Project Name:

Mochi

Author Name:

@oftenfrequent

I understand that I will be required to provide additional KYC information to the Optimism Foundation to receive this grant:

Yes

L2 Recipient Address:

oeth:0x41693B7c0E41CBEa0d4F68Dc73898CB79e390f29 (Mochi multi-sig)

Grant category:

Governance Fund

Is this proposal applicable to a specific committee?:

Tooling Governance Committee

Project Description:

Mochi is a staked-coordination game for DAOs and remote teams. Modeled off of agile software development, Mochi is a protocol in which members of a DAO or decentralized team set goals relative to the organization, form teams, stake ether, and share insights to achieve their goals. Mochi enables permission-less contribution by having contributors stake against their performance.

Every Monday-Friday, Mochi players respond to our Discord bot and receive tokens as incentive for sharing progress on their goal & planning ahead—while losing ether when failing to respond for the day (i.e. a slash). Players spend tokens on in-game items found in the Mochi Shop. Slashed ETH goes to a community pool, where the group can vote on how the funds are spent.

Mochi is a simple protocol to encourage autonomy, accountability, self-reflection, goal-setting, building habits, working in public, and most of all, sticking together.

Project Links:

- Website: https://mochi.game/

- Twitter: https://twitter.com/bondwithmochi

- Game Guide: https://www.notion.so/mochi-world/Mochi-Game-Guide-d09f97ffca5e44aca0a86b936f9f87bc

- Link3: https://link3.to/mochi

Additional team member info:

- https://twitter.com/playerzer0x

- https://twitter.com/steadydrift

Please link to any previous projects the team has meaningfully contributed to:

- Playerzer0x co-wrote Gnosis Whitepaper

- Playerzer0x and oftenfrequent worked on UjoMusic @ ConsenSys

- Steadydrift designed at Pocket & Firefox @ Mozilla

Relevant Usage Metrics:

- 55 ether staked in game (mainnet multi-sig)

- 20k checkin reports

- 10 communities actively playing (Cabin, Quadio, GEN.ART, SheFi, and more)

Competitors, peers, or similar projects:

- Coordinape handles subjective rewards, we automate objective rewards

- [Metropolis (formerly Orca)](#) handles permissioning for groups, we built an incentive model to encourage working together

- [RabbitHole](#) rewards users for top-down objectives determined by the DAO or product, we enable rewards for both top-down and bottom-up objectives

- [Beeminder](#) and [StikK](#) are single player "skin-in-the-game" goal trackers built with web2 payment processors, we built smart contract layers and bot features for both Discord and Slack

- We modeled our game on [Agile software development](#) and [Mastermind mentoring groups](#)

Is/will this project be open sourced?:

We aspire to be a public good

Optimism native?:

Has been tested on [Optimistic-Kovan](#) with plans on launching on Optimism

Date of deployment/expected deployment on Optimism:

Devcon Bogota

Ecosystem Value Proposition:

- If we don't actively work to create new and novel systems in the web3 space, we will end up replicating the old models for "getting stuff done". Mochi is a new system that over 20 communities and remote teams have experimented with. By building a protocol that rewards the habits of goal-setting, reflection and planning, we hope to encourage better participation to DAOs and remote teams through trust and accountability.

- Each community will have its own game contract deployed on Optimism to manage staked players and token allotments. Members can stake in Mainnet eth which will bridge to Optimism, effectively migrating funds to Optimism by playing Mochi. Once staked, the locked ether can be used to provide liquidity to Defi protocols.

Has your project previously applied for an OP grant?:

No

Number of OP tokens requested:

100,000

Did the project apply for or receive OP tokens through the Foundation Partner Fund?:

No

How much will your project match in co-incentives?

- Each token will be granted on a 3-1 basis with Mochi tokens. We allocate Mochi tokens by seeding game contracts that in turn distribute tokens to individual members based on amount of ether staked and reporting performance. Each Mochi token earned by an individual member will earn 1 $OP for the community (DAO/remote team) and 2 $OP for the individual player.

- We took into account the customer acquisition cost for a company which is roughly $200 according to most figures. The majority of our players, play on a free-tier (soft mode) in which they are not actively bonded and therefore have nothing to lose, but also nothing to gain. We want to proliferate the meme of staking value towards aspirations. We plan to use OP tokens as additional incentives as we ramp up our user base.

Proposal for token distribution (under 1000 words):

- How will the OP tokens be distributed?

- Since Mochi is a growing network of remote teams and DAOs, we will use OP tokens to incentivize new players and partners. We allocate Mochi tokens for partner organizations to play and can match with OP tokens. We will also be using OP tokens to fund development of the Mochi protocol and application.

- 60% as Player Rewards (Individual players who stake ETH and earn Mochi tokens)

- 30% as Partner Rewards (DAOs and remote teams playing Mochi)

- 10% as Contributor Rewards (Mochi Core Contributors, Contractors, etc)

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- 30% as Partner Rewards (DAOs and remote teams playing Mochi)

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- We are launching a campaign called Spawn Point: 100 Sticky DAOs in 40 Days. The initiative intends to spawn 100 DAOs that play Mochi for at least one 8 week Journey.

- Player and Partner Incentives:

- Players receive 2 $OP : 1 $MOCHI for every successful check-in

- DAOs receive 1 $OP for every successful check-in

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- Requirements

- Players must play Mochi at Firm level or above to qualify (min bond: 0.025 ETH) to receive the Player $OP reward.

- DAOs must have at least 8 members (2 teams) playing Mochi to receive the DAO $OP reward.

- Players may quit the journey but forfeit their bond.

- Tokens will be awarded on Optimism.

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- Over what period of time will the tokens be distributed for each initiative?:

- Partner and Player Rewards:

- Assuming perfect play at our easiest level (Firm) with at least 40 new teams, we would distribute all OP tokens between 2-4 months. Since onboarding new teams and players takes time, we would like to pad the distribution expectations to be 4-6 months before funds are exhausted.

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- Contributor Rewards:

- $OP will be allocated as a bonus to our core contributors on the basis of time saved using Mochi to coordinate asynchronous stand-ups. Assuming we save 20min per day by using Mochi in place of synchronous stand ups, we estimate $1,200 USD in time savings per contractor per Journey which translates to ~1,043 OP bonus per two month contract period.

- Assuming an 8 person team, the Contributor Reward allocation would be fully distributed in less than 3 months.

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- Please list the milestones/KPIs you expect to achieve for each initiative:

- Partner and Player Rewards:

- Before the end of 2022:

- 40 new communities playing Mochi

- 70 ether staked in-game

- 30k checkin reports

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- By end of Q1 2023

- 100 communities playing Mochi

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- Why will incentivized users and liquidity on Optimism remain after incentives dry up?:

- Over the two years of game-play, less than 0.5eth of the 55eth total staked has ever been withdrawn by players. This means ether migrated to Optimism through the game will likely stay there.

- Mochi and Optimism Tokens earned via gameplay will be distributed to players adding another layer of incentive to interface with Ethereum on Optimism. Come for the earnings, stay for the transaction costs.

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