How Darwinia Network can power futuristic OASIS game in Ready Player One

Imagine “going somewhere without having to go anywhere at all”. Thats the future we building right now with Virtual Reality Technology. As humans, we love to invent tools and techniques to make our lives easier. It started all the way from simple survival tools such as axe, to complex genetic engineering and information technology.

Virtual Reality Technology have come a long way since the invention of Sensorama Machine in the mid-1950s. This machine allows users to watch 3D movies and also provides immersive experience by giving out odours and vibrations feels. As the name implies, A Virtual Reality(VR) is a reality that exist in the virtual space, lol. Better still, a Virtual Reality is a computer generated environment with scenes and objects that appears to be real, making the user feel they are immersed in their surroundings.

OASIS Game, Virtual Reality and Blockchain Technology.

Even though we havent unlocked the full potential of VR tech yet, Oasis game from Ready Player One Movie as enlightened us on some of the interesting possibilities that can be achieved, and with the power of Blockchain we can make Oasis game a reality.

By the way, Ready Player One is a movie that takes place in 2045, when much of humanity uses the virtual reality software OASIS ( Ontologically Anthropocentric Sensory Immersive Simulation built by James Halliday of Gregarious Games ), to escape the desolation of the real world at that time. While the situation that led to the adoption of VR tech in the movie may not happen in the real world (hopefully), many of our day to day transactions would be done virtually in the future. The future James Halliday is probably reading this, lol.

Speaking of transactions, This is were the Blockchain Technology fits in. The Blockchain is a distributed, immutable database that records transactions and these transactions are verifiable by all participants in the network. This means no central body is in control of the database. This technology makes a perfect back-end for us to actualize the Futuristic OASIS Game. You may wonder why, how or even doubt if this can be possible, I will be sure to dive deeper into explanation in few paragraphs below but before then, lets discuss about an already existing and live template, that synthesizes one of these technologies we have discussed so far.

Evolution Land: A template for the Futuristic OASIS Game?

Evolution Land is a simulation game based on Blockchain and Autonomy, it core focus is on game asset management. Evolution Land Game is a live demonstration of Darwinia Network cross-chain Technology, which allows public chains to interact together. More on this soon, if you are new to this technologies, please consider checking the Reference section below.

So many fictional characters, assets and marketplaces from different game worlds, including game worlds themselves appeared in The OASIS game from RP1 movie. The character lists includes Mechagodzilla, Iron Gaint, Gundam, Tracer from Overwatch, Harley Quinn, The Joker, Freddy Krueger, sonic the Hedgehog and many more. Game assets includes akira motocycle, madballs, De-lorean car. Game worlds such as Minecraft and marketplaces were also present in the game.

Blockchain Gaming and NFTs ?

This characters, game-worlds, assets are made by different developers with different IPs without the intention of cross-play in mind. But thanks to Darwinia Cross-Chain Technology, we can finally have these game-worlds interact together in the same Virtual Space. The first build of OASIS Game according to RP1 movie is in the year 2025, so we are definitely right on track for this VR Game and Revolution. Evolution Land utilizes this cross-chain technology to demonstrate literally that players from different networks can interact together. These networks may include other public Blockchains such as Ethereum, Tron, EOS and so on. And these different networks are abstracted as continents in the game.

Remember I told you above, about Blockchain being distributed, immutable and allowing all members of the network to participate?. The same applies in Blockchain games such as Evolution Land were players are involve in the development process of the game and are free to actualize their imaginations in this virtual space and the Blockchain also ensure the balance and sustainability of the game economy system such as the token model (RING & KTON), the game IP copyright, and the systematic voting process. In essence, a Blockchain game economy is a player driven economy.

Finally, players can truly own and store their game assets in a decentralized manner, this gives rise to the idea of Non Fungible Tokens (NFTs). Those characters, assets( like weapons ) that appeared in OASIS Game in RP1 are forms of NFTs that can be traded amongst players unlike in centralized games where game items are not really owned by the players. The developers of such games can decide to take the item away from the player’s account or ban players who tries to trade such items in the real world.

Evolution Land Game and The Blockchain

Evolution Land is one of many planets in the universe having earth-like climatic conditions. Rivers and various land forms exist in the game and the geographical location of this lands greatly affects the kind of elements that can be mined from them. This elements includes gold, wood, water, fire and silicon.They are also a form of tokens that when combined together they make new substance, for example, a combination of wood and gold will make an axe. The combination process can be a continuous process depending on the preference of the player. Normally, In traditional games, this transformation is recorded on centralized storage servers which is easily manipulated by the developers or bad actors. The Blockchain or smart contracts can help prevent this by recording this transformation in a trustless manner.

Storing game mechanics on the Blockchain can slow down the game, affecting player’s experience. Its best to put this mechanics on decentralized cloud servers like Interplanetary File System (IPFS) or Filecoin. Centralized cloud servers can also be used but this as not violated the decentralized nature of the game, in which transactions that are stored on the Blockchain (or smart contract) itself. Also, building models are stored on this various cloud servers which makes it open and accessible to anyone

The Blockchain (or smart contract) is also used to protect intellectual properties of players such as buildings in Evolution Land were true ownership of concept can be granted to players who initiated such creative ideas. If other players decide to use this building model, they will pay a certain amount of fees to the original creators. Other NFTs in Evolution Land are lands, external NFTs such as crypto-kitties.

The most interesting application of Blockchain (or smart contract) in Evolution Land is the ability to have decentralized applications(Dapps) run on it. These Dapps are provided the API services of the game so that they can integrate their concept with the game. This Dapps can be attached to buildings, providing an interface were users can interact with them. Third-party marketplaces or virtual stores, virtual banks can be developed with this concept.

With the recent partnership with Bondly, Third party NFTs can be traded in-game by the players with the help of Bondly’s Innovative NFT exchange service and also a mortgage-like service will be provided to all Evolution Land Properties via the process of recurring payments powered by Bondly.

Also players will soon be able to battle each other but they must agree before entering such arenas because they risk loosing their game assets.

Evolution Land Game is gives us a full insight of how a Blockchain game can be developed while still keeping the fun and exciting features of the games, allowing the users to be both players and game designers at the same time. The futuristic OASIS Game from RP1 share some similarities with Evolution Land especially on aspects like automation, decentralization and other Blockchain perks. I will more about this in my free thought section below.

Key Scenes in OASIS Game from Ready Player One Movie (free thought)

There is alot for the eyes to catch in the movie but I will discuss on the obvious ones and how Darwinia Cross-chain and Blockchain technology might fit in.

Wade Watts ( ign- parzival ), being the protagonist of the movie played a significant role. Sorrento being the leader Innovative Online Industries (IOI) was the antagonist of the movie. The players of the game participated in Halliday’s challenge of finding 3 keys in order to be granted the access and control over the game.

Some of the scenes in the game are not entirely or accurately possible with what the tech present right now. Although technology is rapidly in the field of Virtual Reality, Blockchain and so on. Some of the interesting scenes in the movie can be powered with Blockchain Technology right now!!!

Non Fungible Tokens were norms in The OASIS Game, every player had their special character and assets. Its safe to say that OASIS Game is already being built right now by many people who are in this Crypto/Blockchain space, because this smaller forms of NFTs will make the bigger picture of the futuristic Ready Player One game.

Planet DOOM is a battle royale field in The OASIS Game were player can battle themselves to gains coins ( this coins can be synonymous to crypto-currencies ). It is a PK game mode just like in Evolution Land were players can battle themselves, but they are risk of loosing their assets. Thanks to Blockchain ( or smart contracts ), the coins will move to the account of users who wins the match in a decentralized way, lol. So in the words of Artemis, “be careful not to lose your shi\*”.

The score board that records the player’s score is obviously implemented with smart contracts. If not, sorrento would have manipulated his way to winning, especially if the score board was controlled by some form of centralized authority. Like a smart contract should work, the scores of Parzival was instantly updated as soon as he won the race.

If you may have noticed, at the start of the race Parzival was seen holding a small microboard that transformed to a De-lorean car. Probably the board contained various building models not limited to housing but to anything. Just like in Evolution Land building models are required to construct buildings on land. The board seen with Parzival might probably be a microboard connected to the internet and has access to decentralized storage databases like IPFS or Filecoin were the building model is stored. There are many other scenerios like this, especially in The Halliday Journals Library that Parzival visited many times. The library contains thousands of videos about Halliday’s life and they are most likely going to be stored on decentralized databases like IPFS or Filecoin.

In Evolution Land, you have to pay the original creators of the building in other to use similar buildings, this is partially similar to players in The OASIS Game paying Aech in-order to get stuffs built for them.

Innovative Online Industries (IOI) is the second largest company in the movie and the SIXERS is a subset of the company that played The OASIS Game. It is expected that when this OASIS VR Game becomes a reality, many big companies of this world will have a place in it. Most of them will offer marketplaces for players to purchase items of their choice both in the game and of the real world (Remember when parzival ordered those IOI suits with the coins he got from winning the race and it was delivered to him in the real world). In Evolution Land, this marketplaces are Dapps (written with smart contracts) that can be attached to buildings were users can freely interact with them. The Cross-chain technology of Darwinia Network will play a significant role by allowing players from different Blockchains to freely buy whatever they want without worrying about if the store is deployed on the same Blockchain that they play from.