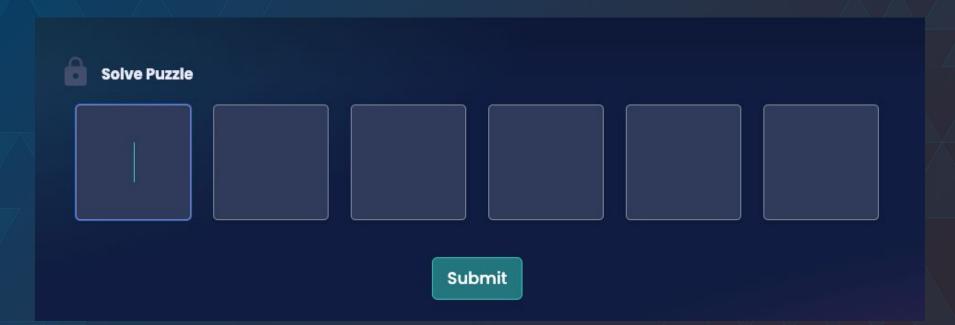


Composability & Gamification

Andy Boyan, Ph.D. Co-founder @InfinityKeys

infinity keys



Building the Foundation

Make games that reward people with composable assets

Make more games that require composable assets

Interlace those assets and requirements across games

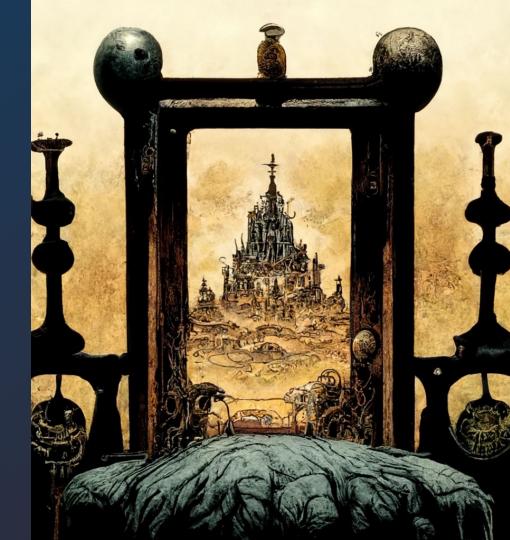
Allow anyone to create and lace those assets together using games that reward people with composable assets

Deep Digital Worlds

We start by building smol challenges that tap into humar evolution.

We reward and incentivize participation to reinforce participation.

We use more composable assets as incentives to loop the rewards back into the system.



Web3 Gaming

Create goals, rules, and objectives that are meaningful, memorable, & unique

Adhere to the rules, surprise and delight players, leave players with something learned at the end, do no intentional harm

Experiences that provoke a feeling of play by working within the rules and intended spirit of the system.

Make good games.

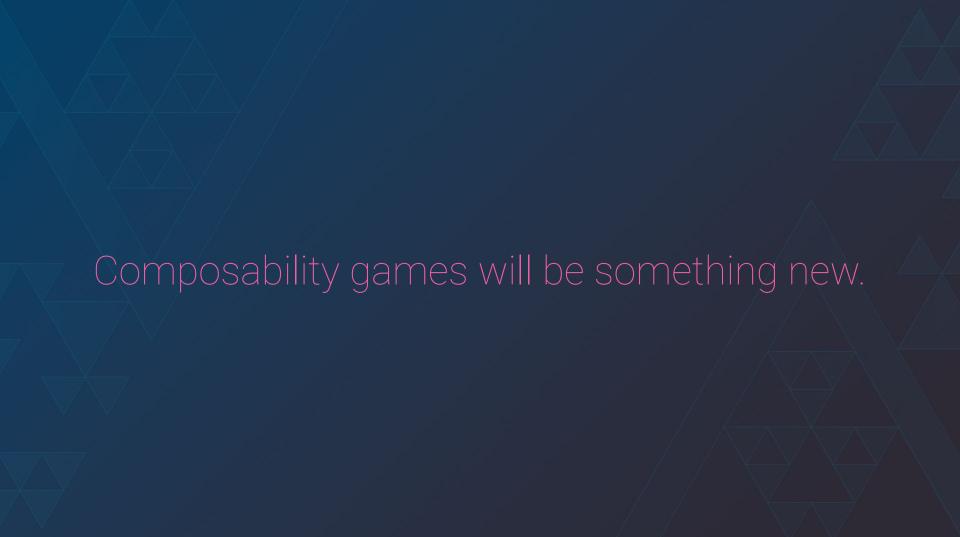


Composability + Permisionlessness Unwalled Gardens

Composability untethers meaningful relationships with digital assets from rent-seeking middlemen.

Anyone can use composable standards to verify a relationship between a player and an item.

Anyone can make verification games.





The revolution will be played.

Level 1 Level 2 Level 3 Level X

Live demos with mints available on 4 EVM chains

Composable challenges featuring minigames:

- Lens
- Optimism
- Chainlink
- RehashDAC
- friends

Reboot the UX to feature sticky gamification and user profiles, sharing, etc

Open Community-created games

Create premium feature subscription model

Community-governed challenges and rewards.

Incentivized design, QA, feature implementation

1 million linked NFTs

Witness user-created game experiences anywhere across multiple emerging metaverse networks and in the real world.



There's treasure everywhere.

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