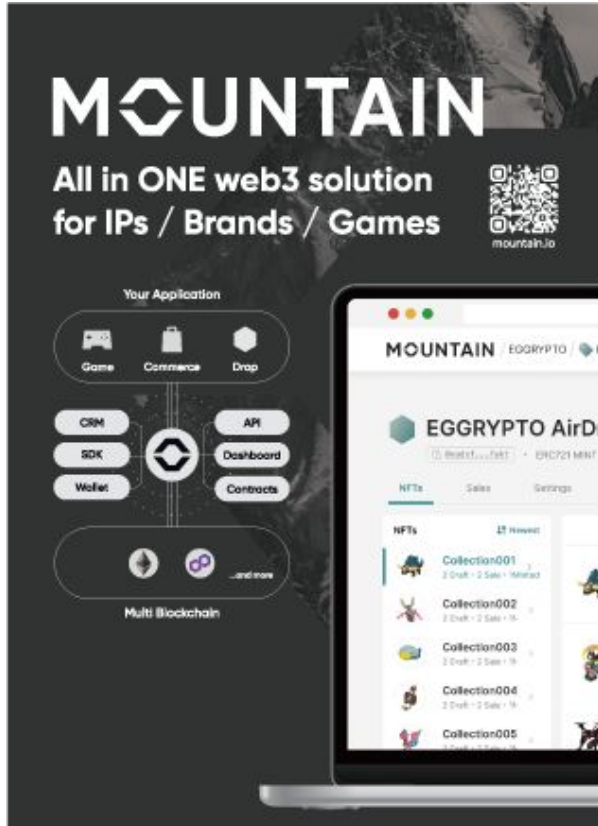
SPRING WATER

Autonomous World Infrastructure on Solana

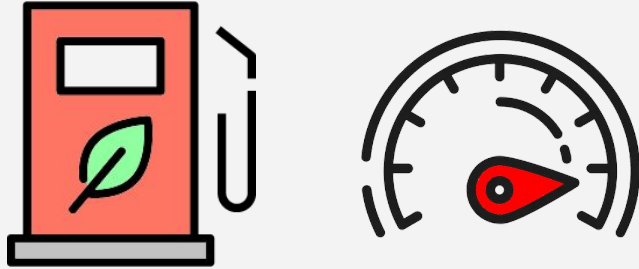
2024.10.6 Solana RADAR Global Hackathon

TEAM MINT

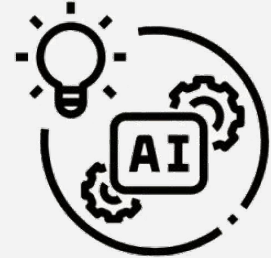
Background



Autonomous Worlds need

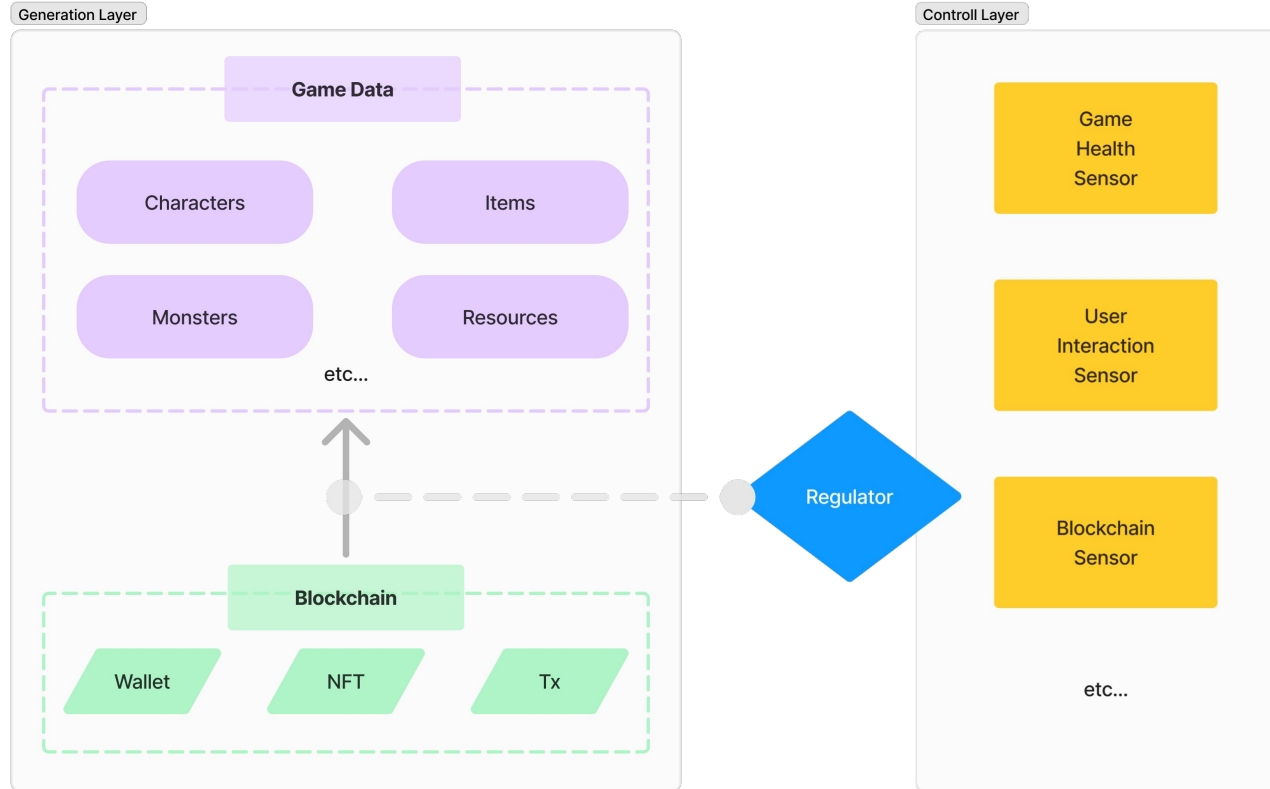


**Low gas fee
Speedy transactions**



**Automatic-Generation
Automatic-Management**

Features



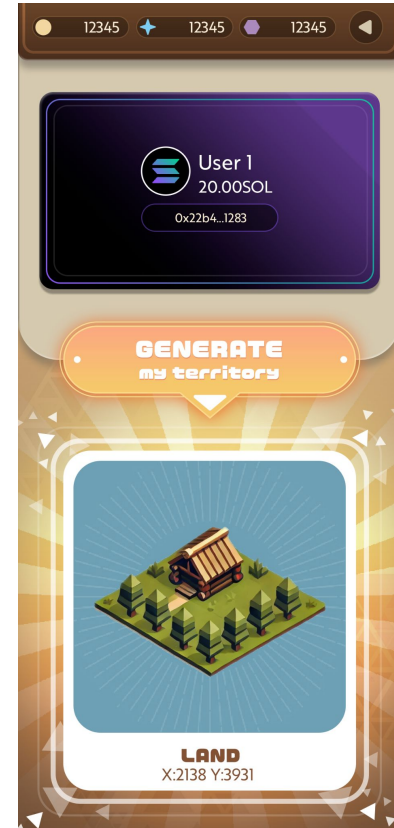
Automatic-Generation



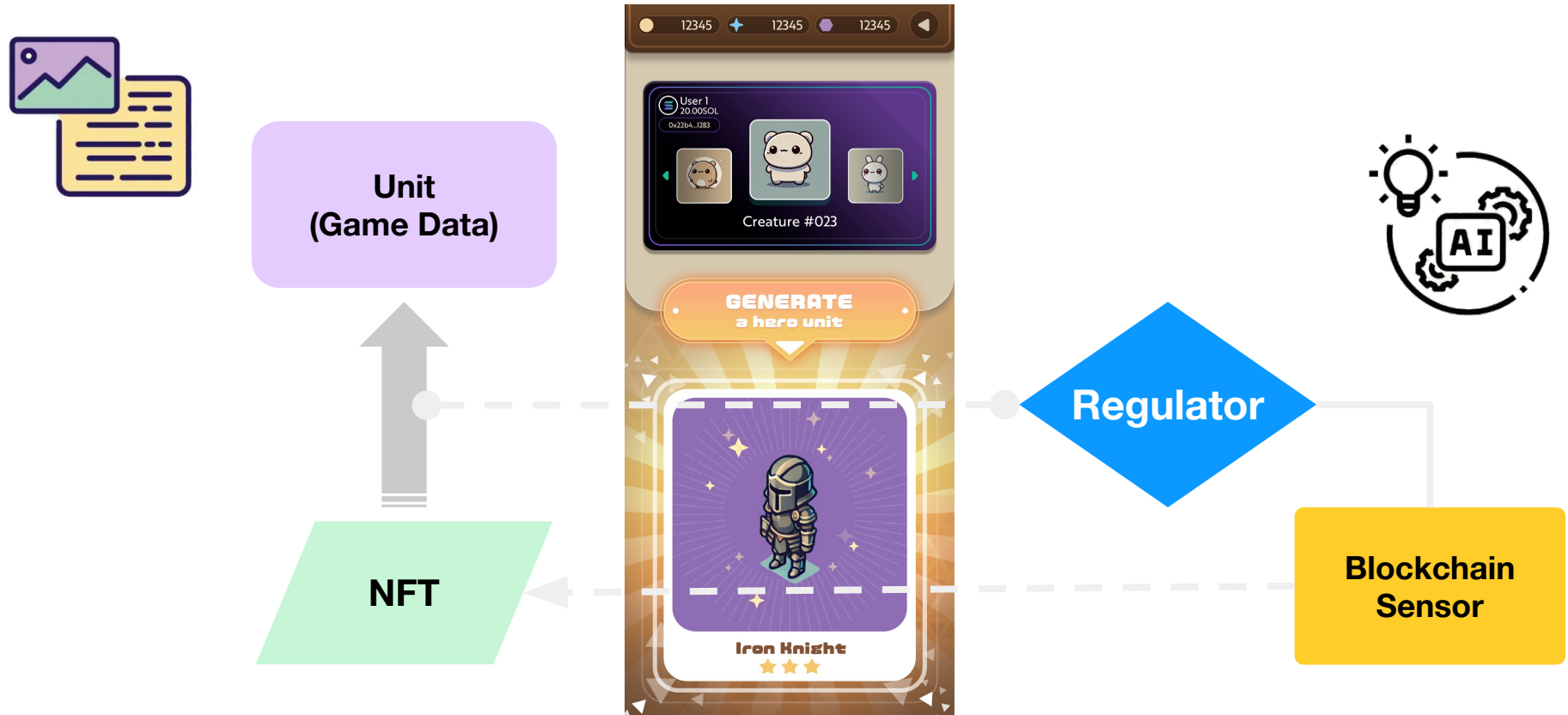
**Territory
(Game Data)**



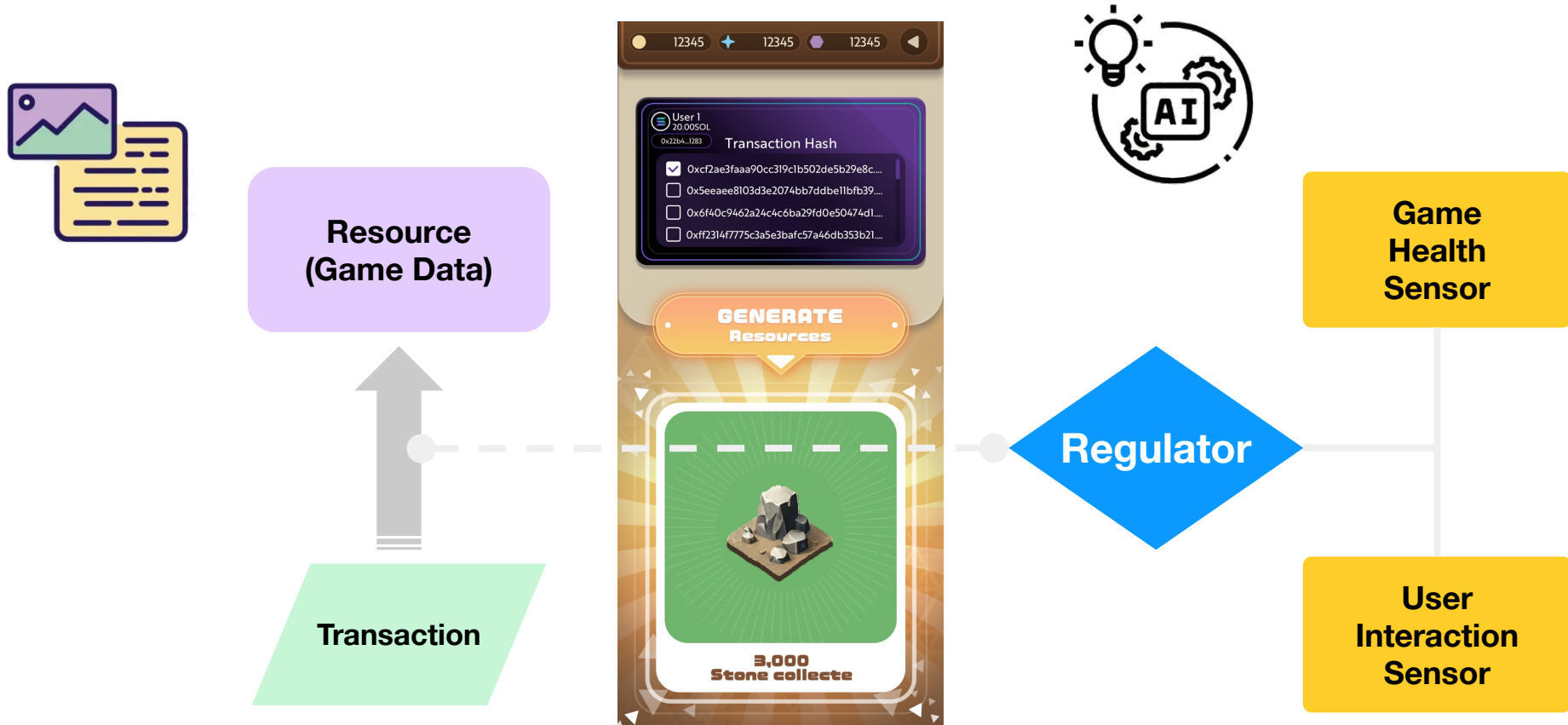
Wallet



Fluctuation of Automatic-Generation by Control Layer



Automatic-Management



Growth Plan

Phase 1

- Build SPRING WATER infrastructure
 - Generation Layer
- Test release of a first sample game
 - Digital pet
 - Battle, Collect, and Train



Phase 2

- Refactor the infrastructure and implement new features.
 - Control Layer
- Release of a full-scale sample game

