

LOOT GOBLINS

The Onchain Multiplayer Rat Race.

A Seeker-native roguelite where shared state creates gameplay pressure. Not a methodical crawl. A messy, tactical sprint.



THE MESSY DUNGEON

Shared World Progression:

One player's action changes the map for everyone.

Scarcity Pressure: Everyone chases the same chests.

Social Chaos: Cooperate to open paths, compete to loot them.



Competitive Player Interaction:

- **Race for Resources:** Everyone is competing for the same, limited chests.
- **Cooperation & Betrayal:** Work together to open new areas, then fight to loot them first.
- **Player-Driven Pressure:** Tension comes from human opponents, not just the game.

THE PRESSURE LOOPS

1. Clear Rubble
Staking SKR speeds up progress.



2. Race for Loot
Chests are contested.
Survive the scramble.



3. Extraction Gamble

Bank loot or push deeper for bosses?

NATIVE TO THE SEEKER SESSION



- ✚ **Tap-First Design:** Built for 5–15 minute intense bursts.
- ✚ **Session Keys:** Sign once, play fast. No wallet pop-ups break the flow.
- ✚ **Seamlessness:** Onchain moves feel like local inputs.

IDENTITY AS A SOCIAL SURFACE

- **Multplayer Presence:**
Seeing a known .skr identity changes behavior.



- **Social Signaling:**
Reputation and past runs are visible onchain.

DUEL FOR SKR STAKES



Player vs. Player Duels:
Wager SKR on the outcome.



Fair & Random Outcomes:
Duels are decided by VRF
(Verifiable Random Function),
ensuring fairness.

Compete for high stakes in the dungeon's dueling grounds.

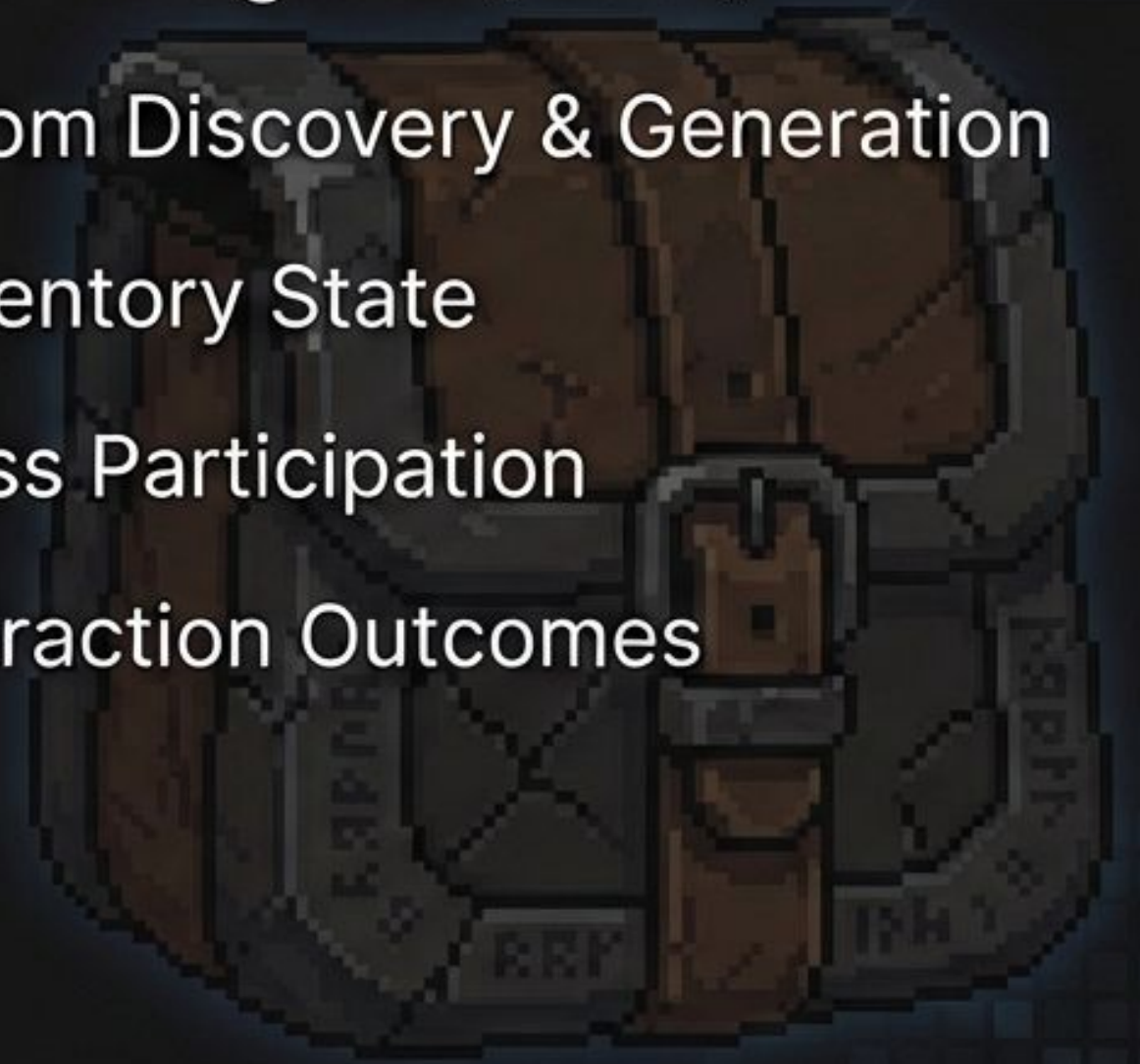
ONCHAIN-AUTHORITATIVE ARCHITECTURE

Unity Client (Presentation)

- Input Handling
- Visual FX
- Game Feel

Anchor Program (Truth)

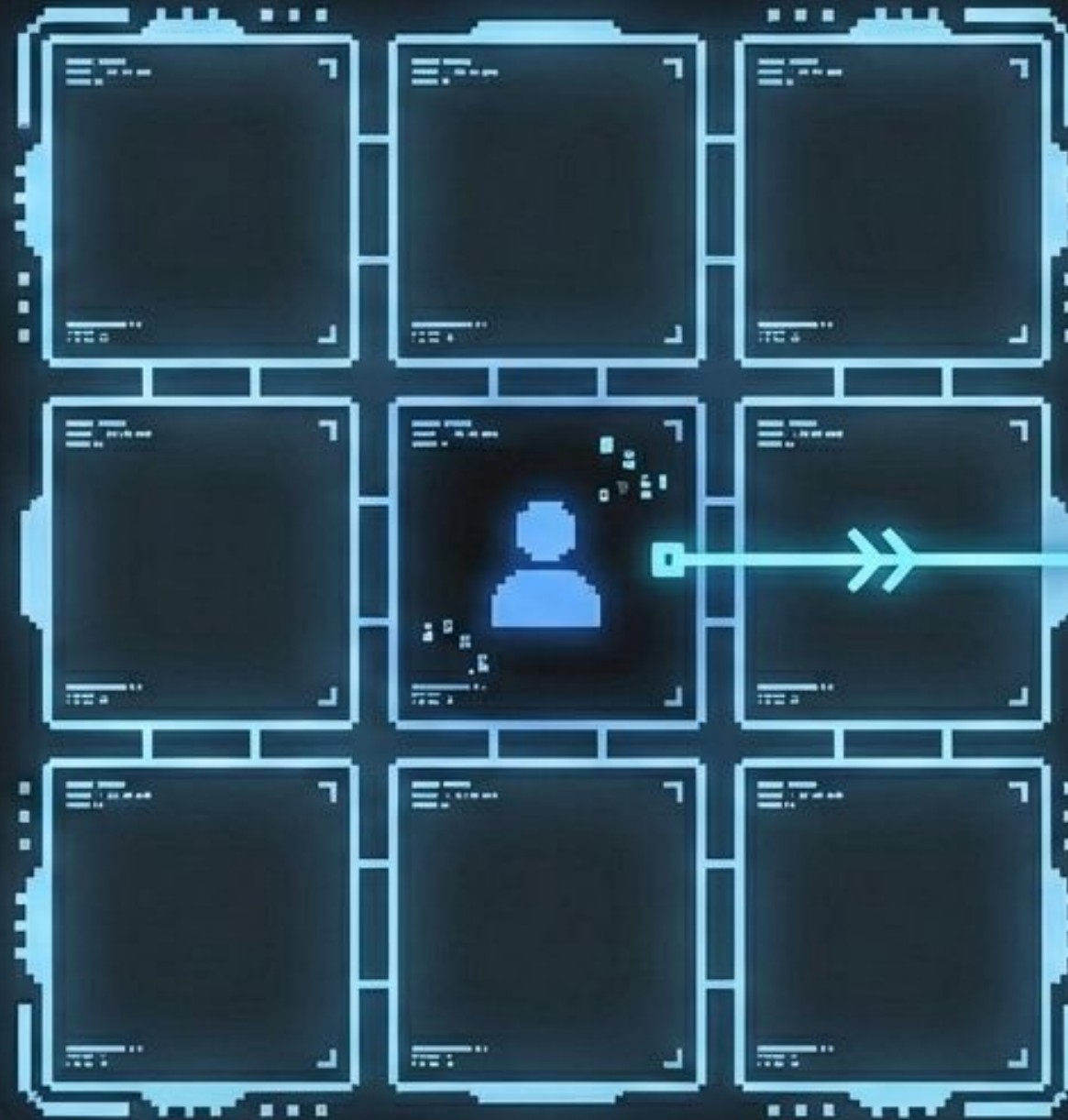
- Room Discovery & Generation
- Inventory State
- Boss Participation
- Extraction Outcomes



MULTIPLAYER PRESENCE INDEXING

Problem: How to show 20 players without chain lag?

Solution:
Room-Level
Occupancy
Indexing.



Presence PDA



Result: Lightweight queries enable 'Live' feeling, seeing equipment and movement is critical for tension.

DETERMINISM & FAIRNESS



- **Map Generation:** Deterministic based on Season Seed + Coordinates.
- **VRF Logic:** Fitron Deterministic based on Season Seed + Coordinates.
- **VRF Logic:** Proven randomness for Heists.
- **Validation:** Program-side checks prevent speed/teleport hacks.

FUNCTIONAL NOW

Judge's Proof of Life Checklist

- ✓ Multiplayer Room Discovery & Movement
- ✓ Job Staking, Tipping & Completion
- ✓ Loot Inventory System & Persistence
- ✓ Boss Fight Participation Records
- ✓ Player dueling for SKR



The background features a dark blue, futuristic aesthetic with glowing circuit lines. In the center, a smartphone displays the 'LOOT GOBLINS' game interface, showing two goblin characters in a cave. To the left of the phone is a large, crowned treasure chest with a red, tentacle-like mouth and sharp teeth, spilling gold coins and gems. To the right is a skeleton knight in full plate armor, holding a staff topped with a crown emblem. The floor is covered in piles of gold coins, gems, and various weapons like swords and daggers. The overall theme is one of greed and looting in a fantasy setting.

MESSY. GREEDY. ONCHAIN.

LOOT GOBLINS

Built for the Solana Seeker Hackathon.