



# Product Requirement Document: Sage Tokenizer



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PM Epic: <https://metaverse-sage.productboard.com>

▼ Status of PRD:



Backlog



One Pager



Stakeholder Review



In Progress



Complete

# One Pager for Sage Tokenizer

## Overview

The platform has one main goal, to provide an easy-to-use platform for active contributors to the Metaverse Sage gaming community, who are and aren't familiar with Blockchain transactions concerning NFT Minting alike, to tokenize a real-world asset they choose into an NFT through photo uploads, which can be applied as a skin to in-game utilities. The platform will use the Polygon blockchain for in-game tokens, and the in-game token wallet can be used to hold these newly minted NFTs.

The vision will continue with the Metaverse Sage title, taking advantage of the Sage Coin tokenomics, to expand and nurture the Metaverse eco-system for the community on the Polygon network.

*Note: This document describes a roadmap to Sage Tokenizer's time, not the scope of a massive release at Metaverse Sage's Interoperable eco-system release. We will want to identify key release milestones/priorities and plan development around them.*

## Objectives

1. Be a beginner-friendly place to mint NFTs for tokenizing chosen assets through photo uploads, regardless of prior blockchain knowledge.
2. Launch eco-system initiatives around the fact being NFTs facilitate interoperability.
3. Support our eco-system goals.

## GTM Approach

The platform provides a convenient way to tokenize real-world assets, that can be equipped, traded, or sold in any popular NFT Marketplace that supports Polygon NFTs.

## Success Metrics

TBD.

## Scenarios

### Player tokenizes a real-world asset to be used as an in-game skin

Nicky has attained a threshold of XP and has reached the minimum rating in competitive rankings, which unlocks him Sage Tokenizer access from the game. He thinks of what to tokenize and where to use it when suddenly he gets the idea of using his favorite Xbox controller skin for the in-game shepherd staff. He logs into the portal with his wallet address, uploads a PNG image of the skin to the tokenizer portal, and confirms the transaction, which mints an NFT of the skin to his in-game wallet. Nicky can then check his in-game wallet to see the new NFT, which can then be applied to the shepherd staff. This makes him happy and excited to play with the new skin.

### Players trade minted token

Sosa mints multiple tokens to be used on multiple in-game assets as skins. However, she gets bored of most of them and decides to check with the community forums, where other players show off their tokenized assets. Sosa gets a dm, asking her for the fan-art tokens she made and posted a while ago. She checks the sender and finds one of their skins interesting. Both talk and decide to exchange their tokens, through the in-game wallet.

Sosa then gets another dm from Nicky. Nicky offers a value of Sage coins as a price for one of her fan-art tokens. Both agree on the price and the trade is done.

Sosa then thinks of boosting her in-game economy, by selling tokens she mints from her fan art collection for Sage coins.

## Players use an NFT Marketplace for trading

Tanmay has several tokens in his in-game wallet, and is no longer interested in them. They decide to sell off these tokens at an NFT Marketplace, since the minted tokens were also Polygon NFTs. Tanmay heads to OpenSea, and lists their tokenized assets up for an auction. They were able to raise up to 24 Matic for their tokens.

Sanju has a poor econ rating in the game. This stops him from trading his Sage coins for great tokens he could use as skins. He also doesn't want to convert any asset in his possession into a token to use it in-game. Meanwhile, he checked the forums and saw that a lot of tokens were being sold at OpenSea, and players with poor econ ratings could still get these tokens for skins by bidding for them or directly buying them with MATIC. Sanju heads to OpenSea and finds an interesting token, that can be used as an avatar skin for his in-game wardrobe. He was able to outbid other players to get this token and use it as an avatar skin.

## Player uses tokenized assets in other titles

Soman learns that NFTs can be interoperable if the platform uses the same network as the one to which the token has been deployed. He gets the idea of using his in-game camo skin which is a token, as a stealthy skin that can be used in our studio's other title. Grand Help Photon. Soman transfers the camo skin token from his wallet in Metaverse Sage to his in-game wallet in Grand Help Photon, which helps him play with a stealth-based strategy.

Soman likes how the tokens can be used within multiple titles, and starts a thread on a public forum. The discussion receives great feedback, and if we're lucky, marketing for our interoperable ecosystem can kick off to a great start.

## Features In



[M] denotes minimum viable experience requirement for Product X

*(Note: Many of these features will have their own separate specs with more detailed prioritization and requirement breakdown. This doc is keeping an overall higher-level view of prioritization by just saying must have or not. In general, the categories are in priority order with the minimum requirements within each taking the highest priority.)*

## Minting

- [M] Extend wallet support by adding WalletConnect
- [M] Support for a variety of picture formats to be uploaded
- [M] Section to list NFTs in possession within the in-game wallet
- Option to mint a real-world asset for a different in-game wallet address

## Gameplay

- [M] Apply tokens in possession as item skin
- [M] Change player interaction if tokens in possession are to be used as avatar skin\
- [M] Way for players to raise reports about tokens when equipped, i.e., report obscenity, profanity, etc on tokenized skins
- Customize interactions and animations for custom skins

## Trading

- Add a gallery within the platform for token trades with Sage coin
- Way to add in the marketplace link to the auction/selling page

## Community

- Metaverse Sage players
- Players of other titles of our studio

## Social Network Integration

- [M] Post to Instagram feed/story on share
- [M] Post to Twitter on share
- Post to Pinterest on share

## Features Out

- Marketplace integration: We probably won't have the smart contract for the marketplace developed and audited by when the Sage Tokenizer ships, so it's not a feature for the platform for now.
- Wardrobe configuration for imported skins: Since tokenized assets can be mapped directly to an equipment/avatar, and since the drag-and-drop customization is being loved by the community, an additional layer of customization that does the same thing through another menu seems redundant.

## Open Issues

None yet

## Q&A

Asked By	Question	Answer
Manjoth from Engineering	Will there be a need to redesign the in-game economy if we add an option to trade NFTs with our in-game currency?	No, trading custom tokens is an action that doesn't affect the gameplay in any manner. Keeping this in mind, tokenomics designed is sufficient for the game and player econ ratings is left for player discretion
Shikha from Marketing	NFTs open up a space to reward players with seasonal gifts through airdrops. Will that be considered?	Yes, airdrops have been in our conversation since NFTs were thought about. We'll plan for airdrops as soon as we rollout the marketplace update.

## Feature Timeline and Phasing

Feature	Status	Dates
Asset upload as image	In Review	January 13, 2024
NFT Smart Contract integration	Blocked	February 20, 2024
Web 3.0 integration with platform	Backlog	February 13, 2024
Gallery view	In Development	February 16, 2024
NFT listing in the in-game wallet	Blocked	February 23, 2024
Add a new rating threshold and unlock platform for minting	Shipped	December 20, 2023
Obtain assets through token metadata and list them in the player inventory	Blocked	February 23, 2024