

Hello everyone,

This is Max from The OASIS (Metaverse Development Kit). We're about to kick off a new experiment with the Thrive team in the runup to the GCP - here's what it's all about:

Background:

- Scalability in web3 is still sorely lacking, this is a major bottleneck for game projects
- 90% of games are forced to use AWS - which is expensive, not decentralised, and has severe server limits on player size.

The GCP represents a major opportunity to fully operationalise the Web3 gaming industry, including the Metaverse (as described in Ready Player One) - however to do so, the infrastructure needs

to be in place. That's what this experiment is all about.

Opportunity:

We have built a powerful, Arbitrum-enabled SDK which allows developers to build infinitely scalable web3 games. This is achieved through porting to Holochain, the new distributed cloud compute provider. Holochain combines sharding with a gossip protocol to break the blockchain trilemma. Our SDK uses Object Relational Mapping and other advanced features to remove the complexities of working with Holochain - making it easy for game projects to switch out AWS for this cutting edge alternative.

Experiment:

Our experiment is straightforward:

1. We will find a suitable game project that uses AWS.
2. We will set up a test environment - one version of the game using AWS, one using our Holochain-enabled back end.
3. We will compare performance metrics including latency, cost, scalability, and consistency
4. We will compile the results in a presentation, which we will submit to the DAO.

Benefits:

If successful, we anticipate delivering sizeable cost savings to the game project, improved performance specs, and a roadmap for the future that includes benefits like unlimited players.

First steps:

We are currently looking for a suitable game project that is willing to conduct this experiment with us. By suitable game project, we mean:

- relatively simple from a data perspective, but with the ability to host large amounts of players
- either currently using Arbitrum or intending to migrate.
- If intending to migrate to Arbitrum, we can also onboard them using our SDK.

How you can help:

If you know any project that fits this description, please do send them our way - there may also be scope to test more than one game. Best way to contact me directly is on telegram at [Telegram: Contact @maxgershfield](#)

Follow us on our journey:

We'll be posting updates on our twitter channels:

<https://x.com/H0L0NET>

<https://x.com/OASISWEB4>

<https://x.com/maxgershfield>

We'll also be announcing a spaces with the Thrive team where we'll go into a little more detail on our product, and hopefully connect with some of you in person.

There's a tremendous opportunity in front of us all friends, we're excited to be here at this special time, and look forward to literally building the future with you all. A huge thanks to ThankARB + The Firestarters program for making this possible.

More updates will follow here.

Check out our website links here:

<https://www.holo-net.com/gaming>

oasismdk.webflow.io

OASIS MDK

Welcome to the last SDK you will ever need

Detailed experiment overview [here](#):

Thank you!

Max