

Title: Can Smart Contracts Be CAPPED in Value? (Trying to work through the potential flaws with NFT tech in games.)

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From a gamer who doesn't know much about crypto, one of the things I'm most skeptical about NFT's in games, especially in mainstream games, is that the prices of items will get out of control by those trying to manipulate the market.

Let's take GTA Online for example. Even though the MKII oppressor is universally hated, everyone wants to have one because of how useful it is. So let's say the MKII is turned into an NFT. My one worry about NFT implementation with this example would be a whale trying to buy up all of the MKII's and basically corner the market & sell them for +\$100. (Similar to scalpers with PS5's).

If items like this would be capped at \$5/\$10 then it would highly discourage this behavior and be better for gamers, which is what immutable wants to accomplish.

And if a CAP is not possible, then what can Immutable/a game developer/GME/LRC do to combat market manipulation/inflation? If in game markets are completely free without regulation, this kind of behavior seems inevitable and people will be viewing items as a literal investment vs something with utility that's just worth a couple bucks + is cool to trade.

If you're saying well NFT's will only be skins and not give a player an advantage like an MKII, then I still have the same question. Let's say Fornite is releasing a Spiderman skin and a MEGA Whale bids up the price & buys up almost all of the skins and sets a minimum price at \$50? How/What can immutable X do to protect the player base from being exploited so they actually have a better experience than they do now?

(I have watched both the Bankless and AMA interviews in entirety but still have this question)