PROPOSAL NAME:

Bored Arcade: The Ultimate Degen Arcade & Mini-Game Creation Factory

Bored Arcade is a one-of-a-kind degen arcade and mini-game creation factory fueled by $APE coin. It features engaging and addictive mini-games packed with rewards, all themed around BAYC/YUGA. It also includes a mini-game creation engine designed to tap into the entire meme coin industry, all powered by Apecoin, enabling users to create and share their unique, meme-inspired games.

TEAM DESCRIPTION:

Douglas - CTO of Bored Arcade

Background: Founder of MoreGeek gaming studios and ScarQuest.

https://www.moregeek.com/

Pinky - CEO of Bored Arcade

Background: Co-Founder of Crypto is Fun, ScarQuest, and ApeIT Bot,

Twitter: x.com

Jumanji Jones - COO of Bored Arcade

Background: Co-Founder of ScarQuest, ApeIT Bot, and Crypto is Fun.

Twitter: x.com

PROPOSAL DESCRIPTION:

Bored Arcade is set to redefine the gaming experience with a degen twist! The BAYC/YUGA-themed arcade will be exclusively native to ApeChain and powered by $APE coin. Our mission? To craft addictively fun games that are straightforward yet compelling—like the beloved "Dookie Dash." We get it: The everyday non gamer as well as Web3 aficionados crave games that are both easy to grasp and a blast to play, and most importantly you can win a ton of dope stuff!

At launch, players will dive into mini-games designed for everyone from casual dabblers to enthusiasts. You'll use $APE coin to snag $INSERT tokens, which are your ticket to gameplay. Like those old-school arcades, you'll collect raffle tickets to score insane prizes. Our simple-to-play, yet addictive games are sure to draw a diverse crowd of gamers, memecoin degens, and even everyday apes.

Bored Arcade isn't just fun and games; it showcases cutting-edge blockchain gaming tech, spotlighting ApeChain's potential. This could spark further developer interest and investment in the platform. And with community engagement at its core, our chase-based prize draws, and engaging gaming will foster a dynamic community within the Ape Chain ecosystem.

With raffles and prizes, players will be rewarded daily and weekly. Prize pools will consist of $APE coin contributions and other assets, with 70% going to the winner and 30% allocated back to the platform for buy-backs, airdrops, and a portion of the proceeds going back to the APE Coin DAO.

We're ramping up perks for BAYC holders too. They can bring their PFP avatars into the games, scoring 1.5x more $INSERT tokens and boosting their chances at raffle winnings.

Bored Arcade's in-app wallet simplifies account creation and user management. This feature integrates an EVM wallet function for depositing $APE coin, exchanging it for $INSERT token, managing raffle tickets & prizes, and authorizing micropayments for in-game items while playing the games anywhere you want with your mobile. We understand the best tool is the one in your pocket so expect Bored Arcade on Apple App Store and Google Play Store.

Last but not least our Mini-game Generation Engine, Bored Arcade will establish an innovative game generation engine, equipped with a set of versatile templates designed to streamline the creation of minigames targeted but not exclusively to meme coin projects

These templates enable the rapid development and deployment of new games, significantly enhancing our ability to deliver products regularly, to expand the Bored Arcade platform, and the ApeChain ecosystem.

Welcome to Bored Arcade, where we play hard and degen harder!

BENEFIT TO APECOIN ECOSYSTEM:

Bored Arcade is giving back 10% of gross revenue to the ApeCoin DAO treasury, expected to begin about three months after the initial launch.

1. Increased Utility for $APE Coin: Bored Arcade uses $APE coin as the primary currency for gaming transactions, enhancing its utility and circulation within the ecosystem.

2. Community Engagement and Growth: The platform's engaging, chase-based prize draws and addictive games are designed to foster a vibrant community within the ApeChain ecosystem and beyond, increasing user engagement and retention.

3. Showcasing Blockchain Capabilities: Bored Arcade showcases the innovative possibilities of blockchain-based gaming on ApeChain, potentially attracting further interest and investment in the technology.

4. Incentive Mechanisms: The distribution of raffle prizes and the special benefits for BAYC holders (like increased $INSERT tokens) create attractive incentive mechanisms that can drive participation and investment in the ecosystem.

5. Diverse Audience Reach: By targeting not only expert gamers but also crypto enthusiasts, memecoin degens, and casual mobile users, Bored Arcade can significantly broaden the user base of the ApeChain ecosystem.

6. Minigame Generation: The platform's sophisticated capabilities allow for accelerated game development, providing value that can be used to optimize the ApeChain experience and drive further ecosystem growth.

These benefits strengthen the ApeCoin/ApeChain ecosystem, making it more attractive to users, projects, and investors.

LIST OF FEATURES:

1. Yuga/BAYC-themed arcade games

2. $APE coin integration

3. Daily/weekly raffles and prizes

4. BAYC PFP avatar integration

5. In-app digital wallet system

6. X/Twitter login integration

7. EVM wallet functionality

8. Micropayment authorization for in-game items

9. Available on mobile iOS and Android

10. Reward tracking system

11. Accelerated game generation

12. Ready-to-go game templates

PLATFORMS & TECHNOLOGIES:

Key Components:

- Mini-Game Catalog

- Prize Distribution System

- Wallet and Payment System

- Community Management

- Mini-Game Generation Engine

These core elements are designed to turbocharge the ApeChain ecosystem and the utility of $APE coin.

Dive into our expansive BAYC/YUGA-themed mini-game catalog, tailored for every type of player—from the casual to the experienced. Coupled with our enticing prize distribution system, gamers will be motivated to log in daily and eager to play and win.

Our seamless wallet and payment system is crafted to effortlessly onboard gamers. With this system, players can smoothly navigate the platform, effortlessly buying $INSERT tokens with $APE coin, managing their raffle tickets, and exchanging assets, all on iOS and Android. To further enrich the player experience, we're incorporating a community tab to foster discussions on game strategies, raffle tactics, and other related chatter.

Last but not least our mini-game generation tools will help foster a new kind of degen that will come to ApeChain to receive

a template game of their choice or a custom-built game using $APE coin. We want to bring fun, addictive, degen-like, mini-games to the masses and feel that ApeChain is the best place to do so.

Bored Arcade is not just ready—we're thrilled to support the ecosystem by crafting degen games for the ApeChain native platform. Let's game on!

STEPS TO IMPLEMENT:

Here's a detailed timeline outlining Bored Arcade's development journey, starting with a 6-month core development phase leading to the alpha release, followed by an 8-month plan culminating in the full product launch. This roadmap begins from the receipt of investment and covers the delivery of the first product to the market and the initial 6 months with the dapp open to the public.

Setup - 1 month

- Server architecture setup
- UI/UX design begins
- Development tools setup
- Version management setup
- Setup CI/CD environment
- System tool and library setup

Stage 1 - 1 month

- 1st and 2nd game template ready
- Catalog management design and development begins
- Raffle reward design and development begins
- Wallet system design begins
- Apecoin/Apechain integration begins

Stage 2 - 1 month

- 3rd Game template ready
- Catalog management system ready
- Ranking system design and development begins
- Staking system released

Stage 3 - 1 month

- 4th game template Ready
- Raffle reward system ready
- Wallet system ready
- Reward distribution design and development begins
- Matchmaking system design and development begins
- Community chat and forum feature design and development begins
- BAYC NFTs Integration begins

Stage 4 - 1 month

- 5th game template ready
- Ranking system ready
- Reward distribution system ready
- Matchmaking system ready

Alpha Stage - 1 month

- 6th game template ready

- Community chat and forum ready

- User support feature released

- External API development begins

- Special event system development begins

- IAP payment implementation begins

- Platform and build process optimization

Beta Stage - 1 month

- 7th game template ready

- Special event system ready

- Platform mobile version testing

- IAP payment implementation

- Onboard meme projects for trail run

- Token import/export feature development for supporting the mobile version

Full launch - 1 month

- 8th game template ready

- Partner API alpha released

- Platform economy optimization

- IAP payment system ready

- In-game meme token integration

- Onboard 2 additional meme projects

- Platform mobile version submission for review

- Reporting system design and development begins

We will hire third parties to check and audit our contract to insure code security. When it comes to users data we will be using certified APIs directly from platforms like Twitter/X, Apple ID, or Google Play. This will ensure security and privacy of all user data.

The details of the cost of any premium features have not yet been fully decided on, but will have a cost breakdown for the use of features once we get closer to the dapp going main-net.

REPORTING EXPECTATIONS:

At launch, Bored Arcade will provide monthly reports at the beginning of each month manually. Development of an analytics dashboard will also commence towards the end of the 6th core development cycle. This dashboard will enable DAO members to track our on-chain revenue in real-time. It will be a web-based reporting system equipped with access controls to ensure secure and exclusive access for DAO members. Additionally, the dashboard will feature customizable views and detailed metrics to provide a comprehensive overview of performance, revenue streams, and strategic contributions to ApeChain, aligning with our commitment to transparency and member engagement.

OVERALL COST:

Total amount requested from the ApeCoin Ecosystem Fund = 800,000 APE

3rd Quarter 2024 Budget - 200,000 APE

- 3 - 4 mini-games live at launch

- Accelerated Mini-Game Development

4th Quarter 2024 Budget - 350,000 APE

- Launch Raffle system & Wallet system

- 3 additional Bored Arcade mini-games

- Catalog system launch

1st Quarter 2025 Budget - 150,000 APE

- Launch Community system integration

- Bored Arcade Listing

- Additional 5 mini-game templates launched

- Additional mini-game engine development

Marketing Budget - 100,000 APE

- Contests

- Giveaways (SAF spaces, raffles)

- Quests

- Video content

- IRL marketing

- Ads online (explorers, scanners, tg bots, etc)

- KOL campaign

- Gorilla marketing

- Apple App Store and Google Play store marketing

Use of Funds:

- Initial Mini-Games Launched

- Description: Bored Arcade will launch with 3 - 4 mini-games to ensure instant use of APE.

- Budget Allocation: 100,000 APE

- Timeline: 3 - 4 weeks (Q3 2024)

- Details: 3 - 4 unique mini-games that accept APE coin, collecting airdrop points for the raffle system.

- Description: Bored Arcade will launch with 3 - 4 mini-games to ensure instant use of APE.

- Budget Allocation: 100,000 APE

- Timeline: 3 - 4 weeks (Q3 2024)

- Details: 3 - 4 unique mini-games that accept APE coin, collecting airdrop points for the raffle system.

- Accelerated Mini-Game Development

- Description: Bored Arcade will develop tools and templates to seamlessly develop and deploy fun, addictive, degen mini-games for any project (ei. Memecoins, other chains, dapps, etc)

- Budget Allocation: 100,000 APE

- Timeline: 8-9 weeks (Q3 2024)

- Details: Our mini-game engine application will help foster a new crypto enthusiast community in the APE chain ecosystem.

- Description: Bored Arcade will develop tools and templates to seamlessly develop and deploy fun, addictive, degen mini-games for any project (ei. Memecoins, other chains, dapps, etc)

- Budget Allocation: 100,000 APE

- Timeline: 8-9 weeks (Q3 2024)

- Details: Our mini-game engine application will help foster a new crypto enthusiast community in the APE chain ecosystem.

- Launch Raffle & Wallet System

- Description: With the Bored Arcade in-app wallet users will be able to hold their $APE, $INSERT, Raffles, and prizes.

- Budget Allocation: 125,000 APE

- Timeline: 4 weeks (Q4 2024)

- Details: The raffle system was created to incentivize users in our chase-based winning system with things like NFTs, Yuga assets, APE coin, and much more. Bored Arcade will take 30% of the prize pools, a percentage of which will be used to give back to the DAO, some for Airdrops, and the rest for buybacks.

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- 3 Additional Bored Arcade Mini-Games

- Description: Launching new innovative games to continue the excitement and growth of the Bored Arcade/ApeChain ecosystem.

- Budget Allocation: 100,000 APE

- Timeline: 3 - 4 weeks (Q4 2024)

- Details: With new innovative games always being released, users will be excited and eager to play these addictive games to keep earning and winning more rewards.

- Description: Launching new innovative games to continue the excitement and growth of the Bored Arcade/ApeChain ecosystem.

- Budget Allocation: 100,000 APE

- Timeline: 3 - 4 weeks (Q4 2024)

- Details: With new innovative games always being released, users will be excited and eager to play these addictive games to keep earning and winning more rewards.

- Catalog System

- Description: The Catalog System will make it easy for users to view and play the native games of Bored Arcade

- Budget Allocation: 125,000 APE

- Timeline: 3 - 4 weeks (Q4 2024)

- Details: A system feature that enables the platform to add or remove minigames. It offers categorization of games making it easier for users to navigate our platform.

- Description: The Catalog System will make it easy for users to view and play the native games of Bored Arcade

- Budget Allocation: 125,000 APE

- Timeline: 3 - 4 weeks (Q4 2024)

- Details: A system feature that enables the platform to add or remove minigames. It offers categorization of games making it easier for users to navigate our platform.

- Community System Integration

- Description: Chat rooms are an essential part of Bored Arcade, where users can discuss games, build strategies, raffle prizes, and other related topics.

- Budget Allocation: 40,000 APE

- Timeline: 2 - 3 weeks (Q1 2025)

- Details: Effective community management can significantly enhance user engagement, loyalty, and platform growth.

- Description: Chat rooms are an essential part of Bored Arcade, where users can discuss games, build strategies, raffle prizes, and other related topics.

- Budget Allocation: 40,000 APE

- Timeline: 2 - 3 weeks (Q1 2025)

- Details: Effective community management can significantly enhance user engagement, loyalty, and platform growth.

- Listing Services

- Description: Any project that may want to showcase its game can pay a fee in APE to have a game listed on our front page. This helps bring awareness to the projects utilizing our game development service.

- Budget Allocation: 20,000 APE

- Timeline: 3 - 4 weeks (Q1 2025)

- Details: This will elevate games and bring community visibility to APE Chain.

- Description: Any project that may want to showcase its game can pay a fee in APE to have a game listed on our front page. This helps bring awareness to the projects utilizing our game development service.

- Budget Allocation: 20,000 APE

- Timeline: 3 - 4 weeks (Q1 2025)

- Details: This will elevate games and bring community visibility to APE Chain.

- 5 Additional Mini-Game Templates

- Description: Bored Arcade can easily and securely have games ready within days to weeks with ready-to-go and ready-to-build templates.

- Budget Allocation: 30,000 APE

- Timeline: 3 - 4 weeks (Q1 2025)

- Details: Continue to add more addictive mini-games to our catalog of mini-games.

- Description: Bored Arcade can easily and securely have games ready within days to weeks with ready-to-go and ready-to-build templates.

- Budget Allocation: 30,000 APE

- Timeline: 3 - 4 weeks (Q1 2025)

- Details: Continue to add more addictive mini-games to our catalog of mini-games.

- Additional Mini-Game Engine Development

- Description: We will continue to upgrade and update our systems, a key feature in the Bored Arcade ecosystem.

- Budget Allocation: 60,000 APE

- Timeline: 3 - 4 weeks (Q1 2025)

- Details: A key component and feature of our platform that we will continue to update with new innovative features and games.

- Description: We will continue to upgrade and update our systems, a key feature in the Bored Arcade ecosystem.

- Budget Allocation: 60,000 APE

- Timeline: 3 - 4 weeks (Q1 2025)

- Details: A key component and feature of our platform that we will continue to update with new innovative features and games.

Funds acquired from the DAO will be used for development purposes only. Bored Arcade will provide funds for the liquidity of $INSERT token, once $INSERT token goes live.

We are poised to position Bored Arcade as a catalyst in forging a dynamic degen gaming ecosystem, set to scale and enhance ApeChain from day one. Utilizing our influence as KOLs and well-known entities in this space, we can attract a substantial user base to the platform. The initial start of the chain is pivotal, with user acquisition as our primary focus.

Thank you for taking the time to read through our proposal, see you at the Bored Arcade!