

Ecosystem Game: Loot Royale

Loot Royale is a fully on-chain, fast-paced battle royale game with heavy loot NFT references. You'll farm loot boxes, work together / scheme against other players to be the last one standing in the arena. The roadmap for the game includes turning Loot Bag/Genesis Adventurer into characters, and turning Realms/C&C NFT into maps, using on-chain ML and decentralized storage. We are also building an algorithm to determine the shrinking zone in each round of battle royale, to make the gameplay more engaging.

Resources

Game site <https://rolluproyale.netlify.app/> Tutorial <https://medium.com/@BladeDAO/loot-royale-play-guide-305673663023>
Tutorial (CN) <https://sulfuric-tartan-6c4.notion.site/Loot-Royale-a6e6c011fd0540f685b6b3c304df2f5f> Blade Token faucet <https://blade-faucet.alt.technology/> Galxe Campaign <https://galxe.com/altlayer/campaign/GCuPiULrKh>

Video tutorial

[AltLayer Altitude Phase IV -Previous Ecosystem Game: CellulaNext- Throughput & Latency Performance Test in the Wild](#)
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