finalbiome

Lightpaper

Executive Summary

FinalBiome is a decentralized game deployment platform.

We aim at delivering a simple and frictionless blockchain experience for developers and gamers. Game developers will benefit from easy no-code access to blockchain technology, traditional business and monetization models, and the possibility to deploy any existing game without hiring new team members. For the gamers, we provide an easy and conventional game onboarding, no hidden commissions, in-game assets prices free from cryptomarket volatility, and clear and understandable game logic written on-chain. All our users will enjoy a stablecoin, blockchain security, cross-game marketplace, and no transaction fees.

FinalBiome – deploying a game on the blockchain has never been so easy.

Problem

The market size of the conventional, not blockchain, games in 2021 made up $180.3 billion [1]. The blockchain games market made up $2.32 billion in sales during Q3, representing 22% of total NFT trading volume industry-wide [2]. These markets do not overlap and the low market share of blockchain games has several main reasons:

Steep Learning Curve

Development on blockchain needs experience and competencies which are fundamentally new for the gamedev industry stack of technology which leads to the unaffordable cost of the project. For the game developers it is a high technological threshold for entry. Blockchain technological limitations are forcing us to look for compromises and hence, to significantly reduce the creative component in the games.

For gamers it means an absolutely unfriendly interface of interaction with blockchain, making onboarding into a new game hard.

Expensive and Risky

Blockchains, in turn, have their own price and a resource payment model which is poorly compatible with the games and too expensive onboarding for gamers, who need to pay fees for every action. For example, in Ethereum Blockchain a move of one token can reach more than $30 [3]. And these fees are paid in some tokens that should be bought somewhere in advance.

Economy of blockchain based games can be changed by the developers, as they need to balance it in manual mode. It is risky both for gamers, who are losing value of their assets and developers, as value of the tokens is highly volatile.

Financial Model and Monetization

The main challenge for the teams developing a blockchain game is to calculate the financial model and the project monetization. The design and calculation of tokenomic, issuance of its own token, listing on the exchange markets, ensuring liquidity, and a lot of other tasks drive the game development out of scope. And uncertainty of the token cost and the market volatility make it impossible to use the methods for project economic evaluation which are well-established at the markets.

Solution

FinalBiome offers the solution

Steep Learning Curve

For developers FinalBiome implements capabilities of no-code implementation of the game logic, without the need to hire a team specialized in blockchain and understand blockchain technology. This is an out-of-the-box solution.
And for gamers FinalBiome offers a single user-friendly application where a user can manage his/her assets in each game, refill the balance, trade and exchange his/her assets, as well as withdraw money.

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Free and Reliable

FinalBiome is designed as a fee-less blockchain for gamers, and it removes the main barrier – payment for each move.

FinalBiome offers the game building architecture which is fundamentally different from the existing models. It transfers the whole game logic into blockchain – **Game platform with on-chain game logic.**

Financial Model and Monetization

FinalBiome brings back the widely-used methods for game monetization and the financial model evaluation.

Implementation

Steep Learning Curve

FinalBiome offers developers a platform where they can configure their game logic with no-code.
In Management web app developer configures:

- Main data (name, logo, genre, etc.)
- Chooses/configures a set of game assets, algorithm for their creation/ destruction
- As necessary, adds specific smart contracts if some logic is not available in FinalBiome from the box
- Introduces FinalBiome SDK into its Game Engine and links the configured assets
- Implements the visual part of the game on his/her Game Engine.

Game Engine plays the role of visual interface only, reflecting the current status of the game, which is fully stored on-chain.

Developers can create games from scratch or easily port existing games to the platform.

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Free and Reliable

Gamers do not need to pay fees for every action, onboarding is the same as in ordinary games. Moreover, gamers can trade and exchange characters and assets officially on FinalBiome whole marketplace, which unites markets of all games on the platform.

Security and stability of all in-game ensures True Blockchain Paradigm.
Game platform with on-chain game logic – It transfers the whole game logic into blockchain. Blockchain stores not only assets, but the logic of their creation too.
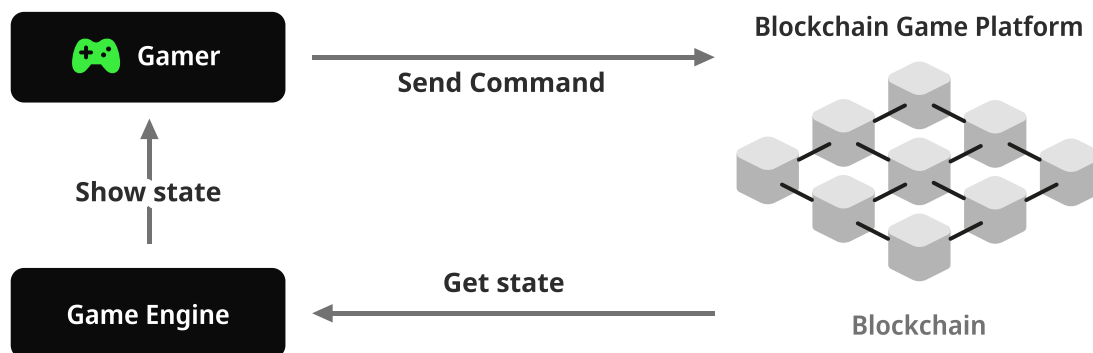
Any action by a gamer is a direct command to blockchain, which changes the game status according to the logic provided for by the developer and stored on-chain, and is implemented on behalf of the gamer only.

For developers:
- The game fully corresponds to dApp paradigm, blockchain stores not only assets, but the logic of their creation too
- The application is not limited by some business model, and it is possible to use the traditional monetization methods
- In-app purchases are provided by the platform from the box

For the gamers:
- The rules for game asset development are transparent and invariable
- The asset value is inherent in the asset proper and doesn't change in time
- The whole game logic is stored on-chain
- The asset is created by a gamer: by efforts, actions and expenses of the gamer

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Division of the Accounts' Authorities. Developer Account cannot own assets, create them and trade them. The main role of the Developer Account is to configure the rules for their generation and use.

And the User Account is the real creator and owner of the game assets, and it has the right to manage them.

In other words, an asset can be created in the game only and according to the rules preset in the game.

Financial Model and Monetization

Game monetization is carried out according to established in gamedev industry models due to the absence of fees for every action.

The main means of payment between a developer and a gamer is the BIO – a stablecoin pegged to USD. It rules out all the uncertainties of the volatile crypto market for the developers and the gamers, and allows the developer to calculate the project financial model accurately and with high quality. And the possibilities of assets ownership and management stay, including the trade.

FinalBiome Monetization

FinalBiome monetization is based on commission from transactions with BIO. The main task of the monetization implementation is the following. The gamer shall not pay for the game process, but shall pay only for transactions which are useful from his/her standpoint.

The useful transactions are
  • In-game asset sale
  • BIO redemption (withdrawal of the money earned into USD)

Conclusion

This document gives a brief description of the project, more details can be found in
https://finalbiome.net/FinalBiomeWhitepaper.pdf

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References

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