hi fam … we really need your help optimizing the cost of a daily airdrop-like distro for our game

in our game, players win different amounts of points each day

- at 19:45 UTC, everyone's individual balance is calculated offchain (including some referral bonus points calcs) & a universal snapshot is taken: Player A = 59 points; Player B = 182 points; … Player N = 12 points.

- at 20:00 UTC, the token script ingests the snapshot & distributes ERC20 tokens commensurate with the Players' daily accrued point balance

- from players' POV, there is no "Claim" required; there is zero financial cost to play; we abstract blockchain away until such time as players want to interact with their ERC20 versions of their points & do whatever they'll want to do with their points (tldr: CleanApp-the-game pays for the daily distro)

- we're optimizing gameplay for maximum number of players (10M+), so need a scaling solution that's cheap and secure

Questions

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- what's the cheapest L2 for our game? (Mumbai to start (?); also considering Gnosischain, Scroll, Optimism, but could really use guidance + ecosystem support) - dms open, just @ us wherever you like to @, the handle's the same everywhere

- obv, our goal is to optimize gas costs: what's the state-of-the-art for recurring arbitrary token distros like the ones described above?

- @sg mentioned this optimization, and curious to learn about other approaches

- will xpost this in magicians as well, and suspect there are other WGs on this … could you pls give pointers … ty … xoxoxo