Wizard Army

Whitepaper

June 17 2022

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Vision

We wish to create a powerful, decentralized system to align the efforts of thousands of individuals across the world. We will create a gamified DAO that rewards NFT holders who participate in the community. We want to leverage blockchain to provide incentives for cocreation and collaboration. Wizard Army will align to launch its own brand of physical products and to crowdsource a community of influencers, writers, researchers, and more in order to be a powerful, decentralized marketing organization. Long term goals, like the creation of a community-powered blockchain are on the horizon.

The vision isn’t just to create a product but to set an example of how to scale and incentivize collaboration for a DAO. We want quality—informed, intelligent, and high effort—participation.

Overview

Dynamic NFTs will allow participation in the Wizard Army. Each NFT is able to receive funds from the Wizard Tower, which functions like a vault. In order to stay active, a simple, daily task must be performed (this helps clear us from the Howey test and not be considered a security). Wizards who desert or are derelict in their duties are able to be crushed by other wizards, sending the AWOL wizard back to the beginning stages of wizardry with a cooling off period—they won't be able to collect rewards for a set period of time and they will need to pay tokens to restart. The capturing wizard will collect rewards for their duties.

Wizards will grow as they exist through several phases, each phase having a visual representation – think egg to baby to master wizard. They each will have stats, like hit points, magic points, and element, and will be able to battle other wizards. They will also be able to reset themselves back to the egg stage in order to increase their powers. A wizards battle ability helps them to conquer and steal funds from other wizards, especially those who aren't very active and have allowed their Wizard Tower floor to grow rich with ERC20 tokens. Wizards will have limits put on them to prevent powerful accounts from attacking all the others. We want to encourage collaboration not domination. The first disincentive is a 10% fee to attack an active wizard. For example, if wizard A is on a floor with 1 million tokens, it will take 100% tokens in order to attack them. These tokens are sent directly to their address, not to the tower. This discourages spamming the account with attacks.

Team

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Project Lead

Tokenomics

Most of the sales from NFTs and ERC20 tokens go into the treasury. The treasury funds will be used for co-creation by the community. The project will receive funds from:

1. NFT
    1. Primary and Secondary Sales
2. ERC20
    1. sales
    2. taxes
3. Ecosystem purchases
    1. Outside advertisers
    2. NFT initialization
    3. Wizard battles

ERC20 token will have a 10% tax. The taxes are disabled for most features, like the wizard tower, and will aim to effect mostly trading and transfers.

- 3 % liquidity
- 3 % reflections
- 2 % Wizard Tower
- 2 % DAO

Functionality

Battling

Each NFT will be a character with the following attributes:

- Magic points
- Health points
- Element (fire, water, earth, air)
- Battle information:
  - Wins
  - Losses
  - Battles
- Tokens claimed
- Magic block
- Gender
- Impenetrable magic attack bonus (maybe)

There will be 10,000 NFTs and each will go through several phases. These phases correlate with time. With time, the NFT will advance automatically to different phases. If it stops performing duties, then any NFT holder can crush it, sending it back to phase 1, where it must pay to start again—be an egg. Functionality can be restricted based on phase and good standing (not deserted).

1. Uninitialized
2. Egg
3. Cracked Egg
4. Baby
5. Child
6. Teen
7. Adult Wizard
8. Superpowered Wizard

Wizard Tower

Every floor of the wizard tower will receive funds. Each floor has an element which gives a boost/degrade to the wizard and attack wizard. The top floor's element changes every 24 hours, which may be variable amount. Every wizard who is not on the tower has the ability to get on the tower, which puts them on the next available floor.

Funds from ERC20 token taxes and from external sources, like crypto projects wanting advertisements, get added to the wizard tower. These funds are made available to every floor are divided unequally to the floors. Each floor receives funds at a different rate, $a_n=a_n r^{n-1}$, which is the definition of a geometric series and has the sum $s_n=a_1(1-r_n) / (1-r)$. Any active wizard who resides on the floor can claim the funds. One wizard can reside at a time. Any wizard can attack another floor and try to occupy it (they switch floors if successful). Attacking requires attacker to put up 10% of the funds held in the attacked

room. There is no need to pay a 10% fee to attack an inactive wizard—victory is guaranteed and that wizard is kicked off the tower banished for a minimum period.

Task Types, Tasks, and Verification

Task types are the different sort of tasks that members can complete. The requirements are stored partially on chain and off chain through IPFS. They can be repeating tasks that each user can do after a set period or tasks that are limited to a certain amount of users.

Tasks will start out simple, like inviting Discord members, tweeting links, or even solving simple math problems like five plus three. At times, they may be more difficult. Not everyone will be expected to participate, but the more people refuse, the high rewards for those who are active. The ecosystem is meant to self regulate. Stats related to tasks may be recorded on or off chain, and may be displayed on the NFT. A small, refundable deposit is required for every task. This deposit is to discourage poor or false work—bad actors.

Verification would ideally be completely on-chain and done in a decentralized manor. We'll be taking a hybrid approach. When tasks are finished, they will require a simple report. This report gets hashed and combined via a merkle tree—the root gets sent. Another user will be able to confirm the report, entering the data via the dApp. The hashed leaves get sent to the smart contract. If the hashes match, time extensions are granted to both wizards and both receive their deposit back. If they don't match, a third verification is required. The third wizard verifies by submitting data to the website, which is sent unhashed to the smart contract. If it matches the first wizard (the task submitter), then they get time credits and split the deposits. If it matches the second wizard (the first attempted versifier; refuter), then these two split the deposits and get time bonuses. If it matches none, then the funds are claimed by the DAO and none of the wizards get a time bonus.

Task verifications are assigned pseudorandomly, choose from a pool of the oldest n unverified tasks. Wizards are not able to verify their own task.

If a wizard feels there has been foul play, they can submit a ticket to have a investigation—which may go to the tasks queue. There may be a small fee for this submission.

Smart Contracts

NFT
Verification Contract
Wizard Tower
ERC20 Token w/ taxes
Token Sale
Vesting
Dex