

# LTG

Key Stakeholders:

Primary Contact:

Babka can be integrated at a deeper fidelity with Long Tale Games, with the ability to lean into interoperable assets with different narrative affordances across each game. Babka as a character can appear in multiple games, showcasing her ability to take on a variety of forms.

## Babka Integrations

- Babka checkout
- Purchased items will be visible within Babka Account
- Some tracking of in-game action may be possible, and visible within Babka Account and/or used to determine awarding of Orbs
- Tracking of specific in-game achievements will be possible, and visible within Babka Account and/or used to determine awarding of Orbs
- Babka as a character can be present in-game narratively
- Babka narrative objects can have utility within the game
- Earned in-game items and their evolution can be visible and tracked within Babka inventory
- Equipping of game items is possible within Account Inventory and Account Passport/Launcher
- Babka can be present through games that allow the in-game widget
- Babka can enable game-specific loyalty based on purchase history of user
- Babka can enable game-specific loyalty or rewards based on use of player referral code
- Babka currency can be used as in-game currency

## Story3

Key Stakeholders:

Primary Contact:

As a foundational integration with Story3, Babka provides the login and identity system for contributors to track their changes, as well as a currency and payment system that enables fractional ownership and revshare payments.

Key Links:



## Game Publishers

Key Stakeholders:

Primary Contact:

Babka can be integrated at different levels of fidelity and functionality across game publisher partners. Deeper integrations mean that publishers can use Babka as a tool for easier UA by making it easier to onboard users through shared identity and currency systems, as well as potentially interoperable assets.

### Babka Integrations

- Babka checkout
- Purchased items will be visible within Babka Account
- No tracking of in-game action possible
- Tracking of specific in-game achievements may be possible
- Babka as a character will not be present in-game narratively
- Babka can be present through games that allow the in-game widget
- Babka can enable game-specific or publisher-specific loyalty based on purchase history of user
- Babka can enable game-specific or publisher-specific loyalty or rewards based on use of player referral code
- Babka can enable earned currency through game achievement
- TBD: Are earned items in-game visible within Babka inventory?
- TBD: Is item equipping already built into Xsolla core product functionality?
- TBD: If DLCs evolve in-game how is that reflected in the wallet? Is this only possible on-chain?

## Babka User Flows

Key Stakeholders:

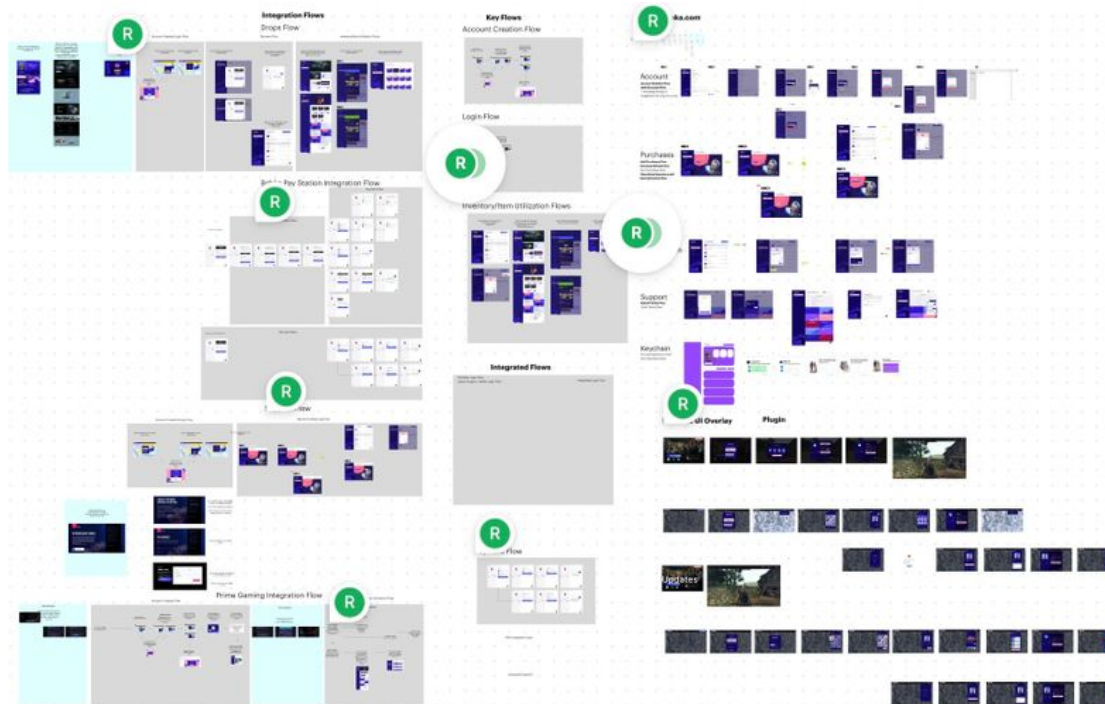
Primary Contact:

Understanding the scope of user touchpoints is key to building out a cohesive user experience. Mapping of user experience across these touchpoints, understanding key flows, and experimenting with UX/UI decisions are key parts of the design prototyping process.

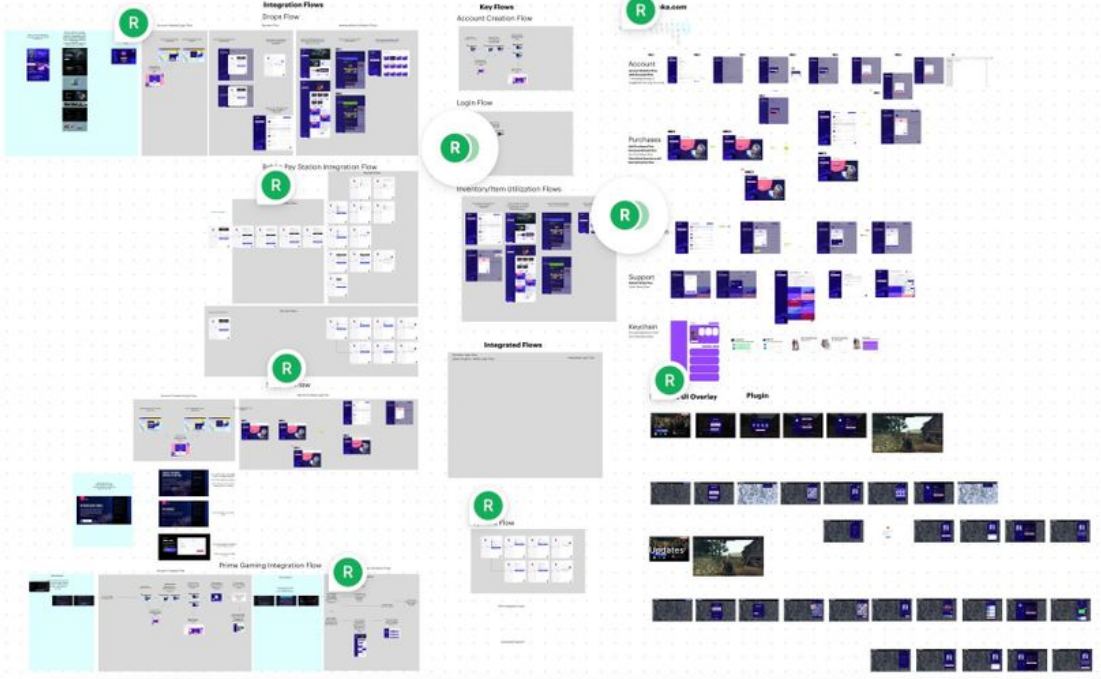
Currently, the key categories here are:

**Key Babka Flows**, which touches on both Core Account Flows and Integrated Babka Flows

**Babka Account Site Map**, which features initial prototypes of new Account page functionalities

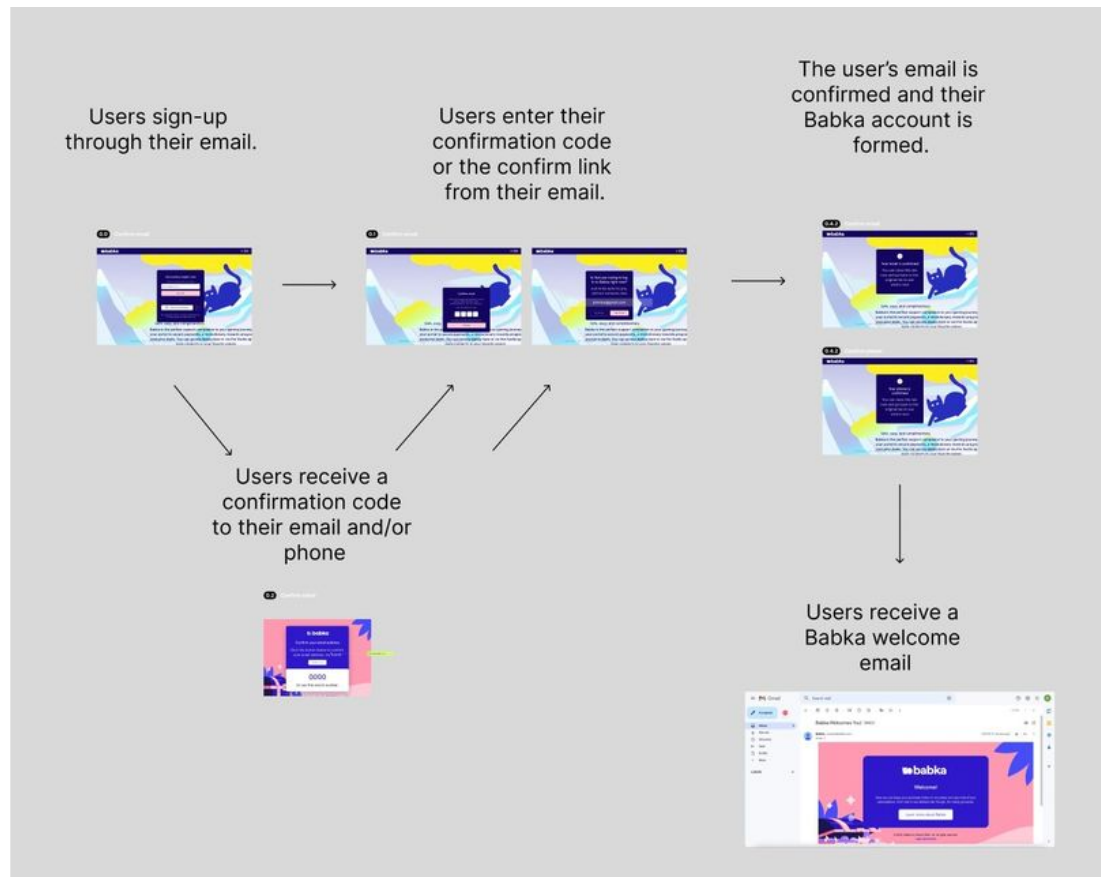


# Key Babka Flows

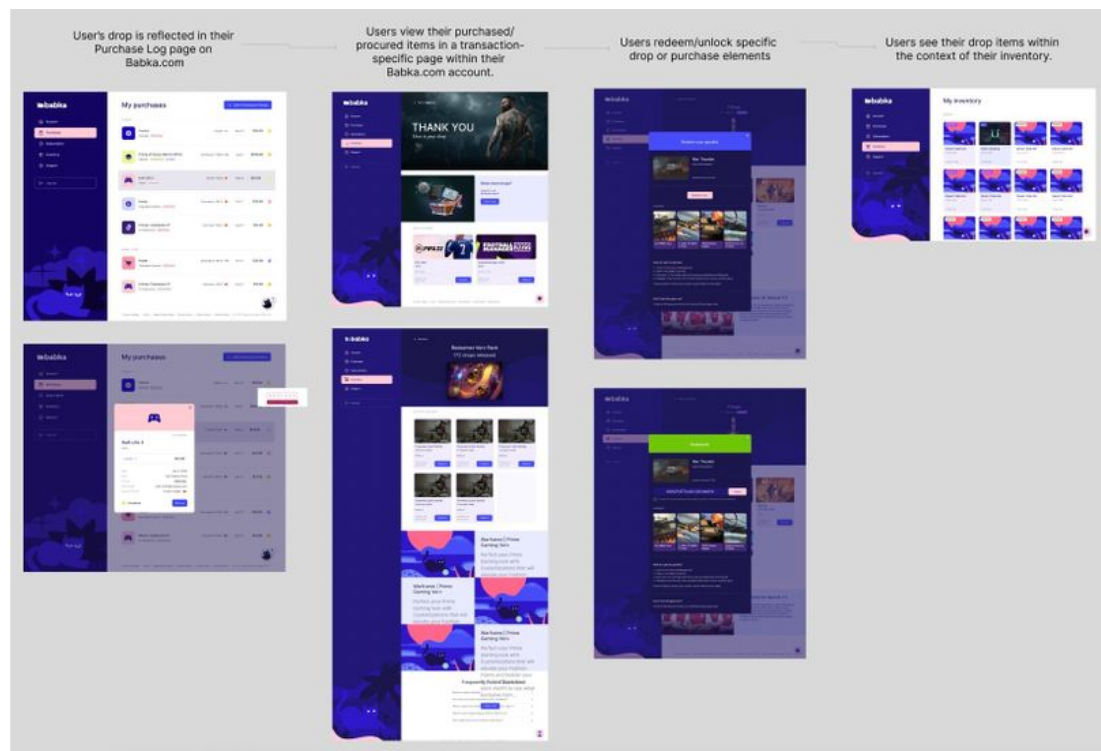


## Core Flows:

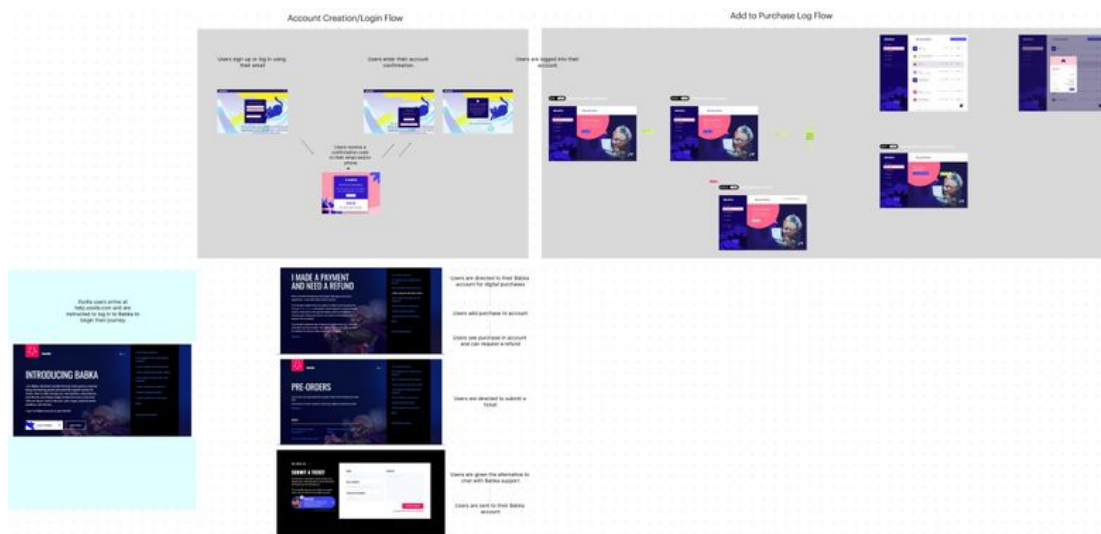
### Account Creation Flow



## Purchase Utilization Flow



## Babka Support



## Babka Pay (TBC)

## Account Sign-in Flow (TBC)

## Babka Integrated Login (TBC)

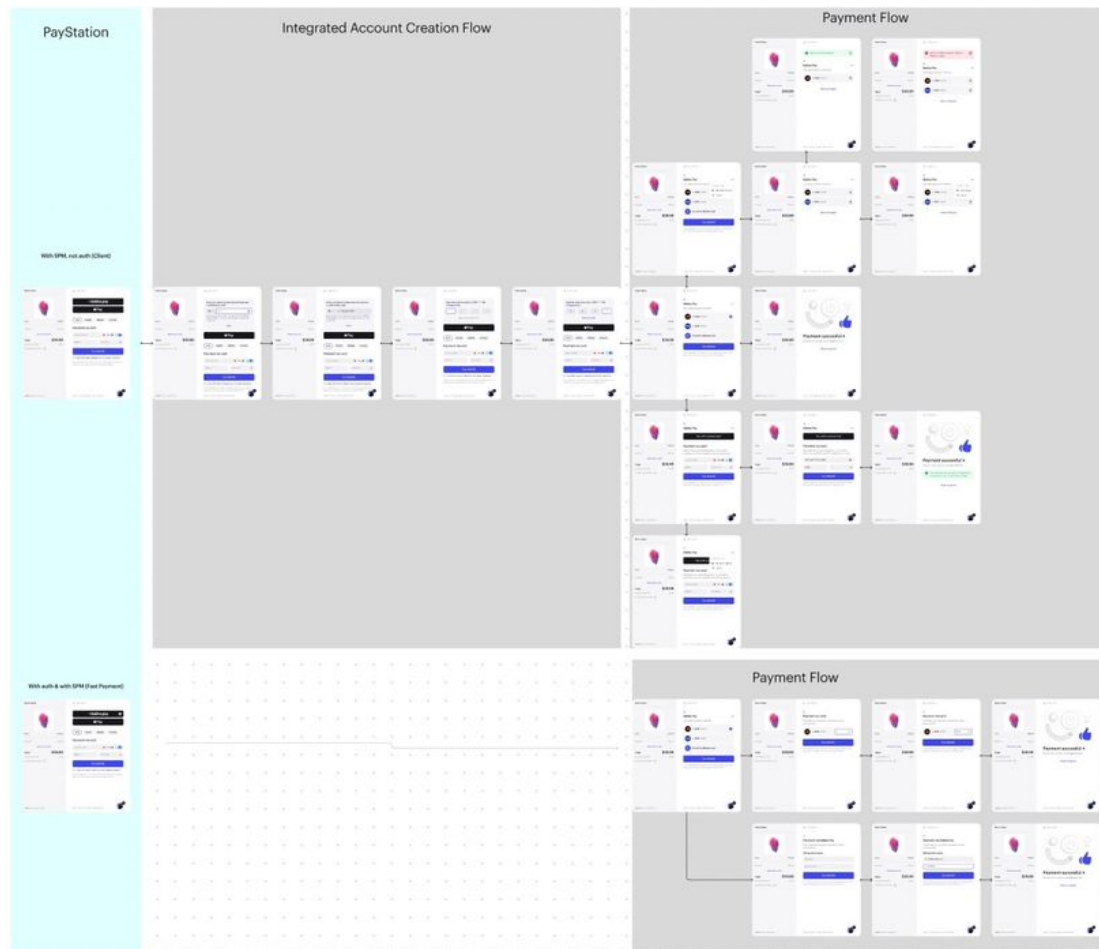


## B2B Integration Flows:

### Drops Flow



### Pay Station Integration Flow



### Story3 Flows (TBC)

## Login Flow Examples

### Magic Link Nifty's Example

