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| Proton Blockchain Grant Proposal |
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|  | Project Name: Game Research and Development |
|  | Team Name: W3 Digital Design ltd |
|  | Payment Address: Tobinalan |
|  | Level: UK registered Companies House |
|  | Is Project Open-Source: YES |
|  | Project has a token: NO |
|  | Github Repo: <https://github.com/Tobinalan>  [Proof of Concept](https://x.com/tobinalan/status/1757751869709898206?s=20) |
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|  | Contact Information |
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|  | Contact Name: Alan Tobin |
|  | Contact Email: tobinalan@gmail.com |
|  | Website: N/A |
|  | Twitter: https://twitter.com/tobinalan |
|  | Project Details |
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|  | Research and development of gaming on the XPR network and launching a gaming ecosystem. |
|  | I’ve 2.5 years in the XPR network ecosystem experiencing ,learning, growing and trying to develop digital skills that would benefit the ecosystem and personal growth. I present an endless runner game packed with interaction with the XPR network.  The architecture of the XPR network provides opportunity to build games and the digital landscape with frictionless Unreal Engine, XPR network and WebAuth interactions. In other ecosystems these interactions suffer from impedance from Gas and Network finality.  I have been working on a game demo for the last year in my own time and hardware. This game is an endless runner with the object of the game to travel the furthest distance and collect the most XPR network tokens.  We have a fully working Demo of this game [here](https://x.com/tobinalan/status/1757751869709898206?s=20)  We would like to develop this project further in terms of environment, smart contract development, in game assets, webpage, Unreal Engine/WebAuth plugin.  Once the game is fully functional, we intend to give the project to existing proton community members to run while we turn our focus to the gaming infrastructure. |
|  | We will grow the base marketplace into gaming infrastructure with features for all types of users. Gamers, animators, environment artists etc  This platform will become the go to place for all things gamification.  The proof of concept has been a big step in this journey. |
|  | ### Ecosystem Fit |
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|  | -A game that will used as a research and development project and then used by an existing project to run.  -Research and development of essential tools to showcase the XPR network gaming potential |
|  | -Facilitators in the use of DLT and smart contract technology within the creative space that will build, share tools and smart contracts for the XPR network community |
|  | -Builders of features and functionality to allow the use of DLT, games and smart contracts  - Experienced Community members of 2.5 years building relationships to help the XPR network  -Gamers from an incredibly young age.  -We understand the technology and its future capabilities  -There has not been any gaming innovation like this previously |
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|  | > 2. Who is your target audience?  -Game enthusiast on the network  -Exisitng People in the Web 3 gaming Space |
|  | -Investors |
|  | -Game Studios,Creatives & Artists, 3d modellers, animators, UI developers etc |
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|  | > 3. What needs does your project meet for the community and what sets it apart from other similar projects?  -We have been XPR community members for 2.5 years and have worked toward bringing gaming to the ecosystem in that time. |
|  | -We are driven by providing the best user experience for gamers    -We have experience across different chains and working and participating in the ecosystems. We see a gap in XPR network market and entire space for gamer orientated gaming. |
|  | -I have worked to create profiles across other ecosystems as buyers, sellers, creators. This can drive new engagement the wider industry. |
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|  | -I have 2 decades experience of digital asset knowledge from other industries. The use of parametric modelling, NFTS, Smart contracts and advancements in DLT technology |
|  | will enable us to create games with the XPR network interactions that innovates the digital landscape in many potential ways.  There is no gaming infrastructure on the XPR network. We have built a fully functioning digital asset marketplace that will form part of this infrastructure that we will bring online in phase 2.  We want to include the ecosystem in this using both Snip coins and developing tools with the new Blastpad for distribution of digital assets |
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|  | ### Team |
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|  | Team: Core Team – Alan Tobin, Developer, Environment builder, 3D artists |
|  | Alan Tobin |
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|  | <https://twitter.com/tobinalan>  XPR Community October member 2021  Research and development project from gaming on the XPR Network. Building the skills to understand what it requires to finish a game. Developing a functioning game to the ecosystem. Please see proof of concept.  Project management of Digital Galaxy NFT marketplace. Successful build and launch of fully functional developed NFT marketplace on the XPR network, with many new features to the XPR network such as bulk buy, chain data, watchlists etc.  From conception to successful launch of the marketplace took 3 months.  Moderator of MetaTron Proton community chat  Set up projects Socials and data environments.  MetaTron promoter  Owner of land in The Sandbox Metaverse and active community member for research and development  25 years of using software tool sets such as Unreal engine, Unity, Blender, Voxedit, Game maker  Keen researcher of gaming space for the benefit of future integration into the XPR network ecosystem and building a web 3 protocol for gaming the XPR network.  Developed understanding of game economy’s such as The Sandbox and Axie infinity through live experience, articles, podcast and videos to enhance core skills for future development on the network.  Digital Design Engineer of 23 years using Autodesk products that include the building geometry with metadata and parametrics |
|  | Educated to master’s degree level |
|  | Gamer from the zx spectrum console in the 1980s |
|  | Constructing digital twins of major buildings. HS2(UK), Google HQ London are some examples of major project experience. |
|  | Family history in engineering and problem-solving  2.5-year apprenticeship learning about all things gaming technology using DLT and smart contracts to bring to Proton. |
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|  | ### Roadmap |
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|  | Develop Unreal Engine Plug in  Finish current Game mechanics and Contracts  Build environment modules.  Build 3d Assets for entire game 30 approx.  Create Webpage for game and leaderboard.  Integrate with existing proton project website.  Run and diagnostics on tournament.  Set up Marketplace hosting site and maintain.  Set up Proton Node(Potentially Block Producer)  Set up marketplace and design and build gaming section.  Integrate first game page into marketplace.  Future steps  Marketplace branding  UI updates  Create flexible Unreal Engine/WebAuth Modal for different profiles in the gaming eco system.  Launch marketplace.  ###Milestone 1 |
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|  | -Build an Unreal Engine open-source plugin that can be used to help onboard game developers and studios  -Develop Multiple smart contracts for the game including leaderboard and tournament framework, surprise drop and coin collecting contracts  -Build webpage for game to embed into project website for competition and game launch functions  -Build 10 sci fi hallway modular assets to create a random array of spawning environments  -Design and build in game assets for obstacle current assets are placeholders for proof of concept.  Duration 1.5 months  Cost $20,000  ### Milestone 2  Server hosting site set up and maintenance.  XPR network node set up block producer.  Launch marketplace for testing.  Building gaming section on marketplace  IPFS account set up and maintenance.  Testing and commissioning of marketplace ready for branding  Cost $20,000 |
|  | This will culminate in the launch of a digital asset marketplace and a template for embedding new gaming projects through the research and development game project. We will have smart contracts that new projects can use and be advised on. |
|  | ### Future Plan |
|  | -Find UI developer during build  -Development and testing of marketplace  -Develop full gaming Infrastructure to support subnet metaverse growth  - Build infrastructure to attract creatives, game developers, gamers and community  -Integrate with other XPR apps such as Snipverse  -Use the power of XPR VM on Metal with gaming to develop the emerging digital world. |
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|  | ### Additional Information |
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|  | Once the marketplace is up and running, we will create a smart contract to replenish the grant fund running at 20% until grant paid back followed by 5% of all future platform earnings. All by smart contract completely trustless.  100% uptime on my Metal validator node the last 4 months  Validator Node I.D  NodeID-2XRtommcMwVj44xoNvaHvRLHSjkFPfoDy  We will create the social channels for the gaming marketplace.  We will help the help the project through the competition phase with the game and anything else they need. |
|  | Once the marketplace is up and running, we will create a smart contract to replenish the grant fund running at 20% until grant paid back followed by 5% of all future platform earnings. All by smart contract completely trustless. |
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