My Team
I am a solo developer working on both the art and code for this game project. I have experience with React JS for the frontend, JavaScript and Python for the backend, C++ for game development, and integrating with the Alephium blockchain using Ralph.

Project Goal
The goal of this project is to create an enjoyable game that is seamlessly integrated with the Alephium blockchain. I use Alephium to secure the game, ensuring that all transactions that have a direct impact are on chain.

Achieving the Goal
To achieve this goal, I plan to continue my current development approach of handling all aspects of the game myself, including art, frontend, backend, blockchain integration, and core game logic. However, receiving grant funding would allow me to bring on additional help, particularly for creating game art assets, which would accelerate development.

Project Timeline
With sufficient resources, I aim to release a full version of the game within 2 months from receiving funding. This will be enabled by the grant allowing me to expand the team and parallelize development efforts.

Grant Request
The ideal grant amount to achieve the stated goals would be 8000 ALPH. This funding would cover my development time as well as allow me to onboard 1-2 artists to assist with creating art assets and where needed get help from another dev.

Project Milestones
Milestone 1 -
- Game Design and Architecture
- Release a new class of dynamic NFTs that can integrate with the old class of gold castle NFTs. Work on the game frontend, work on integrating it with the backend which is partly based on the ALPH sdk and partly on server side c++. Create improved game assets ready for integration with the frontend.
- Estimated Duration: 60 days
- Cost: 6000 ALPH

Milestone 2
- Initial game release
- I want to release the first version of the game around this time. Then feedback from the community we plan to build on top of this and release newer versions
- Cost: 2000 ALPH