

STARFISH Game - Telegram Mini-App

This white paper outlines the development, features, and vision for STARFISH Game, a thrilling interactive gaming experience designed exclusively for the Telegram platform. Our game leverages the unique capabilities of Telegram to create a social, engaging, and highly addictive gameplay environment.

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Introduction

With the rapid rise of mobile and social gaming, Telegram games have the potential to bridge the gap between casual gaming and instant messaging. They have proven to grow web3 communities in a fun and inclusive manner. STARFISH Game aims to capitalise on this by creating a seamless integration of game mechanics and community building potential with Telegram's features, offering players a unique and immersive experience.

Game Concept(s)

Game Play

CARIB Blocks: Players are tasked with constructing hotels (towers) and completing various missions to earn points called STARFISH.

Other Games: Other interactive mini-games may be added in the future to enable players to win more STARFISH.

Social features

Players are incentivised to invite friends and complete social missions to compete and grow the community.

Development

Technology Stack

STARFISH Game is built using a combination of JavaScript, HTML5, and CSS for front-end, while the back-end is powered by React-Vite (TypeScript) and hosted on scalable VPS servers to handle real-time data and interactions.

Integration

Deep Integration with Telegram's API ensures a smooth user experience, including easy login, notifications, and in-app/in-game messaging.

Features

Storyline

A competitive narrative that revolves around building hotels in the Caribbean.

Economy

A balanced in-game economy with points, redemptions, and upgrades called Boosts.

Leaderboard System

Players can see their position within the ranks of other players on a real-time leaderboard. There will be seasonal competitions and events to earn rewards based on leaderboard positions.

Cross-platform Play

Seamless gameplay experience on both mobile and desktop Telegram clients.

Monetisation

In-app Purchases

Players can buy upgrades to change the level of play (from hard to easy), multiply daily rewards, and increase the points rewarded per game.

Rewards & Weight System

Points (STARFISH) can be redeemed for cryptocurrency based on a weight system that balances the amount of cryptocurrency to be rewarded per point. The weight system is adjusted with adequate notice to players as the game and ecosystem evolves to ensure fairness and transparency.

Initially, points will be redeemable for \$CARIB, the Carib DAO token on Binance Smart Chain (BSC). We reserve the right to make changes to the weight system and cryptocurrency rewards in the future.

Advertising

Non-intrusive ads and sponsored content integrated within the game, this includes missions sponsored by third-parties, players, and Carib DAO members.

Game Theory

Players have to choose between redeeming points (STARFISH) for cryptocurrency and/or holding points to top the leaderboard for seasonal rewards.

Carib DAO

Overview & Member Benefits

Carib DAO (CARIB) is a decentralised autonomous organisation with a focus on web3 education, project incubation, and crowdfunding in the Caribbean region. STARFISH Game is being developed in collaboration with Carib DAO and its ecosystem, including the CARIB Swap DEX and the CARIB March Shop.

Carib DAO members will benefit directly from the growth of the game via community growth and a share of revenue from in-app purchases. Other benefits may be introduced in the future ie member-based events and competitions.

Revenue Share

To reciprocate efforts made by Carib DAO, a percentage of revenues from in-app purchases will go directly to the Carib DAO Treasury (on DeXe Protocol). This percentage will begin at 60% for the first year and then 80% for the duration of the game.

Roadmap

Phase 1

Initial development, alpha and beta testing within the Carib DAO community.

Phase 2

Public launch with basic features and limited points redemption.

Phase 3

Continuous updates with content, multi-chain features, and seasonal events.

Phase 4

Expansion with additional mini-games and global competitions.