#Lunatic Odyssey: The Dungeon ver0.1

Lunatic Odyssey: The Dungeons explore infinitely generated dungeons influenced by games like `Shiren the wanderer` and `wolf.game`

It's an **Algorithm-Roguelike game** where you become the owner of a dungeon and protect your dungeon from other players, and you take someone else's dungeon away as an explorer.

Our vision is to build a dungeon based on DAO, where millions of people can participate and 'LUNC' can burn indefinitely.

The world of dungeons is always accompanied by 'the element of luck' and 'LUNC burn`.

All players' decisions require 'LUNC' and will be burned.

And if you're lucky with your decision-making, you get a lot of rewards.

'LUNC' is used and burned for all NFT issues and gameplay.

In other words, the development team does not issue new coins.

NFT is issued by auction. You can participate in the auction with the 'LUNC' coin.

And the 'LUNC' token used in the auction is burned in a unique way.

The name of our team is **Félicette.**

We are game developers in our 20th year.

We are the holder and ARMY of LUNC.

We want to make sure that the LUNC is back on track.

So we started our area of expertise, game development, and designing a blockchain ecosystem.

Let's not just expect 'LUNC' burn on the exchange.

Let's make 'Lunatic Odyssey: The Dungeons' a success and send 'LUNC' back to the moon.

Game Play

You can play anywhere, such as mobile or PC, based on the web

Anyone can play with a very simple and easy operation.
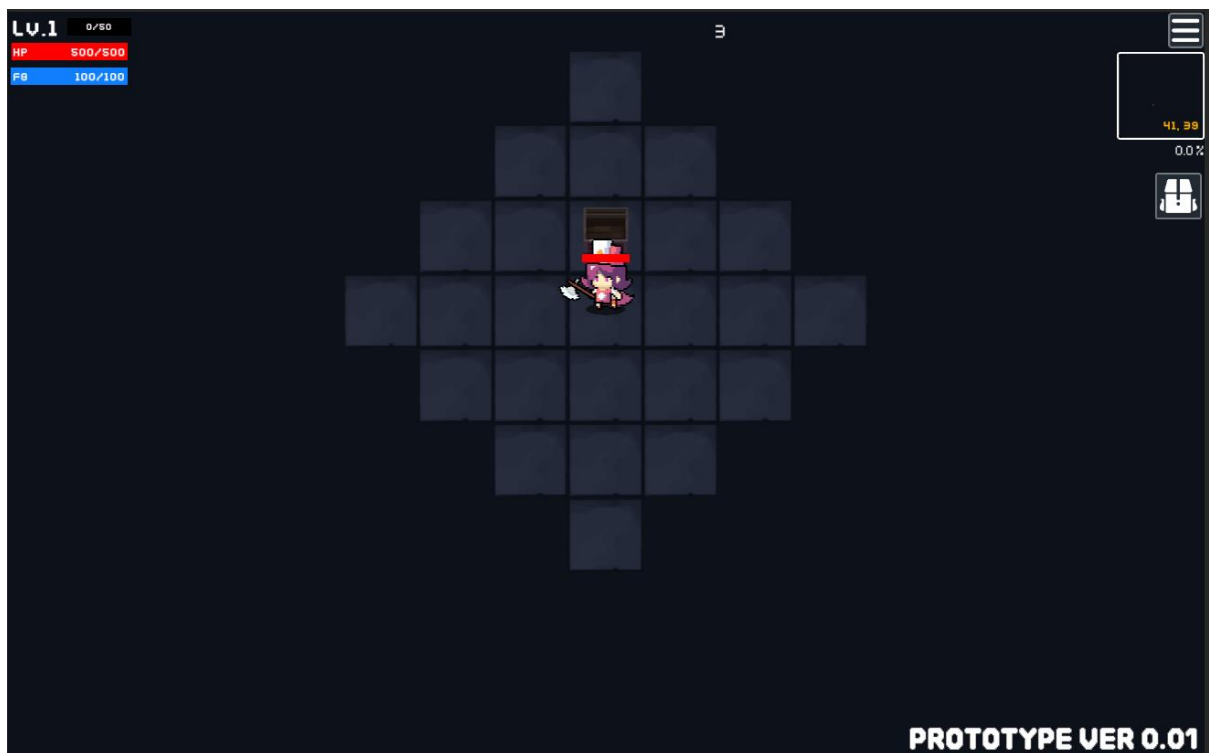
The key fun of gameplay is

Diablo 2 Item Farming + Minecraft's Dungeon Production.

Lunatic Odyssey: The Dungeons have two ways of playing.

First, breaking through infinitely generated dungeons by farming items.
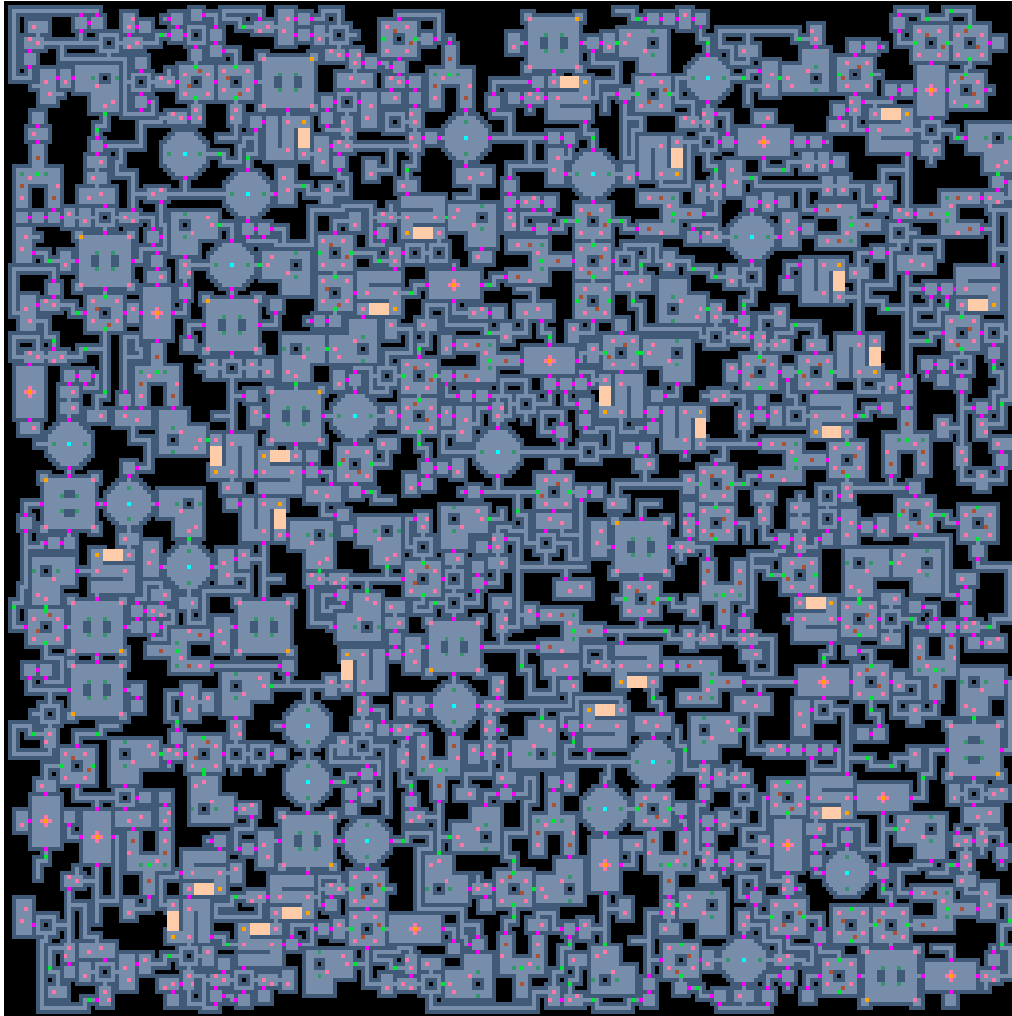
Second, protecting your own dungeon from other players.

For example, setting up a trap to protect my own dungeon.

Dungeons are **NFT** generated by Algorithms, one per day.

The dungeons produced by the Algorithm will be unique.

It will be very attractive and valuable to meet the NFT concept.

Imagine that.

The world of dungeons created by Algorithms and the NFT ownership battle of dungeons!

Dungeons have different properties, which are all determined randomly.

Some dungeons can have a lot of potions, others can have a certain weapon.

All dungeons are randomly placed with the monsters

items, and traps that appear, and various attributes are set so that all dungeons are worth exploring.

Dungeon generation has a **7-day generation period**. **Day 1 to Day 4 generate a normal dungeon**.

The general dungeon is owned by the user who completed the first exploration.

If another user succeeds in breaking through the dungeon, the durability of the dungeon will decrease

and ownership will be transferred to the user who made the durability of the dungeon zero.

The owner of the dungeon must set up a trap to prevent other users from breaking through the dungeon.

Day 5,6,7 will create **rare dungeons**.

Rare dungeons are more likely to drop rare items than regular dungeons, and ownership is not taken away even if other users break through.

The 5th,6th day dungeon will be auctioned off and all users can participate.

The minimum bid is set to a fixed value at the beginning of the service but is subject to change at the decision of the DAO.

If the auction fails, the dungeon will be burn.

The LUNC coin used for auction is stored in Treasure. Dungeons generated on Day 7 are distributed to developers for a period.

After a certain period the sale will be carried out by auction like the 5th,6th day dungeon.

One dungeon is created a day. And the dungeons are connected in the order in which they are created.

That means that there is a world map.

In the case of dungeons, it could be visually green jungle areas, it could be desert areas, it could be winter.

Dungeons are connected on the world map, so there are dungeons that act as intersections at various crossroads.

In the case of dungeons like this, it's an important position on the world map, so the value can go up higher.

And there are many benefits if you have a specific dungeon on the world map at the same time.

(The guild is made by the users themselves)

By conquering the dungeon, it provides fun with the concept of a siege that takes away and takes away key points

Every time the owner of the Dungeon NFT changes,

A certain percentage of LUNC will be burn.

Item & Tokenomics

Items created within a dungeon have multiple classes.

Rare grades are divided into four categories.

"uncommon/rare/epic/legendary"

The rare rating determines the minimum to maximum value and the number of options.

For example, if you compare Diablo 2's iconic item 'Stone of Jordan Ring',

Lunatic Odyssey: Only 10,000 exist for the Legendary 'lunatic Ring' in The Dungeons.

And some options can be different.

The important thing is the drop rate of the item drop rate

As dungeons are created, the item drop rate is designed to be lower.

It's like bitcoin is halving and the mining reward is decreasing.

In other words, since one dungeon NFT is issued per day, the drop rate decreases over the day.

The design of this system is

Rewards to users who quickly participated in the game world of 'Lunatic Odyssey: The Dungeon'

and contributed to the expansion of the ecosystem.

Token used = LUNC

Items obtained after clearing the dungeon will be identified through 'merchant = NPC', and NFT can be created.

There are many kinds of merchants.

Some 'NPC' appraisers are cheap but are less likely to get good grade items.

Other 'NPC' appraised value is high, but there is a high probability of getting good grade items.

And there is a suspicious 'NPC'. Identifying an item to this 'NPC' is good for testing luck.

Although it costs less, there is a very high probability of getting a high-grade item, and the probability of item destruction is very high.

Identified items can be created on-chain with NFT.

At this time, the user can either own the NFT (at no cost) or leave it to the 'NPC'.

'NPC' can sell NFTs entrusted to users.

The selling price of NFT is determined by rating and can be changed by DAO, which also applies to items already on sale.


If the item is sold, 80% will be owned by the user, 15% will be burned, and 5% will be stored in Treasure.

Of course, you can bring back the items you left, send them directly to other users, or sell them through the open market.

50% of the funds sold and sent to Treasure will be sent to the bank implemented as a contract.

The amount of money kept in the bank is supplied to 'NPC' in a fixed amount every day.

'NPC' allows to purchase items from users within the limits of their funds.

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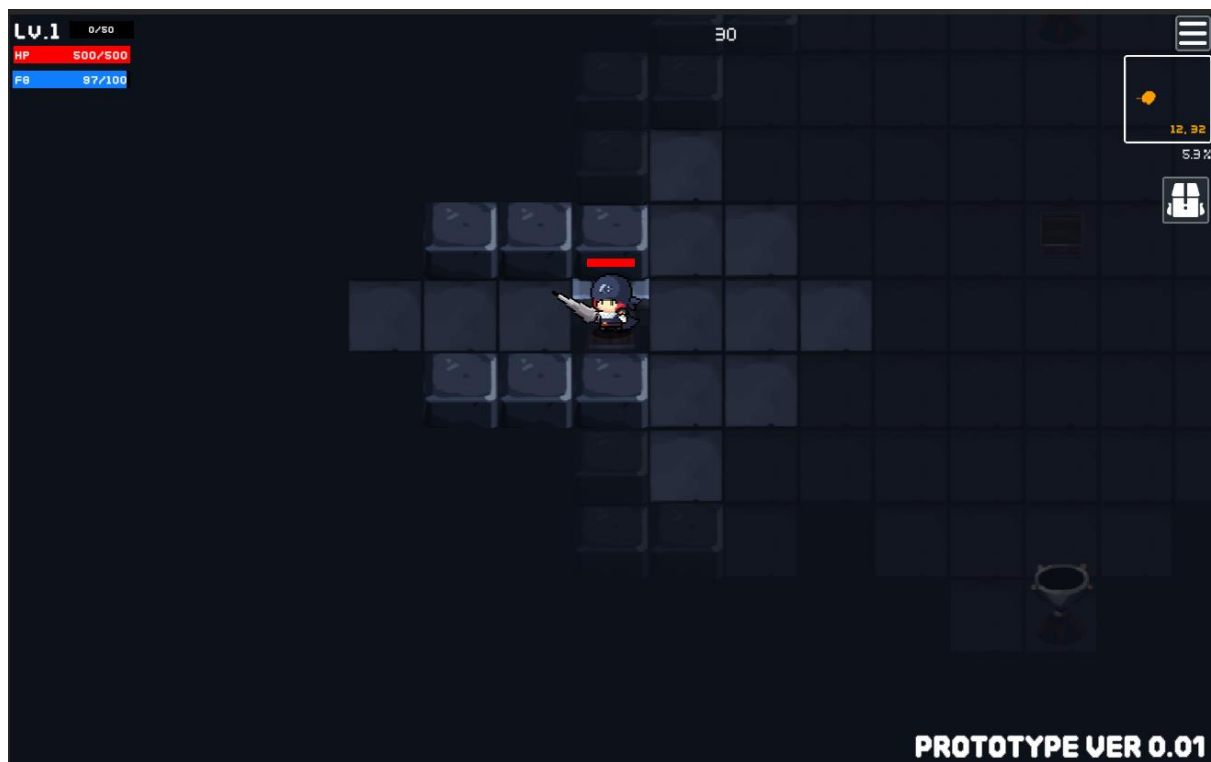
DAO

The DAO consists of people who own a rare dungeon.

Regular users can exercise their voting rights by owning a rare dungeon through an auction or

by receiving it from an external market, or by receiving it from another user.

DAO can control daily token supply, determine how Treasure will use the platform coins assigned to DAO

and use them to provide the liquidity of tokens.

Treasury

The platform coin used for the dungeon auction is 'LUNC'.

A certain amount of the creator's fees and tokens used for NPCs will be kept by Treasure when trading in open markets such as 'Opensea'