

Basic Details

Project name: Revolte

Author name and contact info (please provide a reliable point of contact for the project.):

Antoine Wisdorff - Irruption Lab Co-founder [Twitter](#) / [Linkedin](#)

L2 recipient address: 0x94b9420F65fB3ec966d96BB034b35AF86487D929

Which Voting Cycle are you applying for?: Cycle 11

I confirm that I have read the landing pages for the [Builders](#) and [Growth Experiments](#) Sub-Committees and that I have determined my proposal is best suited to be reviewed by the Growth Experiments Sub-Committee: Yes

I understand that Growth Experiments grants are subject to a “no sale rule,” as explained in [this post](#), and I have read the terms of the rule: Yes

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Enter the adventure

1446×652 143 KB

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Project Details

What are you building?:

Join the Web3 revolution with Revolte

!

Our adventure game introduces users to the world of blockchain, wallets, tokens, and more, with mandatory tasks like wallet installation to guide players through the story. Explore real Web3 applications on Optimism and experience the potential of this transformative technology.

Why do you believe what you are building is going to succeed?:

We need more projects that educate people about Web3, and we believe that Revolte can achieve this goal through an engaging and interactive adventure game format.

How many users does your project have currently? Please include how you arrived at this estimate:

The first chapter of Revolte was released on March 1st, 2023, so it is currently too early to estimate the number of users.

How will receiving a grant enable you to further the mission of maximizing the number of users interacting with Optimism? Please include a step-by-step flow of how you imagine this grant can lead to a greater number of user interactions with Optimism:

1. With the funding from Optimism’s grants, we plan to expand our team and professionalize our platform’s UX/UI. It will allow us to create new adventures more frequently and secure partnerships with blockchain protocols to make our platform economically sustainable. We also plan to bring on a scenario writer and a game level designer to enrich the game mechanics.
2. By building custom-made adventures for existing protocols, we aim to turn our users into users of our partner protocols, as there will be mandatory tasks to perform on the protocol before continuing the adventure.

Tell us about the users you plan to target with this grant. Include any defining characteristics that will help you identify and target them:

Our first goal is to educate Web2 users who might be interested in exploring Web3, and our second goal is to encourage Web3 users to explore new protocols through our adventure game.

How would these users interact with Optimism? For how long?:

1. The length of user interactions with Optimism will depend on the protocols we will partner with (sponsored adventures). If users discover a protocol they like through our game, they will likely come back regularly even after

they complete the adventure.

2. On our platform, we are implementing long-term deposit and lock.

At the beginning of Chapter 3, players must deposit a minimum of stablecoins to continue the adventure. This amount will be locked during one month with the release of each new episode. If the users/players want to enter the next episode, they would have to relock their deposit for one month. Users will be entitled to receive interests paid in OP.

On our hand the stablecoins locked on the platform will be used to generate revenues.

Provide us with links to any of the following for the project:

- Demo: <https://www.revolte.app/>
- Demo Video: <https://www.youtube.com/watch?v=D83JsWduODM>
- Website: <https://www.revolte.app/> and <https://www.irruptionlab.com/>
- Twitter: <https://twitter.com/IrruptionLab>
- Discord/Discourse/Community:
- Github: [GitHub - pgrandne/revolte: Web3 adventure game for onboarding](#)
- Technical/Economic Documentation: [Pitch Deck](#)
- LinkedIn: [Irruption Lab < Building applications for Web3 democratization | LinkedIn](#)

Do you have any metrics on the project currently? (TVL, transactions, volume, unique addresses, etc. Optimism metrics preferred; please link to public sources such as Dune Analytics, etc.):

Release date of the first chapter was on March 1st, 2023. It's a bit early for the metrics.

Who are your competitors, and are they on Optimism?:

Crew3, L3, Guild can be considered as competitors but they aren't really on the same segment. We want to onboard through a captivating game.

Ethereumhacker was an inspiration for us but it's not a competitor. Same for Cryptozombies.

Please link to code audits (if any):

N/A

Team

Who are your founders?:

Perrin Grandne, Developer, co-founder of Irruption Lab [Linkedin](#) / [Twitter](#)

Antoine Wisdorff, PM/Designer, co-founder of Irruption Lab [Linkedin](#) / [Twitter](#)

What makes your team well-suited to carry out the project described in this proposal?

We need creativity and developing skills. On this aspect we are well-suited, and the first chapter of the adventure already released.

But we plan to expand our team and professionalize our platform's UX/UI. It will allow us to create new adventures more frequently and secure partnerships with blockchain protocols to make our platform economically sustainable. We also plan to bring on a scenario writer and a game level designer to enrich the game mechanics.

Is this your first Web3 project?:

With Irruption Lab, we've already built several projects (<https://www.irruptionlab.com/>):

1. InterPool: A Sport Prediction Game with no losers, where the winners share the interests generated by the deposits of all the participants. (HackaTRON S3 winner)
2. No Pool No Game: An MVP that leads us to InterPool. A memory game where the winners share the interests generated by the deposits of all the participants. (ETHOnline 2022 winner)
3. PlzNFTme: send a picture and you'll receive a personalized NFT drawn by real caricaturists

Perrin Grandne: Daseslab. Federated catalog of data and services linked to education and skills for accelerating innovation in education, certification and skills development through blockchain-based data sharing and services : For French Ministry of National Education

If not, what else have you built? (Share links, Github repository, or any other useful information.):

[pgrandne \(Perrin\) · GitHub](#)

[AntoineWisd · GitHub](#)

Grant Request

What is the size of the grant request? (250k OP max):

We are seeking 150k OP from this grant program (2 separate proposals have been created on the forum for the Builders and Growth Experiment grants)

:

1. 50k OP as part of the Builders grant > retroactive funding
2. 100k OP as part of the Growth Experiments grant > Usage incentives, user education

How do you justify the size of the grant?:

1. The project's scalability is limited as it relies on the creation of new adventures to attract and retain users. Additionally, the project must continually showcase new protocols to keep existing users engaged and entice them to return for more.

The retroactive builder grant will provide funding for the work already completed and open up new possibilities for the next chapters of the adventure, ultimately enhancing the user experience. This includes the onboarding of Scenarist/Game level designers, illustrators, UI/UX designers, as well as improving visibility through marketing, partnerships, and community management.

It is totally compatible with a 1 year locking period of the OP.

As of now we are self funded.

1. Successful onboarding is still widely connected with incentives.

After the first Chapter where new users discover how to install their wallet, the second Chapter will explore web3 possibilities on the testnet (currently under development). The last Chapter will be on the mainnet. New episodes will be created for each protocol we will showcase.

The Growth Experiments grant will be used for usage incentives. To continue the adventure on the mainnet, users will need to deposit stablecoins on the platform. Additionally, users will be eligible to receive interests paid in OP.

On our hand the stablecoins locked on the platform will be used to generate revenues.

Roadmap and Distribution Plan

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Revolte - Road map2

1508x567 49.2 KB

](https://global.discourse-cdn.com/business7/uploads/bc41dd/original/2X/1/16f0329be1611644eeff1d7677857c5bebf506de.png)

Describe in discrete steps how you will successfully implement your grant plan:

1. Builder Grant:
2. Revolte - Chapter 2 (Tesnet / Protocols exploration) - Mar-Apr 2023
3. Revolte - Chapter 3 (Mainnet / Sponsored stories) - from May 2023 and forward
4. Growth Experiments grant

The grant will be used for usage incentives. To continue the adventure on the mainnet, players must deposit a minimum of stablecoins to continue the adventure. This amount will be locked during one month with the release of each new episode. If the users/players want to enter the next episode, they would have to relock their deposit for one month. Users will be eligible to receive interests paid in OP.

On our hand the stablecoins locked on the platform will be used to generate revenues.

- Step 0: Announcement & Communication on social media / Grants & Hackathons participations to improve visibility
- Step 1: Launching of incentive program
- Step 2: Evaluate users' eligibility and distribute OP accordingly

How will the OP tokens be distributed? (please include % allocated to different initiatives such as user rewards/marketing/liquidity mining. Please also include a justification as to why each of these initiatives align with the problem statement this proposal is solving. Distribution should not include the sale of any tokens by the grantee or the use of tokens for compensation, protocol expenses, etc. See the [no sale rule here](#)):

1. Builder Grant (50k OP):

50k OP - 100% compensate the builders as described in the "How do you justify the size of the grant?"

section

1. Growth Experiments grant (100k OP)

Those incentive will be distributed to the depositors on our platform (our users), that will also be the users of the protocols we will be promoting. By incentivizing the users we participate in educating users to Web3, and facilitate mass adoption.

The distribution detailed below, will be based on the following user eligibility

:

a) Stablecoins locked on the protocol. At the beginning of Chapter 3, players must deposit a minimum of stablecoins to continue the adventure. This amount will be locked during one month with the release of each new episode. If the users/players want to enter the next episode, they would have to relock their deposit for one month.

b) Participate in the adventure and perform all the mandatory steps included in each new episodes. Example of mandatory transactions to be performed by users, and that will be part of the story itself:

1. Deposit a minimum amount on Aave V3
2. Swaping a minimum amount on Velodrome
3. Yield farming a minimum amount on Beefy
4. Cross chain transfer of a minimum amount using Stargate

The first episodes of Chapter 3 will focus on the main protocols already existing in the ecosystem, as an introduction. Then, we will put some light on the protocols a bit less known, or even new promising ones (Nested, ...). The objective is to introduce the ecosystem to new users while also encouraging existing users to discover new possibilities and remain up-to-date.

Distribution plan:

- May 2023: 20K OP (20%)
- June 2023: 20K OP (20%)
- July 2023: 15k OP (15%)
- August: 15k OP (15%)
- September: 15k OP (15%)
- October 2023: 15k OP (15%)

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

Token will be distributed on a monthly basis, based on the schedule described above.

Please provide benchmark milestones

for this project. These milestones should guide the Optimism community on the progress of your project throughout your work on the project. Do not use distribution of the grant itself as a milestone:

- Q2 2023: Expand team and improve UX/UI in order to achieve Mobile compatibility (essential for facilitating user onboarding)
- June 2023: Reach 400 users on the platform
- November 2023: Reach 2,000 users on the platform
- November 2023: Measurable growth in the number of users from our platform who have actively engaged with the showcased protocols. 50% of users completing the mandatory tasks on Optimism and providing positive feedback on the gameplay and educational content.
- Q4 2023: Have partnerships with at least 3 blockchain protocols – (Equivalent to 3 sponsored stories/episodes within chapter 3. Retro-active sponsoring after release of an episode is considered)

Please define critical milestones

for this project. Critical milestones are meant to show good-faith efforts to accomplish the project. Non-completion of these milestones could lead to revocation of remaining grant rewards. Do not use distribution of the grant itself as a milestone:

- February 2023: Release the first chapter of the game on the testnet – COMPLETED
- March-April 2023: Release the second chapter of the game on the testnet – (1st EPISODE (out of 4) RELEASED)
- March 2023: Include feedback survey to track user needs, and enhance their experience. Also used to track their understanding of the technology – COMPLETED
- March-April 2023: Multilingual mode. Application available in English, French and Spanish. – COMPLETED
- May 2023: Smart contract deployment to generate revenue through long-term deposits and lock. (associated with user OP incentive of the Growth Experiments grants)
- May 2023: Release the first episodes of the 3rd chapter on the mainnet. One episode per month will be released as a minimum until December 2023. First episodes will showcase the main protocols in each category (Aave – Lending, Velodrome – Dex , Beefy – Yield aggregator, Stargate – Crosschain). Then, we will put some light on the protocols a bit less known, or even new promising ones (Nested, ...). The aim is to introduce new users to the ecosystem, but also to attract people who knows already the ecosystem and make them discover new possibilities, and stay up-to-date.

If the OP tokens are for direct distribution to users, why will incentivized users and liquidity on Optimism remain after incentives dry up?:

Our target is to educate. We will build partnerships with protocols and it might be able to generate incentives for the users.

We don't want to become a typical Play to Earn game, where users play only for the incentives. We are building a captivating game, where users stay simply because they like the adventure we are building and also because they will discover at the same time new protocols.

Please provide any additional information that will facilitate accountability (smart contracts addresses relevant to the proposal, relevant organizational wallet addresses, etc.):

Optimism Relationship

Does your project solve a problem for the Optimism ecosystem? If so how?:

It participates to solve one of the main problem of Web3 ecosystem: Onboarding/Mass adoption.

This is not specific to Optimism, this apply to the whole ecosystem.

We're taking a unique approach to tackle it. Our captivating adventure game is designed to appeal to new users, providing them with an immersive experience that showcases the real-world use cases of this technology.

Rather than delving into the technicalities that can be daunting to most, we're offering an enjoyable way to explore the ecosystem and discover its potential.

Why will this solution be a source of growth for the Optimism ecosystem?:

That will be a source of growth for the whole Web3 ecosystem, including Optimism. It's an agnostic solution.

Is your project Optimism Native?:

As of now, we have built our story using Optimism, but in the end our solution is agnostic.

Confirmations

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

Yes

I understand that I will be expected to following the public grant reporting requirements outlined [here](#):

Yes