Project name: Dope Wars

Author name and contact info:

Author: [Butterbum.eth](), [Sal Paradise]() (James) & [Facesof.eth]() on behalf of Dope Wars DAO

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

Yes

L2 recipient address:

0x90103beDCfbE1eeE44ded89cEd88bA8503580b3D

Which Voting Cycle are you applying for?

Cycle 7

Grant category:

NFT / Gaming

Is this proposal applicable to a specific committee?

Yes. NFT & Gaming Committee

Project description:

[Dope Wars]() is an open source metaverse project with a "Play-To-Own" model, featuring a plurality of games, experiences, and environments in our community-built ecosystem. The development ecosystem revolves around a gaming SDK, so contributors can seamlessly plug in different modules. Dope Wars began as a fork of Loot (For Adventurers), with a GTA-inspired spin.

The Ethereum mainnet DOPE NFT series launched as a free mint, with 9 items (GEAR) associated per NFT. The items are "unpackable" at the contract level, and we made the decision to build out the outputs of this feature on Optimism. Users are required to "claim" the gear which mints, or unpacks, the corresponding game items on the Optimism network as 9 unique ERC-1155s (GEAR), a function that can only be called once per DOPE NFT.

These items can then be equipped to a HUSTLER (playable character) to interact with our Dope Wars MMO and its modules, we anticipate primarily in the form of mini-games. Unequipped Hustlers are free to mint, and can be customized by trading for GEAR on Quix, allowing anyone to participate in our MMO metaverse and mini-games.

Dope Wars is currently executing on a two-part internal governance proposal which has passed by unanimous decision on both Snapshot [Part1](), [Part2]() and Tally [P1](), [P2]() in favor of registering Dope Wars as a Not for Profit Limited Liability Company under representation from [MIDAO](). As defined by the DW Operating Agreement, DOPE holders are stakeholders with varying levels of contribution that can be remunerated for their efforts as valued by the DAO by way of onchain Tally vote decree. This marks a major milestone in protecting builders contributing to the Dope Wars ecosystem and sets the legal foundation for further growth of the project and acceptance of grants such as this.

It is important to note that since inception, Dope Wars has followed the standards of a "Public Good," beginning with the free mint, and continuing with a rigid policy of open source and transparent building led by members of the community. Anyone with the chops is able to join the community and grow the project.

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DW Alpha screenshot

1558×1080 120 KB

](https://global.discourse-cdn.com/business7/uploads/bc41dd/original/2X/0/0715ab57365568bcbb09e88a21e9fb5e564014e0.jpeg)

Snapshot from Dope Wars MMO Alpha Testing

Project links:

- [Website]()
- [Github]()
- [Twitter]()
- [Discord]()

- Tally
- Snapshot

Additional contributors info

(please link):

Cyberbitz.eth - Marketing and community lead

Facesof.eth - Designer, developer

Tarrence.eth - Solidity developer

HPMNK - Game designer

Taniela.taki - Community developer

Larko - Game developer

Dennison Bertram - Launched the Dope NFT, though not currently an active contributor

Mr. Fax - Pixel art designer

Please link to any previous projects the contributors has meaningfully contributed to:

Tarrence.eth - cartridge.gg, Github, Tally

HPMNK - Avoidania, Frens Lands

Dennison Bertram - Tally

Relevant usage metrics:

HUSTLERS: (OP) 3700 unique addresses. 6th highest all time volume on Quix

OG Hustlers: Floor price on quix: 1 ETH

DOPE GEAR: (OP) 18,100 ERC-1155s on Optimism. 4,600 sales on Quix with a volume of ~100 ETH. 25th highest volume on Quix all time.

DOPE NFT (ETH): 2000 Unique addresses, 3500 ETH volume on OpenSea

Competitors, peers, or similar projects

:**

Dope Wars is a unique project and has no known competitors utilizing NFTs with interchangeable items on OP.

DW began as a fork of Loot (for Adventurers) but with a street/hip-hop culture motif.

Arbitrum's Magic has competitive similarities in that it is a gaming hub and protocol.

Worldwide Web3 has a similar MMO to what Dope Wars is building.

Is this project open sourced?

Yes, Dope Wars has created a Gaming protocol and is available for anyone to review and build upon Github repo

Optimism native?:

No, Dope NFT contract deployed on Ethereum mainnet on 31 Aug 2021. However, through the process of claiming GEAR, and equipping HUSTLERS, the intention is to progressively move the bulk of our NFT transactional to Optimism, and we expect this to increase further based on the Optimism-based releases discussed in greater detail below.

Date of deployment/expected deployment on Optimism:

20th Nov 2021 our HUSTLER contracts were deployed on Optimism.

Ecosystem Value Proposition:

- What is the problem statement this proposal hopes to solve for the Optimism ecosystem?
- A primary objective of the Optimistic Vision is to move the world towards a system where collectivism and

- collaboration are encouraged and equitably rewarded. This Vision has many facets, and Dope Wars is currently poised to focus on two critical, correlated components: user growth and network utilization.

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- How does your proposal offer a value proposition solving the above problem?

- Through incentives for playing our games and interacting with our assets, we will expose new users to the OP community and increase transactions on the OP network.

- Building games is resource intensive. As a self-funded project, Dope Wars has a strong foundation composed of a committed community, veteran core contributors, and existing game assets but needs a bit more resources to push us over the edge in order to bring some of these elements to market. Open collaboration is a hallmark of Dope Wars. This grant would stimulate a cycle of equitable collaboration that we plan to extend into the indefinite future through a self-sustaining gaming protocol. Our combination of a central MMO, a related SDK and DAO funding mechanisms are integral to this, designed to encourage and support future builders. With the primary MMO game on Optimism, this grant would encourage building future games on Optimism, fostering self-sustaining loops of user growth and network engagement.

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

- Gaming is currently underrepresented in the OP ecosystem- an essentially untapped market. Blockchain gaming activity has increased 2000% since the start of the year, representing 52% of all blockchain activity (https://dappradar.com/blog/dappradar-x-bga-games-report-q1-2022). Grand Theft Auto V is the second best selling game of all time, thus this genre has proven appeal and a huge total addressable market. Onchain games in general have proven to be a powerful framework to build communities, and our games are structurally designed to increase network activity. With tens-of-thousands of assets already trading on OP, and multiple games and experiences in the pipeline that integrate these assets into onchain games, DW uses entertainment to bring activity to the OP network.

We also plan to continue to contribute to charitable causes related to our theme, as we have already done through a collaboration with NBA star Baron Davis's charity, further bringing fresh eyes to Optimism.

$PAPER, our ERC-20 token that was airdropped to DOPE NFT holders in September 2021, serves as the in-game currency when bridged to Optimism. $PAPER has been listed on Coinbase Custody, and was named in a short list for a full service Coinbase listing earlier this year- another avenue to potentially increase exposure to Optimism.

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Has your project previously applied for an OP grant?

Yes, unsuccessfully. Dope Wars received detailed feedback from prominent OP delegates in our previous proposal, which we have considered when making this new proposal. We have significantly reduced the amount of OP requested and adjusted our developer incentives allocation. The previous draft proposal and discussion is here: https://gov.optimism.io/t/draft-gf-phase-1-proposal-dope-wars/2722/101

Number of OP tokens requested:

300,000

Proposal for token distribution:

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.)

Over what period of time will the tokens be distributed for each initiative? Shorter timelines are preferable to longer timelines. Shorter timelines (on the order of weeks) allow teams to quickly demonstrate achievement of milestones, better facilitating additional grants via subsequent proposals.

The most imminent goal for this Optimism distribution is to incentivize users to interact with Dope Wars mini-games. Currently there are a number of experiences being built by different community members, of which three are at or near completion: $PAPER Rock Scissors,

Dope Frenzy

and the MMO metaverse MVP.

User Incentives:

- 25% (75,000 OP) will be used to incentivize use and increase exposure of PRS

(PAPER Rock Scissors)

. This mini-game is fully on-chain and built around the use of $PAPER. 100% of this allocation will be distributed as user rewards to players of PRS via weekly and monthly competitions over a 12-week period.

- 25% (75,000 OP) will be used for Dope Frenzy

. This is a single-player mayhem experience which requires OP $PAPER to play and integrates OP GEAR to level up the experience. Development is self-funded by Community and Marketing Lead, Cyberbitz. 100% of OP in this allocation will be distributed to players via weekly and monthly competitions over a 12 week period.

Developer Incentives:

- 50% (150,000 OP) will be used to incentivize development of games, experiences and smart contracts. Dope Wars DAO will utilize these funds in a responsible manner to allow Dope Wars to flourish into the communities' vision. We are a fully community-owned project and no external capital has been received. This allocation would also help to onboard new developers to our Play-to-Own gaming hub, and collectively produce many entertaining games and environments for Optimism users.

Dope DAO has recently initiated DIP-53 to more clearly define and improve upon our developer incentives process and structure, the Retroactive Developer Incentive Program (RADIP).

"The core principle behind the concept for retroactive public goods funding is simple: it's easier to agree on what was

useful than what will be

useful" - Vitalik Buterin [Retroactive Public Goods Funding. Note: The Optimism team has long been… | by Optimism | Optimism PBC Blog | Medium]

This structure is an evolution from our previous process, and of that described by Vitalik, and will help guide the future of Dope DAO well beyond the OP incentives. Adherence to proper RADIP processes will be cited as a requirement in our Operating Agreement upon registration as a not-for-profit LLC with MIDAO in the Marshall Islands.

The goals for the RADIP are to augment transparency and accountability and to encourage the onboarding of new dev talent into our ecosystem through a more defined structure and process.

Most importantly, RADIP is a way for the DAO to hold freelancers accountable for their work. Also, this process facilitates the DAO to incentivize work in areas that require attention. The structure we propose is experimental. We expect this will require iteration as we progress and learn. Components we expect to begin to develop early on include templates for proposals, and a timeframe oriented process for the review process.

All proposals for mini-games or other work on DW will begin on Snapshot. The proposer details the scope of work and intended outcomes. The proposer sets both a product delivery payment amount and an ongoing support payment amount. The delivery payment is sent, via Tally vote, upon release and review of the mini-game/submitted work. The support payment becomes available in a proposed timeframe after the release, i.e. +/-3-6 months. This is to hold the proposer accountable for bugs, time for stress testing, etc. Then the proposer can be paid up to the maximum support allocation in

installments, i.e. monthly over a 3-6 month period, via DAO Tally vote for each payment.

RADIP PROCESS

1. Proposer creates a proposal which includes objectives to meet, timeframes in which work should be completed, with delivery and support payment outlines

2. Review process - discussion and recommendations from the community, edits to proposal as necessary and agreed upon

3. Snapshot vote to confirm agreement between DW and proposer/developer.

4. Proposer/Dev submits work (i.e releases mini-game)

5. Submitted work reviewed by Dope DAO

6. Tally vote to release delivery amount set in proposal

7. Support payment balance to be released over a predetermined period, i.e 3-6 months, on a retroactive basis via monthly DAO Tally vote

Dope Wars has a strong verifiable precedent of retroactively rewarding (bounty) contributors via onchain community vote. As one example, here is a proposal for funding including proposed budget, followed by the corresponding successful vote for disbursement here a few months later. We feel that this precedent, along with the implementation of RADIP. strengthens our case for responsibly and effectively managing project growth through contributor incentives.

The anticipated breakdown per contributor incentive vertical is as follows:

20k - Swap Meet 2 deployment

30k - Paper Rock Scissors launch

70k - MMO MVP release. Community alpha testing has already been held.

30k - reserved to incentivize the next wave of community-built experiences, some of which have already been heavily iterated upon, including $TURF, our own customizable virtual land baked into the MMO, which is already deep into the interface design process.

Please list the milestones/KPIs you expect to achieve for each initiative, considering how each relates to incentivizing sustainable usage and liquidity on Optimism. Please keep in mind that progress towards these milestones/KPIs should be trackable.

Milestones

Deployment of PAPER Rock Scissors on Optimism and related user competition for $OP

Release of Dope Frenzy and related user competition for $OP

Release of MVP

MMO

Deployment of Swap Meet 2

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Screen Shot 2022-09-30 at 10.56.32 AM

1920×891 86.6 KB

](https://global.discourse-cdn.com/business7/uploads/bc41dd/original/2X/5/52b0d5e165ff08d8eb5d3bc5c6c7e862585d3b00.jpeg)

Dope Frenzy aim mechanics testing

Why will incentivized users and liquidity on Optimism remain after incentives dry up?

Post incentives, we will have a virtual world with an increasing amount of onchain mini-games and collector experiences, creating a flywheel where users and contributors become owners of a virtual economy on the Optimism network.

Please provide any additional information that will facilitate accountability

- All progress is trackable on Github at https://github.com/dopedao

Ethereum Mainnet contracts and links

- Dope NFT~ERC-721 contract, Fork of Loot protocol:
  https://etherscan.io/token/0x8707276df042e89669d69a177d3da7dc78bd8723

- PAPER~ERC-20 contract, Dope Wars official eco-system currency:
  https://etherscan.io/token/0x7ae1d57b58fa6411f32948314badd83583ee0e8c

- Dope NFT collection: https://www.gem.xyz/collection/dope-v4/

- Smart contract Treasury address : https://etherscan.io/address/0xb57ab8767cae33be61ff15167134861865f7d22c

- Dope Wars fund tracker: https://dope-wars.notion.site/3d285ff9ef5640f3bad61e692692c279?v=317640d832d64170b6255c8e2d1353ac

Optimism contracts and links

- Gear~ERC-1155: https://qx.app/collection/gear

- Hustlers~ERC-1155: https://qx.app/collection/hustlers

- Hustlers contract: https://optimistic.etherscan.io/address/0xdbfeaae58b6da8901a8a40ba0712beb2ee18368e

- Swap contract: https://optimistic.etherscan.io/address/0xdbfeaae58b6da8901a8a40ba0712beb2ee18368e

Disclaimer

As Butterbum.eth is an author of this Dope Wars proposal and also a member of the NFT & Gaming Committee, they shall abstain in participating in the review and recommendation of this proposal. Butterbum also would like to disclose that they will be voting FOR this propsal, as most of the OP delegated to them is from the Dope Wars community.