


Babka Orbs V1:~

 [Babka orbs v1](#)


Gold Orbs Mechanics First Draft - Pavel

 [Sign in](#) to access [Google Drive Presentation](#)

Blue orb prototype:~


 [Blue Orb Prototype 1.](#)

Green Orb Economics:~

 [Nov 17, 2021 Green Orb economics](#)

Babka Orbs/ Zeebeedee killer (Micro-payments in game)

 [LOON-2297: Babka Orbs \(aka Zebedee killer\)](#) CLOSED

 [\[CANVAS\] Babka Orbs \(aka Zebedee killer\)](#)

A Babka Orb that competes with and supersedes Zebedee, which enables **programmable payments and small transactions** to power economies for virtual worlds with near-zero fees. That is, it takes the big transaction fees out of blockchain-based cryptocurrencies such as Bitcoin and enables much smaller transaction sizes.

XLA Drops Operations Manual:~

 [XLA Drops operation manual \(V1\)](#)

Summary: ideas about orbs for lotteries. Similar to [Green Orb Economics](#)

Babka Drop Campaign:~

 [\[Template\] Babka Drop campaign](#)

Summary: Beginning architecture for in-game drop campaign

Babka Orbs Physical Production:~

 [Oct 26, 2021 Babka Physical Orb production and logistics](#)

Babka Inventories

Prepared by Noah Crowe & Ishan Shapiro 12-12-22

Shared w

Feedback from Stakeholders:

Feedback integrated from Stakeholders:

From Google Doc:

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□ Inventories Introduction

Babka inventories give users a single-source UI for storing all digital items they may encounter through games, promotions, purchases in web2 and web3, and of their own creation. Babka inventories live within the Babka account which is accessible through Babka Login. Babka inventory subcategories include in order of priorities:

- Inventory items can have technical interoperability across metasites, but we are also considering ways that they can have unique narrative interoperability
- Inventory items can mean specific things in the context of user identity and progression
- Some items that reflect specific achievements and progression for users may be non-transferrable

Wallet - Alternative Payment Methods, Orbs, Cryptocurrencies

Keychain - Games keys and Logins

Backpack - Inventory of in-game digital items that fit in a backpack

Storage - Inventory of in-game digital items that are furniture

Wardrobe - Inventory of in-game digital items that can be worn

Garage - Inventory of in-game digital items that can be driven or ridden

And more...

A more detailed breakdown of the various types of Inventory pages is available on the [Inventory Briefs](#) page.

Everyone with a Babka login can receive a Drop of digital items. This is their first introduction to their web2-web3 inventories. Inventories help aggregate all accomplishments, purchases and creations in game into one easily searchable interface. As it is an actively used UI, it becomes a powerful tool for promotions, and to gamify the playing and achieving of certain medals/ rewards/ items in games.

Babka Inventories may also become a repository for receipts as nft's/ digital items representing physical world-purchases. In this way it can become an inventory not only of in-game items, but potentially be useful as a kind of filing system for all purchases with participating brands.

▮ Inventories Backstory

Babka knows how skilled and consistent gamers need to be to get through their favorite games. Babka offers an expandable digital items inventory so that gamers don't have to leave all their accomplishments and items behind them each time they move to the next game. (Even if the only thing she helps them take with them is their street cred.) By giving gamers a single-source for all their web2, web3 and even physical-world-digitally-aliased items, Babka offers a seamless web2-web3-metaverse experience. This in turn allows them to fully enjoy the coming integrations between and across all of these unique domains of human interaction.

▮ Core Logic of Babka inventories

- Inventories allow users an easy to navigate meta-inventory system.
- Users can store inventory from games, web2, web3, brands and promotions.
- Each user can access their inventory for multiple games (and therefore the game itself) through a single sign-in UI.
- Certain inventory can be sold, rented and/or transferred to other users.
- Power users can upload their own digital creations to store, share, sell, and transfer from their inventory.
- Available types of inventory can scale and/or be activated by the user.
- Inventory facilitates the use of digital items across platforms, especially from web2 and games into metasites.

▮ Key points for inventories

- Provides UI for receiving promotional items & drops
- Provides Cross-game integrations with compatible items
- Gamifies in-game achievements and collecting by aggregating all items into one database
- Can be developed in stages based on user-base of inventory categories
- Opportunities for valuable cross-promotions
- Reduces cognitive friction and incentivizes adoption of metasite by providing gamers with a new place to enjoy and display their in-game achievements
- Offers first step of web3 UX of nft's for non-techies
- Adopt from the best game inventories of all time. (Zelda, Witcher 3, Resident Evil 4, Diablo II, Halo, Deus Ex Machina, etc)

Future Integrations

Whitelabel of Independent Wallets

Inventory allows games to create items which are usable in other games. This can be used to promote a weaker/ new title through the user base of a strong title by offering a powerful item that works in both. It functions to promote both games. Leverages the "network effect".

Babka Wallet Whitelabel Service for Luxury Brands

Allows brands the ability to offer low-cost perks as part of sale of physical world items. Uses brand to promote game, and game to promote brand. Special items that can only be used in game if you own it in real life creates scarcity and status. Item may unlock or give access to special level(s) Eg: Jean Paul Gaultier ensemble usable in Cyberpunk 2077.

▮ Types of Inventory

These types are collected from various categories of inventory @ Xsolla, referenced in the operations manual.

Inventory gives gamers a place to store digital items they accrue in relation to promotions, Web2, games and Web3.

▮Wallet

Babka Wallet houses all inventory categories.

- Babka wallet is accessible through Babka Login.
- Babka wallet can be upgraded to include vault, which stores RSC's and NFT's which may or may not have digital aliases that function as items within inventory.
- Babka wallet can have different functionalities activated depending on the users preferences and permissions.
- Babka wallet may store crypto.

▮ Objective

We provide gamers with a one-stop command center to manage all of their digital items and assets for seamless integration of games, web2 and web3.

▮Babka Keychain

Babka Keychain is a keychain where gamers can store all of their game related keys, and these keys can be automatically used when they login to the game through their babka account (Which may also track their play time, cohort, etc)

The Babka Keychain is a repository for all game keys and logins for user-specified platforms and meta sites that require logins. Each Babka Account offers a Babka Keychain. The Keychain facilitates seamless access to game, platform and metaverse sites. Keychain allows Babka account to function as a SSO for all associated accounts, reducing friction from navigating between web2, Web3 and games.

▮ Objective

Keychain provides digital citizens with a single-source to store all logins for use online, in-games, and in the metaverse. Babka keychain is the single-source digital keychain of choice for gamers globally.

▮Backpack

Babka Backpack is the metaverse inventory for all in-game items that can be "fit in a backpack", including anything one can hold with their hands/ lift that is not a motor powered vehicle, wardrobe, or an animal. The Backpack is the primary inventory holder for most items.

- Weapons, Tools, Disposables, Food/ Power-ups, Potions, Elixirs, etc. You get the drift.
- TBD: digital-item-alias' of physworld purchases for potential in-game integrations. (eg Dewalt sells a drill that comes with a digital download of itself for use in Farmville.)

▮ Objective

Provide gamers an easy to use UI to sort, sell, transfer and use digital items. Make it easier for gamers to move from one game to another, and especially from games to the metaverse while maintaining access and usability of their "digital assets".

▮Storage

Perhaps you are shopping at Crate & Barrel or Ikea. Just as link did in BOTW, now you get to deck out your metaverse digs. That item you just bought at Design Within Reach or Ikea not only lives in your home, it can also be part of your home in metasites. The best part: no assembly required.

Storage is the display area for all items of furniture and appliances one would use in their home, office, etc. From their Babka Storage, users can port their items into their metasite.

- Couches, TV's, Refrigerators, Eames Chairs and Chihuly Chandeliers!
- TBD: digital-item-alias' of physworld purchases and NFT art for potential in-game and in metaverse integrations. (eg. You may not have enough flat panel LCD's to display your awesome nft collection, but with your nft in your house inventory, you can open your own personal gallery in metasites.)
- Integrate your real life purchases into your meta-life so that you aren't building your lifestyle from scratch in web3.

▮ Objective

An inventory system that can store and represent items found both in game, and purchased as digital items or physical items that come with their nft counterpart.

Potential use-case: in the future, alias-nft's can be used to deter theft and prove ownership. When someone buys an item they receive an alias-nft in their wallet. To enable a verified transfer of goods on the secondary market, they must exchange (or burn) their nft

▮ Wardrobe

You don't have to be a cosplayer to want to store your favorite armor and clothing that you've played hours to acquire. Now, the choicest of those items don't only live in *that* game. They can live in your wardrobe. Getting ready for your first foray into the metaverse with friends? Time to break out your fully buffed Manticore armor from Witcher 3. That'll show people what your style is.

It is a place to store all wearable items across games, and to collect alias-nft's of real-world items they may purchase, and branded promotions.

- Armor, Clothing, Capes. Any wearable item.
- TBD: digital-item-alias' of physworld purchases for potential in-game integrations. (eg Prada offers NFT of shoes one can store in inventory/vault and "wear" in metaverse.)

▮ Objective

Wardrobe allows users to enjoy and take stock of all of their well-earned fashion across games. It allows for games to give away high-value items to encourage users to play their game. It allows for branded promotions of fashion designers to enter games and metaverse. And, wardrobe can give users the functionality to port their favorite, well-earned fashion into metaverse so that they can bring the best of their gaming life into metaverse life.

▮ Garage

At a certain point in every gamers life they end up with that ride-of-all rides. Maybe it's a Supra from Fast and the Furious, or a Batmobile NFT won through a promo campaign. When you've got a vehicle (or a few), you've gotta have a garage to store it in. And once it's stored in your Babka garage, you might just be able to drive it into the metaverse. Some aficionados may even opt to expand their garage if racing games happen to be their cup of Supra.

- Cars, motorcycles, hovercraft and the Millenium Falcon. Anything with an engine that cannot be picked up with two hands. Like your Mitsubishi 3000GT.
- Use/ interact with your cars in the metaverse.
- Eg Porsche offers NFT of 911 as in [Join Porsche's journey into Web3.](#)

▮ Objective

A garage that gives you access to all your digital vehicles, with an API that allows you to port any compatible one into metaverse and potentially other games for cross-promotions.

We are helping users port their in-game accomplishments into the metaverse so they are not starting from scratch. They are able to bring their identity and “cred” with them into metasites.

▣ **Stable/ Barn/ Zoo/ Menagerie**

Just like the garage, but with virtual living beings. There will be a simple UX distinction between those that are mountable/rideable and not. Each non-human being has it's own functions. (eg cow in farmville produces milk, Yoshi in Super Mario is a mount.)

- In metasites this can be as simple as a barn or potentially get as immersive as Newt Scamander's multi-ecosystem menagerie.
- Can one bring Link's Epona to Red Dead Redemption 2? Why not have live metaverse horse racing with your horse and stats ported from your game files?
- Potential for degradation/maintenance (ie feeding and grooming) costs in metasites.
- Digital alias of your own pets for your adventures in metasites and potentially as skins in your favorite games. (Imagine someone gets to skin Wolf Link from Twilight Princess with their own dog's digital avatar.)
- TBDDeveloped: Tamagotchi style animals
- Pokemon, etc

▣ **Objective**

Extend the integrations into games and metaverse. Offer animal/ mythical beast lovers the opportunity to create their own menagerie.

▣ **Metasites-Metaverse**

Inventories allow the extension of a gamers already purchased, won or otherwise acquired assets to be ported into the metaverse. This reduces the friction of creating a new avatar/ life from scratch in the metaverse by incentivizing users with the opportunity to experience what they already have in a new way. Leverages gamers already owned digital assets into a valuable reason to create their own personal metasite and connect their inventory to it.

Open Questions:

(If YOU are reading this document and have any questions, add them here with your name so we can respond and inform you.)

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▣ **Inventory Reference Materials:**

Internal

[Babka Whitepaper](#)

[Babka: Operations Manual](#)

[Babka Lorebook](#)

[Player's Inventory and Collections](#)

[Player Inventory and Object Interaction](#)


[Babka Minting NFT Inventory](#)

External (General Inventory Articles)

 [Tidying up \(my game inventory\) with Marie Kondo](#)

 [15 Of The Most Absurd Examples of Video Game Logic | Unleash](#)

 [7 Average RPGs That Have Amazing Inventory Management](#)

 [Which game has the best inventory system?](#)

 Babka in Support

see  Babka Support



Babka Account

Key Stakeholders:

Primary Contact:



Related Confluence Spaces: [Babka Gamer's Account](#) in Babka Project Space

The Babka Account is the core element of the set of B2C products. The number of 1) total, 2) MAU, and 3) DAU of Babka Accounts will be a primary metrics of success for Babka, as well as RPU.

The Babka Account is the personal profile and identity management system that any consumer creates when they sign up for Babka. The Babka Account allows users to manage personal information, user data, contacts, self-identity, payment methods, currencies, in-game digital items, drops, and subscriptions and notifications for future features as they roll out. Babka Pay and Login are directly integrated within this architecture.

Within the Babka we will also have an interface which displays information that relates to Revenue Sharing, Licensing, and other NFT features.

Once a user has signed up, their Babka Account will become accessible to them 1) at the main page of [Babka](#), 2) within browser plug-ins that connect directly to compatible websites and metasites, 3) widgets, 4) [XLA Official](#) landing pages, and eventually 5) a mobile app.

Integrations that are required to build the Babka Account include:

- Babka Pay
- Babka Login (re-skinned Xsolla Login)
- NFT Inventory + NFT Standard
- Digital Items Inventory (Backpack/Garage/Library/etc)
- White-label crypto wallet partner
- Orbs System
- Avatar customization framework
- Revenue Share visualization portal
- Subscriptions

*Note: **Babka Account** was previously called **Player ID** or **Gamer ID**. Since our strategy expands beyond the realm of games alone, the name must become more general.*

INITIATIVE-181: [Babka.com Gamer's Account \(In Support\)](#) **IMPLEMENTING**

Babka Site Map/Architecture

Here is a link to a WIP Figma site map for the new [Babka.com](#)

<https://www.figma.com/file/4wT3hRcqryqNJlxEsuml0X/Babka-Site-Map-Updates?node-id=0%3A1&t=z4JfVLYegpuH>

[Syka-0](#) - Connect your Figma account

The Account is comprised of utility oriented pages alongside pages that are more experientially oriented. These aspects of the Babka Account will generally be part of the core functionality of the account regardless of channel. However, some elements—like the launcher functionality of the Passport page—will differ across the browser and app implementations.

Home

- Inventory can be sortable by the IP property (ie. specific game or metasite) that an asset is applicable to
- Unique Character ID is visible
- In the future, users will use this tab to view and equip their Metasites avatar
- Users will be able to see their Babka Level and XP points

Wallet

- Users can see their Gold and Silver currency levels
- Users can explore the breakdown of their other orbs currency
- Users will be able to exchange items between relevant currency types
- Users will be able to see breakdowns of currency and metrics by game/experience/metaverse
- May also include information about overall ownership metrics within their inventory
- In the future, users may be able to use the exchange to send currency or items to other Babka users

Backpack

- If an item is equipped within the backpack page, it can also be equipped in associated metaverses or game properties with Babka integrations.
- For each asset, users can see equivalent orbs + fiat conversions
- For each asset, users can also link out to the worlds that they can use the assets within
- The page will have light skeumorphic design that alludes to the backpack
- In the context of Babka's metaverse world, 3D backpack items that are Babka specific, or designed to be portable (in terms of metaverse design or LTG/other game integration) can be placed within their area of the world. Game-specific items will not be placed except within the context of a 2D Vault space.

Keychain

- The keychain gives a scope of options that are available for where players can explore
- Keychain accounts for game keys or metaverse addresses
- When clicking into a specific experience or world, users will not only be able to see a more granular view of their in-game currencies and assets for a given world, but also see their character progression, avatar designs, and equip their items before they launch the experience or world

Passport

- Passports will also hold POAPs that showcase experiences and locations that users have participated in
- Users can see their achievements across games
- Users can see their top rankings within games
- Within metaverses, users can see recordings of important moments through using in-experience tracking