

Aptoscraft



- Ultra-lightweight NFT Craft Protocol
- Fully practiceAIGC,UGC and DeveloperGC

rootMUD

2024 / 03



Important Links

Repo:

<https://github.com/rootMUD/aptoscrafft>

dApp for Aptoscrafft:

<https://craft.rootmud.xyz>

Smart Contract on Randomness Network:

https://explorer.aptoslabs.com/account/0xd6c5798538b1f92da226d1bebc3a32e510b207237d65bb65427f7db89fcfa0d3/modules/run/capy/generate_capy?network=randomnet

Game Example:

http://carft.rootmud.xyz/craft_example



Short Introduction

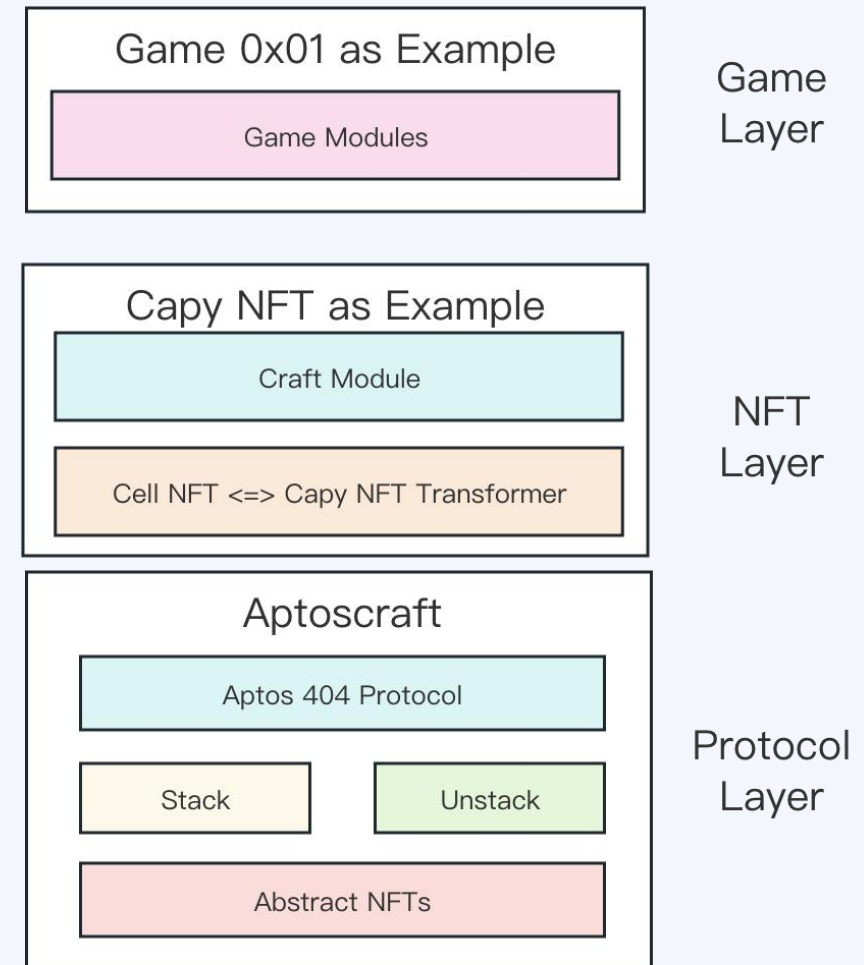
Ultra-lightweight NFT Craft protocol, fully practicing "AI-generatedcontent", "user-generated content" and "developer-generatedcontent"

Problem:

Auniversal NFT craft protocol is commonly needed by the variety of full-chain games.

Vision:

Creating a truly cross-game NFT ecosystem, it could be compared to an upgraded version of Loot logic.





Background



At present, "the potential of the Move language has not yet been tapped by full-chain game project parties."

think about it! On the basis of Move, the problems that exist in many EVM games are not problems at all:

- **How to prevent players from having a bad gaming experience? Using zk technology?**

——The custodial wallet allows players to interact on the chain without being aware of it.

- **How to make the game highly upgradeable? Agency contract?**

—— Move naturally has high-quality and high upgradeability

- **How to make games interoperable and connect them into an organic ecosystem?**

—— Move can do this naturally.

- **How to let Web2 players go through the complicated steps of buying coins and installing wallets to become gamers?**

——The Move chain wallet is an AA wallet with replaceable natural private keys. Web2 players can enter the game world without any barriers by using the managed wallet operation.



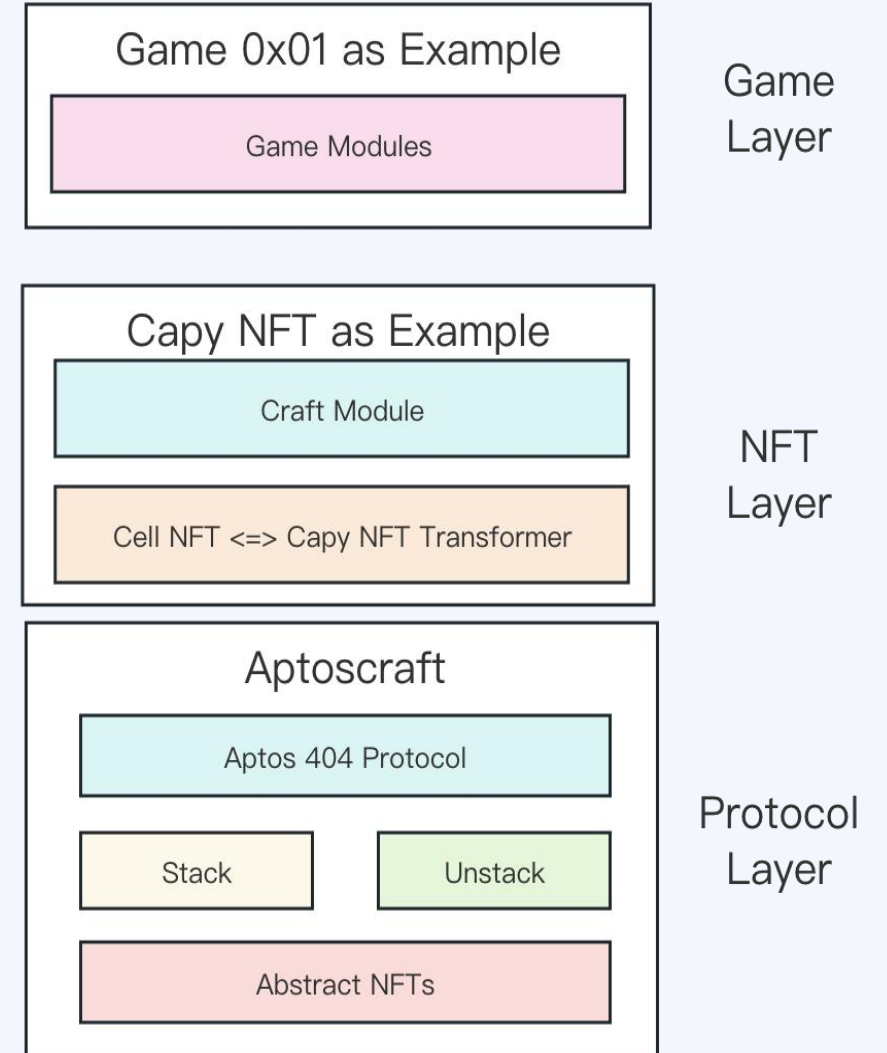
Architectture

The layered design allows protocol designers, NFT designers, and game developers to perform their respective duties.

Protocol Layer: providing abstract NFT types, stack decomposition functions and 404 token conversion functions

NFT Layer: Provides the recipe book for converting Cells to game-specific NFTs

Game Layer: Implement final game logic





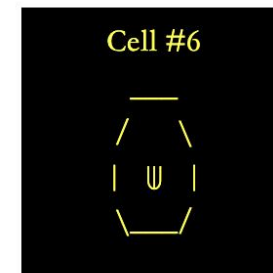
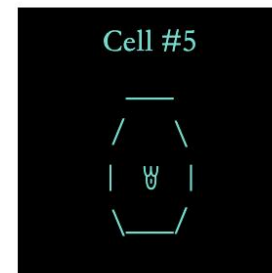
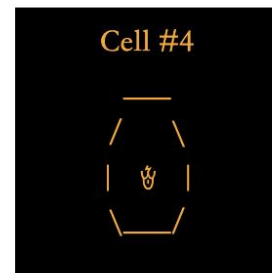
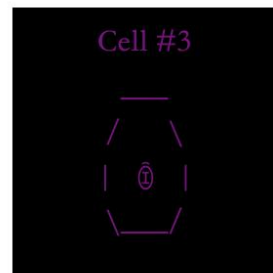
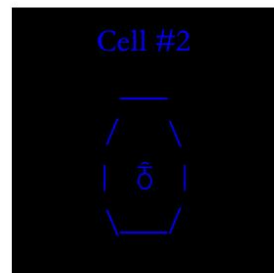
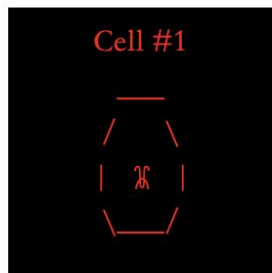
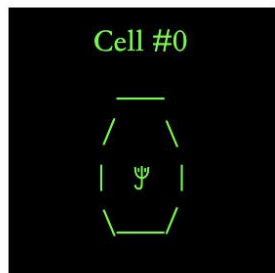
Cells Design



Eight Different Types of Cells which are stackable

Module Path: [0xd6c5798538b1f92da226d1bebc3a32e510b207237d65bb65427f7db89fcfa0d3::movecraft](#)

ཡཱཾཾཾཾཾཾཾ ALL CELLS! ཡཱཾཾཾཾཾཾཾ



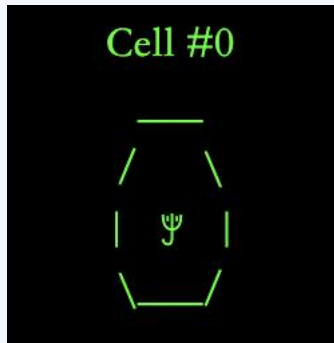


Capy-Capy: A Game Example

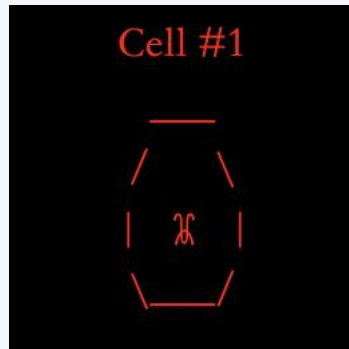


Capy-Capy: A Pokemonlike Game

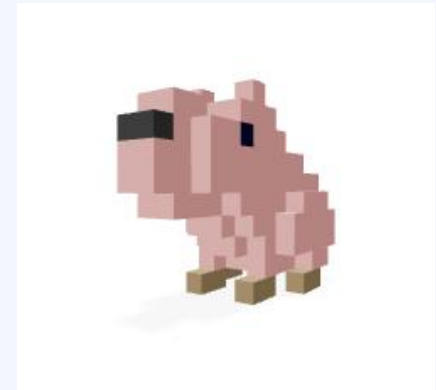
Generate Voxel Capybara by the Cell NFT!



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Capy-Capy: A Pokemonlike Game

Fight by Capybara!





The Most Important Features



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- **Composability of Aptos Smart Contracts:** Make full use of the composability of Aptos contracts to completely decouple protocol contracts, NFT contracts and game contracts.
- **Randomness:** Based on the Randomness feature, ensure the randomness of Cell NFT generation in Aptoscraft.
- **Move-based fully on-chain game:** Using lightweight game protocol as the starting point, explore the possibility of full-chain games based on Move.



The Most Important Features

- **Project Completeness:**

The charging protocol layer and Game Demo have been developed. The dApp and ecosystem will be improved next.

- **Future Potential:**

Let Aptos Be Great on the full-chain gaming track!



Team



RootMUD

Created Time: 2024

Slogan: Cool-oriented Programming.



公众号



个人微信号



Github Org: <https://github.com/rootmud>

Homepage: <https://rootmud.xyz>

Telegram: <https://t.me/rootmud>

Twitter: https://x.com/root_mud