

▯ Babka Backpack Brief ▯

Prepared by Noah Crowe, Pierce Myers & Rachel Joy Victor

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Feedback from Stakeholders:

Feedback integrated from Stakeholders:

Lorebook (official):

Google Working Draft:

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▯ Backpack Introduction

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. This gives gamers and Metaverse newbies a place to store the actionable digital items they accrue across web2 and web3, so they can easily retrieve it and use it within an experience.

▯ Backpack Backstory

As transmedia and cross-promotional campaigns become more integrated in marketing strategies, tracking and maintaining access to all of these different digital items coming from different vendors, developers and promotions will become cumbersome and lead to promotions fatigue (where accessing the benefits of a promotion has too much friction to be worth the effort. Babka knows gamers need a simple, secure place to store, catalog, sort and access both their digital in-game items and promotional items.

▯ Core Logic of Backpack

Every video game has its own inventory system. The long term vision for Backpack is to facilitate an even greater degree of natural ease for gamers by giving them a single-source storage to be able to use their digital items across

games, metaverse, on the web and in stores (for promotions, etc).

▮ Objective

Backpack provides gamers with one searchable, sortable, accessible source to store and use all of their digital items. These may be used online, in-games, at stores, and in the metaverse. Babka Backpack is the most useful, enjoyable and functional web2-web3 inventory available.

▮ Key Points for Backpack

- Items will have different integrations which allow them to be used across platforms
- Items can be transferred, sold, traded from backpack to backpack with ease
- Promotional items may have a time-limit or degrade-rate to stimulate use

✂ Types of Items in Backpack

These are the types of digital items that Backpack supports

- 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.)
- Any game item that is held in the hand, but not worn, driven, or is a living creature.

▮▮ Future-Use Cases

Babka Backpack and the future of cross-platform integrated digital items

- As Babka Account develops, the basic inventory function of Backpack will extend to and diversify into more specific forms of inventory such as Wardrobe, Garage, House, Barn. Each of these may have a meta-site integration whereby customers can port their inventory into a 3d, gamified experience of their many types of inventory in metasites.

▮ Potential Integrations

Backpack for Transmedia Activations

Backpack can be used to allow users the ability to seamlessly migrate across platforms for transmedia promotions where digital items may be gathered or won in games, in ARG's, in promotions, etc and can be used in games (potentially across participating games), at stores and in ARG's, etc. This allows for multiple stakeholders/ brands to create cross-promotional, integrated, transmedia experiences utilizing digital items that are collectible, usable in different domains.

▮ Backpack in Metasites-Metaverse

Backpack allows users to store their digital items from games, promotions, and other sources for use in metasites.

Open Questions:

1. Is Backpack listed as a page name within Babka account? Is it nested within a broader inventory category? If not, what are our workarounds for objects that are too big for the backpack before we develop out other elements like

Storage? Where do users search across their objects in general?

2. How do we balance the functional sense that the backpack provides (especially within the UI context of the metasites) with the sometimes aesthetic/appreciative way that users sometimes want to view their items when it's in inventory?
3. Within the context of Backpack UI within metasites, are certain sites able to limit the number of items held in the backpack as an inventory management mechanic? If so, are the extra items still held within the Backpack inventory proper within the account? If so, the Backpack Account page should potentially include within the top of the page, a section which showcases which items are equipped within the Backpack at a specific time.
4. How much should the Backpack page within the Account reflect the aesthetic of a backpack?
5. As an overall question, I'm putting this on the Backpack page as one of our first inventory pages, within the context of Accounts and metasites, there seem to be three types of Inventory pages. The collection-oriented use in the Account proper, and a similar, spatialized version of that visible within the context of the metasites, with a more utility-focused version within the contextualized metasite UI version.

▯ Backpack Reference Materials:

[Babka Whitepaper](#)

[Babka: Operations Manual](#)

[Babka Lorebook](#)

[2022-11-10 Babka.com Vision + Orbs Brief feedback](#)

[Babka Minting NFT Inventory](#)

▯ Babka Storage Brief ▯



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▯ Storage Introduction

Storage is the inventory area for all items of furniture and appliances one would use in their home, office, etc.

Storage allows users to enjoy and take stock of all of their well-earned furniture and appliances 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 designers, furniture, and appliances to enter games and metaverse. Storage can give users the functionality to port their favorite, well-coordinated housewares into metaverse so that they can bring the best of their gaming life into metaverse life.

From their Babka Storage, users can port their items into their metasite.

▯ Storage Backstory

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.

▯ Core Logic of Storage

Many of the top video games have complex and engaging Storage building and customization systems. The long term vision for Storage is to facilitate an even greater degree of natural ease for gamers to be able to use their digital Storage across games, metaverse, on the web and in stores (for promotions, etc).

▮ 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.

Babka Storage is the most useful, engaging UI place to store (and potentially rearrange) all household items across games, to collect alias-nft's of real-world items they may purchase along with custom metaverse furniture and design and branded promotions.

Storage gives you access to all your digital Storage, with an API that allows you to port any compatible one into metaverse for interactive site customization 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 style and decor with them into metasites.

▮ Key Points for Storage

- Storage will have different integrations which allow them to be used across platforms
- Storage can be transferred, sold, traded from Storage to Storage with ease
- Phys-world Storage can have digital counterparts which allow them to be used in the metaverse

▮ Types of Items in Storage

These are the types of digital items that Storage supports

- 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.

▮▮ Future-Use Cases

Babka Storage and the future of cross-platform integrated digital items

- Use/ Interior Design your Storage items into your home in metasites in the metaverse
- Luxury brands offer nft's of purchased items so users can demonstrate their phys-world style in metaverse
- Trans-game Storage items for cross-promotional synergies
- Storage of Art nft's. Bring your digital art collection into metasites. Host your own gallery.

▮ Potential Integrations

Storage for Customizations, Interior Design and Cross-game promos

Storage can be used to provide brands with cross-platform opportunities to feature their design aesthetic, as well as means of allowing users to port their phys-world housewares through compatible nft's into the metaverse. (What LeCorbussier or Calder owner wouldn't want to have a digital version of the Lounger or a Mobile to show to all of their friends in metasites?)

▮ Storage in Metasites-Metaverse

Storage allows users to store their digital home furnishings for use in games and metasites.

Open Questions:

1.

▮ Storage Reference Materials:

Internal

[Babka Whitepaper](#)

[Babka: Operations Manual](#)

[Babka Lorebook](#)

[Babka Inventory Brief](#)

▯ Babka Wardrobe Brief ▯

Prepared by Noah Crowe, Rachel Joy Victor & Pierce Myers

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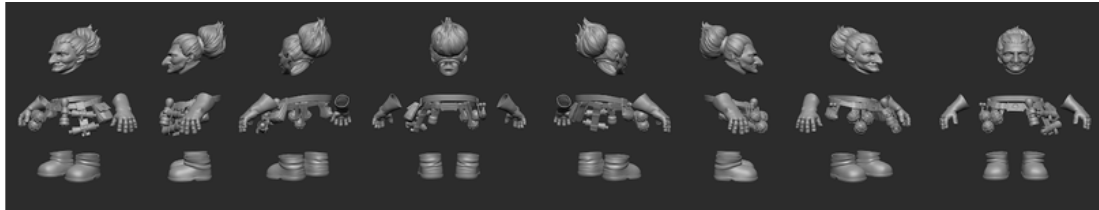
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▯ Wardrobe Introduction

Babka Wardrobe (1-2 sentence overview)

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.

▯ Wardrobe Backstory

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 or your imperial court skin from Halo:Infinite. That'll show people what your style is.

▯ Core Logic of Wardrobe

Many of the top video games have complex and engaging wardrobe building and customization systems. The long term vision for Wardrobe is to facilitate an even greater degree of natural ease for gamers to be able to use their digital wardrobe across games, metaverse, on the web and in stores (for promotions, etc).

- Core logic of Wardrobe

- Core functions
- Core features
-

▮ Types of Items in Wardrobe

These are the types of digital items that Wardrobe supports

- 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.)
-

▮▮ Future-Use Cases

Babka Wardrobe and the future of cross-platform integrated digital items

- Use/ wear your wardrobe on your avatar in the metaverse.
- Luxury brands offer wardrobe nft's of purchased items so users can demonstrate their phys-world style in metaverse
- Trans-game wardrobe items for cross-promotional synergies
-

▮ Objective

Babka Wardrobe is the most useful, engaging UI place to store (and potentially try on) all wearable items across games, to collect alias-nft's of real-world items they may purchase along with custom metaverse fashion and branded promotions.

Wardrobe gives you access to all your digital wardrobe, with an API that allows you to port any compatible one into metaverse for interactive avatar customization 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 expressiveness with them into metasites.

▮ Potential Integrations

Wardrobe for Personalizations and Cross-game promos

Wardrobe can be used to provide brands with cross-platform opportunities to feature their fashion, as well as means of allowing users to port their phys-world fashion through compatible nft's into the metaverse. (What Prada wearer wouldn't want to have a digital version of the gold Suit to show up to at the metaverse gala?)

▮ Wardrobe in Metasites-Metaverse

Wardrobe allows users to store their digital wardrobes for use in games and metasites.

▮ Key Points for Wardrobe

- wardrobe will have different integrations which allow them to be used across platforms
- wardrobe can be transferred, sold, traded from Wardrobe to Wardrobe with ease

- Phys-world wardrobe can have digital counterparts which allow them to be used in the metaverse
-

Open Questions:

1. Especially within the context of Babka account, we want people to be able to interact with their items even when they aren't able to use it in the context of a game. The wardrobe seems to indicate something about styling, although many of these clothes will be for different styles, thus different style characters and geometries. What does styling look like within the context of Babka wardrobe? Is there room for a Polyvore-type experience or is that a type of experience that would require a metasite of its own?
2. Within the functionality of Wardrobe UI, since the experience is more targeted for metasites, can we assume that the avatars for metasites share a same base geometry that all clothing will be designed to be interoperable across from an art-tech perspective? If so, the wardrobe experience outlined above may make more sense within the context of metasites?

▮ Wardrobe Reference Materials:

Internal

[Babka Whitepaper](#)

[Babka: Operations Manual](#)

[Babka Lorebook](#)

[Babka Inventory Brief](#)

▮ Babka Garage Brief ▮

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▮ Garage Introduction

Babka Garage (1-2 sentence overview)

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.

▮ Garage Backstory

Babka knows gamers need a simple, secure place to store, catalog, sort and access both their digital in-game vehicles and promotional items related to vehicles, races, and phys-world automakers. Garage gives gamers a single-source storage for their digital vehicles, allowing for potentially seamless cross-platform integrations.