

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.



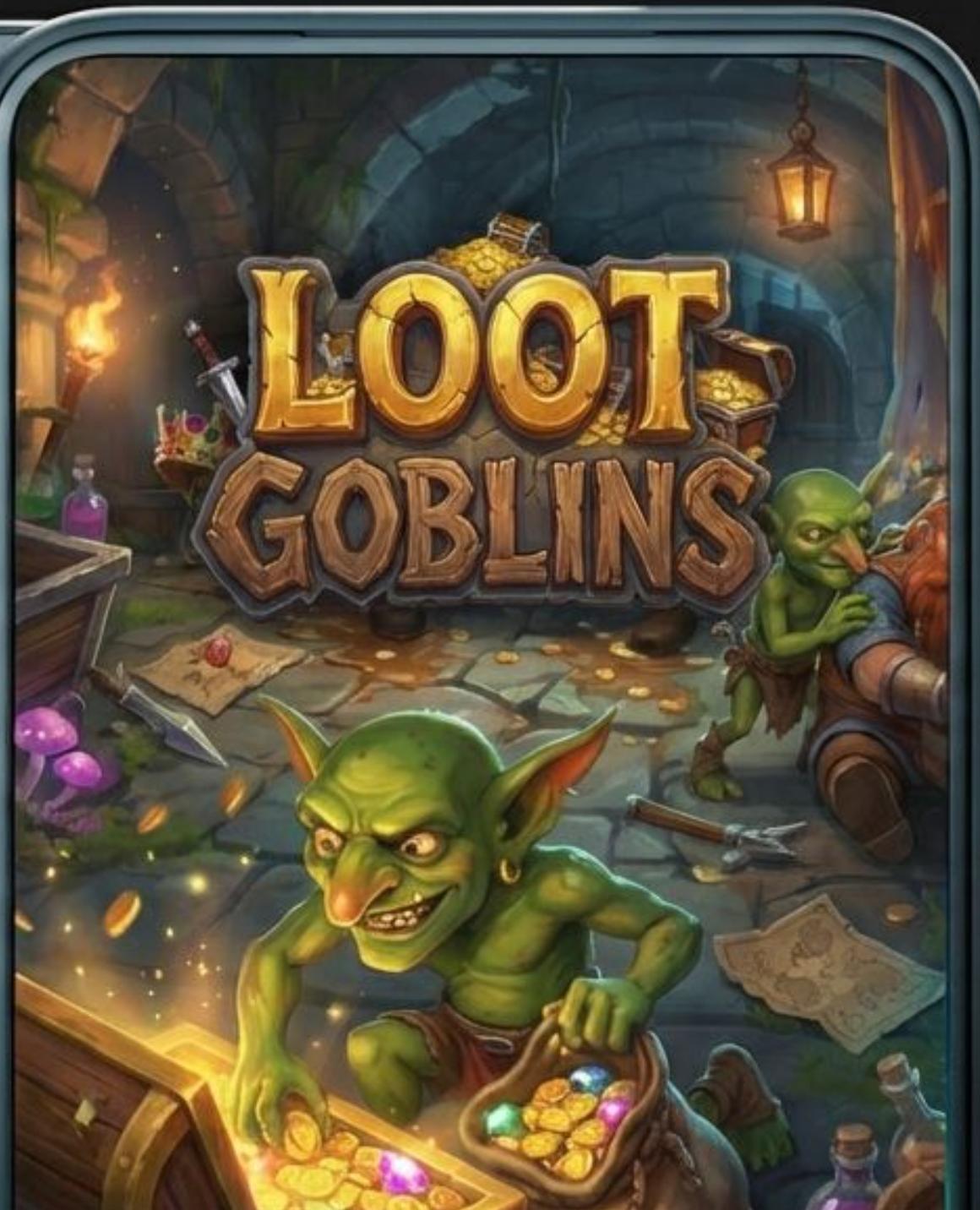
2. Race for Loot

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

- **Multiplayer 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

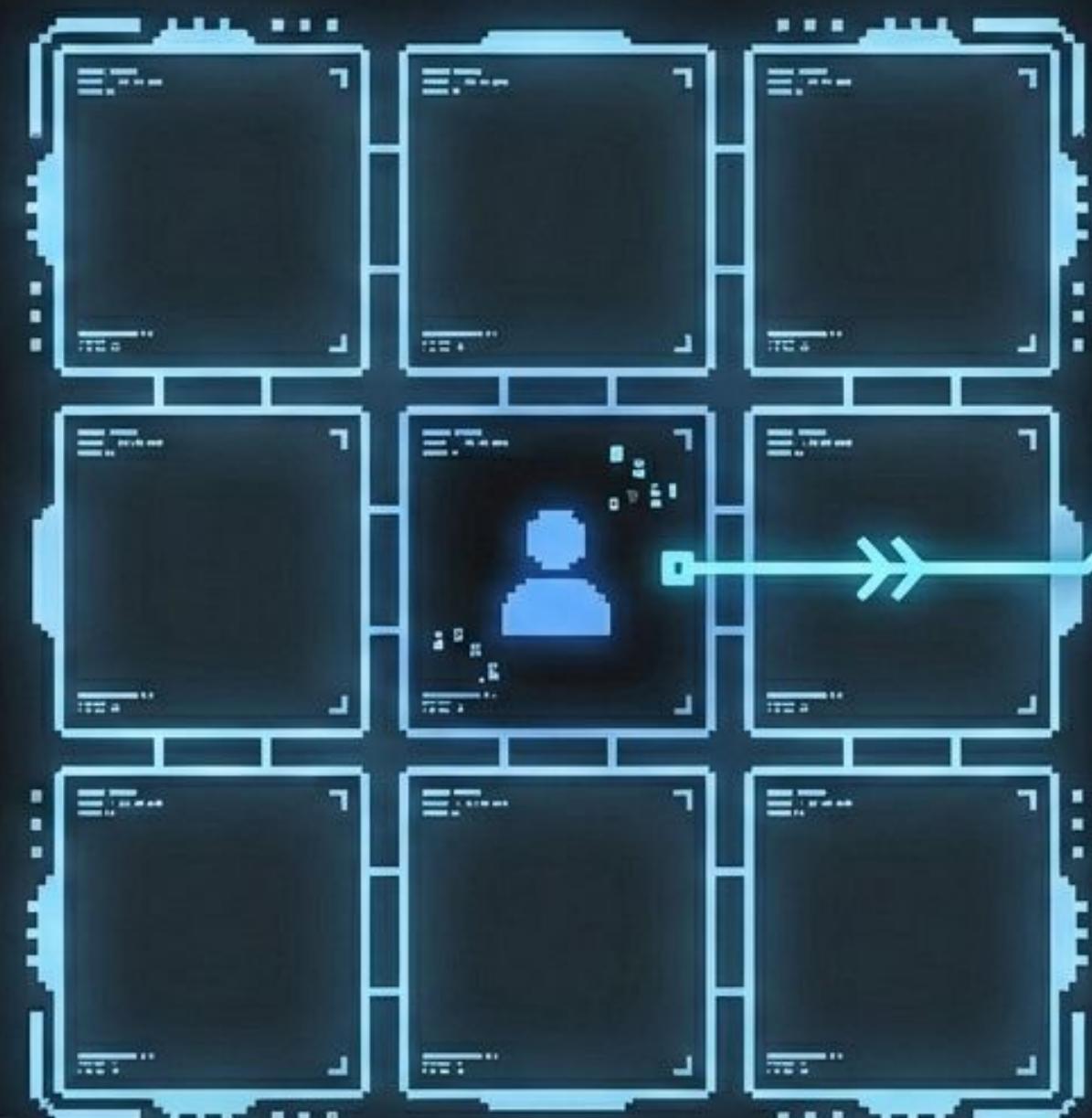
Anchor Program (Truth)

- 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



MESSY. GREEDY. ONCHAIN.

LOOT GOBLINS

Built for the Solana Seeker Hackathon.