

1.访问<https://chainlist.org/>

搜索80001

添加网络到metamask

2.合约有3个：greeter，mynft，player，可以直接用player的

CONTRACT_ADDRESS = 0xE15b04371E81ac6986683e00d9975ad0D2519b31

CONTRACT_ADDRESS2 = 0x29644099867812852041AFE6Eb4A5B8D67B9d590

CONTRACT_ADDRESS3 = 0x238e289247CD6122EdCd65216A9b8bE4e8f963BA

<https://mumbai.polygonscan.com/address/0x238e289247cd6122edcd65216a9b8be4e8f963ba>

3.合约测试过程（代码库在<https://github.com/jhfnetboy/pure-Game>）

4.建议直接使用front前端代码来调用合约库（有范例，例如fetchWalkerName等，搜索下即可）

合约部分和游戏设定、经济模型有关，合约和前端的交互，就是import contract的abi，通过web3交互

这部分已经在<https://github.com/jhfnetboy/pure-game-front> 跑通

5.未来合约要本地化部署，这部分经验在https://github.com/jhfnetboy/rarity_like_game

6.其他部分可以结对编程，快速传递一些经验和技巧

以下是合约调试过程，参考

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合约完成了初步Walker的基础NFT创建✔

进行合约试验第三步，属性随机生成/人工分配后并存储✘

进行合约试验第三步，建立物品NFT合约以及限量发行（滞后发行？），建立金币和多签钱包，运营工会控制发行✘

进行合约试验第四步，建立人物的inventory（1155协议），包含ERC20和721✘

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合约试验

1.greeter发布到poly

```
yarn add @openzeppelin/contracts
yarn add dotenv

cat .env
PRIVATE_KEY=fc4758bc5074bd671f12903e7dbd17bcb95e1e27b84320mb51e8b3b26eb2bae
CONTRACT_ADDRESS = 0xE15b04371E81ac6986683e00d9975ad0D2519b31
WALLET_ADDRESS=0x0bE9d4386f58022c27B0Fb035c46de7c5800938F
YOUR_METADATA_CID=QmNmV3TGpzaDaX92rX9fzRch2FHeFQqBW5k51z1p7kHBVM

echo ".env">> .gitignore

set default network to matic in hardhat.config.js:
module.exports = {
  solidity: "0.8.7",
  defaultNetwork: "matic",
  paths: {
    artifacts: './src/artifacts',
  },
  networks: {
    matic: {
      url: "https://rpc-mumbai.maticvigil.com",
      accounts: [PRIVATE_KEY]
    },
  },
}

npx hardhat run scripts/test_deploy.js --network matic
```

2.js方式获取greeter链上合约的greeting文本

```
npx hardhat run scripts/test_deploy.js --network matic

test_deploy:
const Greeter = await hre.ethers.getContractFactory("Greeter");
console.log('get contract')
const greeter = await Greeter.deploy("Test for deploy on matic");
await greeter.deployed();
console.log("Contract deployed to:", greeter.address);

output:
get contract
Contract deployed to: 0x3864582dF220cCD30846857d260ad7D183DAE85B
```

部署到poly链上后: <https://mumbai.polygonscan.com/address/0x3864582dF220cCD30846857d260ad7D183DAE85B>

本地js链上调用:

```
npx hardhat run scripts/greeter-test.js --network matic

greeter-test:
async function main() {
  const Contract = await hre.ethers.getContractFactory("Greeter");
  const contract = Contract.attach("0x3864582dF220cCD30846857d260ad7D183DAE85B");
  const msg = await contract.greet();
  console.log("Get this:", msg);
}

output:
Get this: Test for deploy on matic
```

3.NFT合约试验

要移除contract下的其他sol, 以及artifacts下的sol目录, 只做NFT

```
npx hardhat run scripts/MyNFT-deploy.js --network matic

MyNFT-deploy.js:
async function main() {
  const NFT = await hre.ethers.getContractFactory("MyNFT");
  const nft = await NFT.deploy();
  await nft.deployed();
  console.log("MyNFT NFT Factory Contract deployed to:", nft.address);
}

output:
MyNFT NFT Factory Contract deployed to: 0xE15b04371E81ac6986683e00d9975ad0D2519b31
```

基于NFT工厂合约, mint几个NFT

```
npx hardhat run scripts/mint-mynft.js --network matic

mint-mynft.js:
const CONTRACT_ADDRESS = process.env.CONTRACT_ADDRESS;
const WALLET_ADDRESS = process.env.WALLET_ADDRESS;
const URI = "ipfs://" + process.env.YOUR_METADATA_CID
const ContractFactory = "MyNFT"
```

output: 返回的不是id, 是一个结构体

检查我 (钱包:) 的mint的链上NFT信息


```
async function main() {
  const NFT = await hre.ethers.getContractFactory("MyNFT");
  const contract = NFT.attach(CONTRACT_ADDRESS);
```

```
//检查某钱包地址有几个NFT
const num = await contract.balanceOf(WALLET_ADDRESS)
console.log("Ownend NFT number: ", parseInt(num,16));
//检查第一个NFT是哪个钱包持有
const owner = await contract.ownerOf(1);
console.log("Owner:", owner);
//检查第一个NFT的URI (图片网址) 是啥
const uri = await contract.tokenURI(1);
console.log("URI: ", uri);
}

output:
Ownend NFT number:  BigNumber { _hex: '0x02', _isBigNumber: true }
Owner: 0x0bE9d4386f58022c27B0Fb035c46de7c5800938F
URI:  ipfs://QmNmV3TGpzaDaX92rX9fzRch2FHeFQqBW5k51z1p7kHBVM
```

4.Walker合约

1》基于NFT修改的简单合约，创建人物Walker NFT，无六属性

mint需要提供: name (不唯一，但NFT唯一) 

性别、职业、属性 (先不提供，默认随机)

修改合约ing

观察MyNFT合约代码，代入NFTtoken的数据URI，从构造函数传入：

```
pragma solidity ^0.8.7;
// SPDX-License-Identifier: UNLICENSED
import "@openzeppelin/contracts/token/ERC721/ERC721.sol";
import "@openzeppelin/contracts/utils/Counters.sol";
import "@openzeppelin/contracts/access/Ownable.sol";
contract MyNFT is ERC721, Ownable {
    using Counters for Counters.Counter;
    using Strings for uint256;
    Counters.Counter private _tokenIds;
    mapping (uint256 => string) private _tokenURIs;

    constructor() ERC721("MyNFT", "MNFT") {}
    function _setTokenURI(uint256 tokenId, string memory _tokenURI)
        internal
        virtual
    {
        _tokenURIs[tokenId] = _tokenURI;
    }
    function tokenURI(uint256 tokenId)
        public
        view
```

```

    virtual
    override
    returns (string memory)
{
    require(!_exists(tokenId), "ERC721Metadata: URI query for nonexistent token");
    string memory _tokenURI = _tokenURIs[tokenId];
    return _tokenURI;
}
function mint(address recipient, string memory uri)
    public
    returns (uint256)
{
    _tokenIds.increment();
    uint256 newItemId = _tokenIds.current();
    _mint(recipient, newItemId);
    _setTokenURI(newItemId, uri);
    return newItemId;
}
}

```

测试mint时传入不同参数（例如玩家名称name），ok

```

npx hardhat run scripts/check-mynft.js --network matic
balanceOf,Ownend NFT number: 3
ownerOf 1,Owner: 0x0bE9d4386f58022c27B0Fb035c46de7c5800938F
tokenURI 1,URI: ipfs://QmNmV3TGpzaDaX92rX9fzRch2FHeFQqBW5k51z1p7kHBVM
tokenURI 2,URI: ipfs://QmNmV3TGpzaDaX92rX9fzRch2FHeFQqBW5k51z1p7kHBVM
tokenURI 3,URI: ipfs://QmNmV3TGpzaDaX92rX9fzRch2FHeFQqBW5k51z1p7kHBVMTest3 for NFT
Private info
name: MyNFT
symbol: MNFT
ownerOf: 0x0bE9d4386f58022c27B0Fb035c46de7c5800938F
ownerOf2: 0x0bE9d4386f58022c27B0Fb035c46de7c5800938F

```

不赘述，测试结果

```

npx hardhat run scripts/check-WalkerNFT.js --network matic
balanceOf,Ownend NFT number: 1
ownerOf 1,Owner: 0x0bE9d4386f58022c27B0Fb035c46de7c5800938F
tokenWalkerName 1,name: myWalkerName
name: Walker
symbol: WAT

```

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进行合约试验第二步，修改名称以及记录功勋值（回合体力本地计算）

1.增加功勋值记录属性，初始0

2.修改名称，需要增加public修改方法；修改功勋，需要增加public方法

3.测试效果(新部署的合约)

[illegible]

贡献值测试

```
npx hardhat run scripts/check-WalkerNFT.js --network matic
balanceOf,Ownend NFT number: 1
ownerOf 1,Owner: 0x0bE9d4386f58022c27B0Fb035c46de7c5800938F
tokenWalkerName 1,name: myNameIsShuai
```


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Quest进度

Quest等副本信息，存储于中心化网站，是使用客户端工具，众创生成并上传的数据包

因此Quest的数据结构是：用&分隔

副本id&quest-id&event-id&choicelist

范例：未做的event和未选择的关键choice?

12&Q3&E1-2-5，存档记录解释：

1》第12个副本

2》在完成Quest 3 的过程中

3》Quest 3完成了事件1，2，5（在完成中代表事件链条没有满足，需要继续探索）

1.任务可重复做？不限制，但有些任务的必须物品有数量限制

2.存档记录什么？因为任务无限制重复做，所以只记录当下在做的Quest和已完成事件（一个Quest的是一个松散事件链条）

3.一个时间内只能做一个Quest，但可以做多个Event（松散Event，不归属任何Quest）

4.做Quest或者Event，或者具体的每个Choice交互，都是为了探索世界，获得道具（未来获得经验）

合约+前端调用

人生模拟器：<http://remake.solaking.com/>

1.创建人物，钱包登录后获取人物信息✅

先进入page页面,给button加click事件

```
<div className="text-blue mt-1 ml-0" id="choice1"
onClick={() => {selectChoice(1)}}
>1.{event.data[0].choices['f']}</div>
```

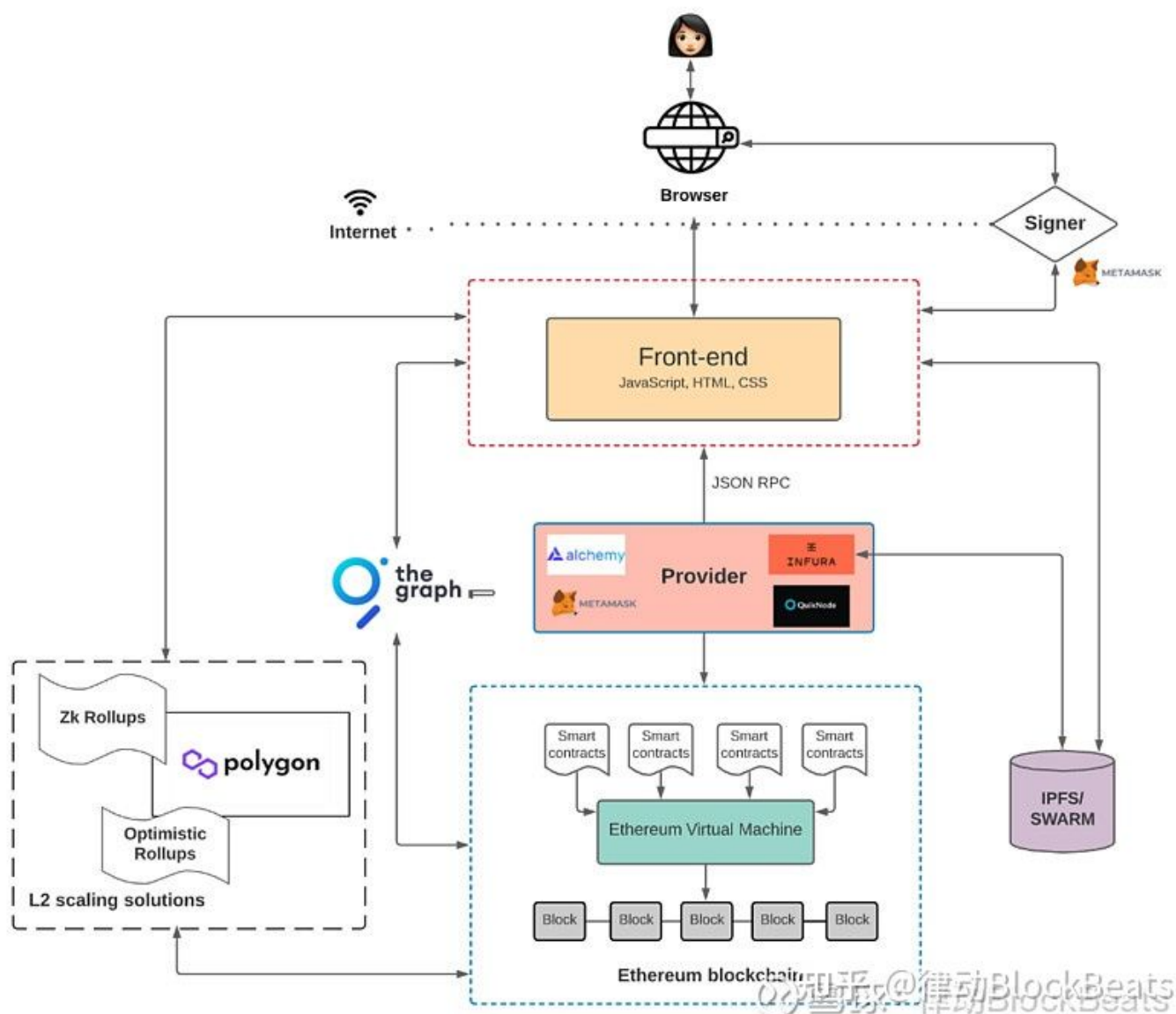
然后调用的function，直接在页面写async

```
function selectChoice(num: number){
  const choiceTxt = document.getElementById("choice"+num.toString())
  const txt1 = document.getElementById("choice1")

  async function approveMultiAdventure() {
    if (!chainId) return
    await approve(MULTIADVENTURE_CONTRACT[chainId])
  }
```

export方式
todo, 还没研究

- 1.文档整理了部分
- 2.流程待梳理、讨论、优化
- 3.框图参考这个，后面优化



5.其他链上数据

<https://mumbai.polygonscan.com/tx/0x37e2617dffd29fad10686d51f1ec69fbaf2ecd12ff35c95c87cf4394546ddfb8>

<https://mumbai.polygonscan.com/address/0xe15b04371e81ac6986683e00d9975ad0d2519b31>

<https://mumbai.polygonscan.com/token/0x29644099867812852041AFE6Eb4A5B8D67B9d590>