

Title: The first game on Loopring L2 - Loop Monsters Online Game - Free to play - Giving free in game NFTs if you have L2.

Author: Loopmon

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<https://preview.redd.it/a9eespa7yi491.png?width=4000&format=png&auto=webp&s=b72091f9d7e5c799ac7295f4998bdceb8b43e430>

The current iteration of the Loop Monsters Project has been in development since January. This was the first game to use Looprings protocol to verify ownership and spawn in game assets from the blockchain.

I have been trying hard to get into the GME Marketplace launch, but unfortunately no avail yet.

****What is the Loop Monsters game?****

Loop Monsters is an online portal where players can socially interact with others or their monsters. Future updates are to include battling and questing.

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****What are Loop Monsters?****

Loop Monsters are digital creatures that live on the blockchain. Even if you don't play the game, they will still evolve and age over time. Each Loop Monster starts off as an egg, and over time they evolve.

Currently the alpha eggs released are dynamic and have different evolution paths, but interactions currently have no effect, this is due to lacking ZKEvm.

<https://preview.redd.it/kt2rhxe5yi491.jpg?width=1716&format=pjpg&auto=webp&s=9dd708493cdc5ed160244bb9ba28903268249dba>

A common misconception is that Loop Monsters was inspired by Pokemon. This is incorrect, it is in fact inspired by Digimon. This is because the concept of Digimon is based on creatures living in the digital world. The Loop Monsters project wants to make a part of that a reality!

****Why do you need ZKEvm?****

The core concept of Loop Monsters are that they live on the L2 blockchain. Upon release of ZKEvm all of the content will be migrated to a custom smart contract which will power the entire world, from NPCs, Battling, Questing, Monsters and Evolutions.

****How does the game currently use Loopring L2?****

Loopring L2 is currently used for authentication and verifying ownership of in game assets.

Loop Monster Managers are accessories for the player, and they are downloaded directly from the Blockchain, and loaded into the game. More accessories will be coming soon for the player, and also monsters!

****How do I play?****

The game can be played at: <https://play.loopmon.com>

More information about the project can be found across multiple online sources. If you come across any bugs feel free to contact me, currently a big update for the game is being worked on which will include more features and solve a lot of reported bugs, but please report them unless any were missed!

****If I login with my wallet, how can I ensure it is secure?****

The outgoing (and incoming) requests can be checked via the network tab on any web browser. All requests regarding the API key are only sent to Looprings API, and NEVER anywhere else. Once the API key is used to query the NFTs on the account (and download them), it is cleared from the application. The code for all of this will soon become open source!

****How do I get a Loop Monsters Manager?****

<https://preview.redd.it/25gm43c2yi491.jpg?width=2560&format=jpg&auto=webp&s=71cf65b3811973c80a93416a308503d5b426eb38>

To celebrate the latest update, 5 Loop Monster Managers are being given away. The collection size is capped at 512, and each are 1/1 uniques AND have a playable mini battling game in the GME wallet, to get one,

\- Leave your wallet below and answer this question:

"What is 5 times ten?"

This is a little security check to weed out bots. I will pick the winners this Sunday evening!