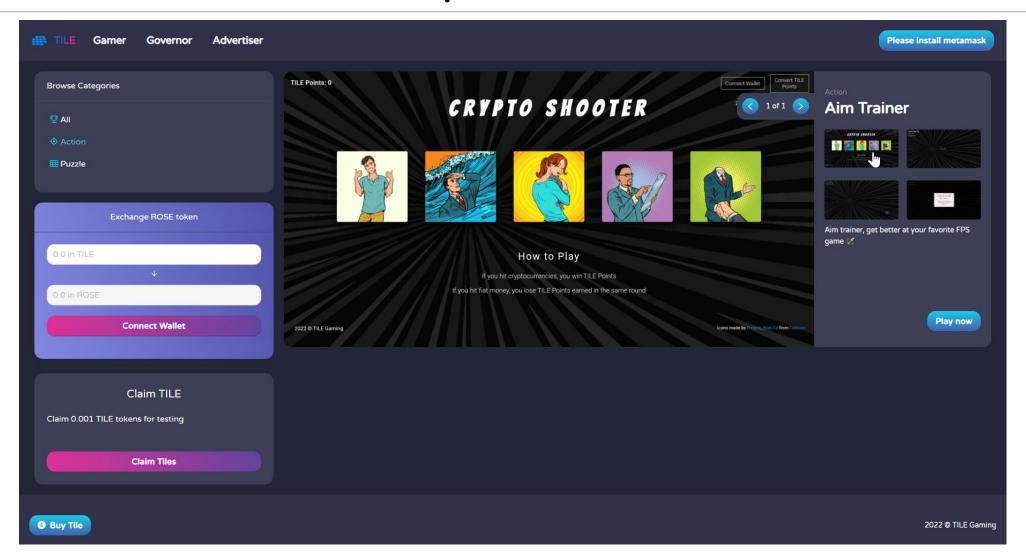


P2E GameFi + Ad + DAO platform on the Oasis Network



Proposition



TILE games

- 1. P2E GameFi + Ad + DAO platform on Oasis Network.
- 2. Built-in governance & monetization.
- 3. Gamers play casual games to earn TILE crypto tokens.
- 4. Funding for the distributed tokens inflows from ad revenues.
- 5. Advertisement bids voted by Governors.
- 6. Oasis-first boilerplate for development of new GameFi platforms.
- 7. Composable platform, that can easily be extended with new games.
- 8. Project described with extensive documentation.



















Roles



Gamers

Advertisers

Governors







Implemented
Not implemented

Developers

Game Creators

Process Flow



Implemented Partially implemented

TILE games

1. Player connects the wallet to the platform.



2. Player plays the games on the platform.



- **3. Player** converts the Game Credits to TILE tokens at the end of the game.
- **4. Player** exchanges some of his TILE for ROSE.
- Player checks his account page for information on his balance and transaction history.
- **6. Advertiser** checks his account page for information on his previous advertisement bids.



7. Advertiser submits new advertisement bid.

8. Governor connects wallet to the platform.



9. Governor votes on the pending advertisement bid.



- Advertiser checks and sees the result of voting for his advertisement bid.
- **11. Advertiser** converts ROSE in his account to TILE (ex: 101 ROSE).
- **12. Advertiser** purchases the advertisement by paying 100 TILE.



13. New **advertisement** is **displayed** on all pages of the platform.



.4. Rewards are distributed to Governors and deposited in the dapp vault.



Technology/Tool Stack



Frontend

- React.js, Next.js, Ethers.js
- Ant Design



- NodeJS
- Express
- MongoDB
- AWS

Smart Contracts

- Solidity
- Remix







Technology/Tool Stack



Other

- Astah Professional: System design (UML use case diagram)
- Vercel.app: Deployment



- GitHub: Versioning
- Discord: Communication

Media & Production

- Yaylmages, DepositPhotos: Licensed videos & images
- Uppbeat, Filmstro: Licensed music
- The Noun Project: *Licensed icons*
- Berrycast: Screen recording
- CyberLink PowerDirector: Video production
- Aicoosoft Video Converter: Video compression







Tokenomics



- 1. The platform has its **native TILE token**, which is the token earned by Gamers through game play, and to be distributed as reward to Governors.
- 2. In the current implementation of the platform, 1 TILE = 1 ROSE.
- 3. The platform can host a practically unlimited number of games, as long as the games interact with the platform using some standard code snippets.
- 4. The platform and all its games all run under the Oasis Network.
- 5. The only **gateway into the system is the ROSE token,** both for advertisers and players/moderators. In other words, TILE can be purchased only with ROSE token in the platform and converted only to ROSE.
- 6. Being the financial gateway to the platform, usage of ROSE token can be expected to increase.
- 7. In the **future** version of the platform, the Gov**ernors (G) will** also **earn tokens for** their role in **governance**. Another future extension is giving the chance to **players with sufficient staked TILE** tokens **to become Governors**, so they can also earn from by governing.
- 8. In other words, the **planned full model** for TILE Games is

Play-to-Earn P2E + Play-to-Govern P2G + Govern-to-Earn G2E = P2G2E

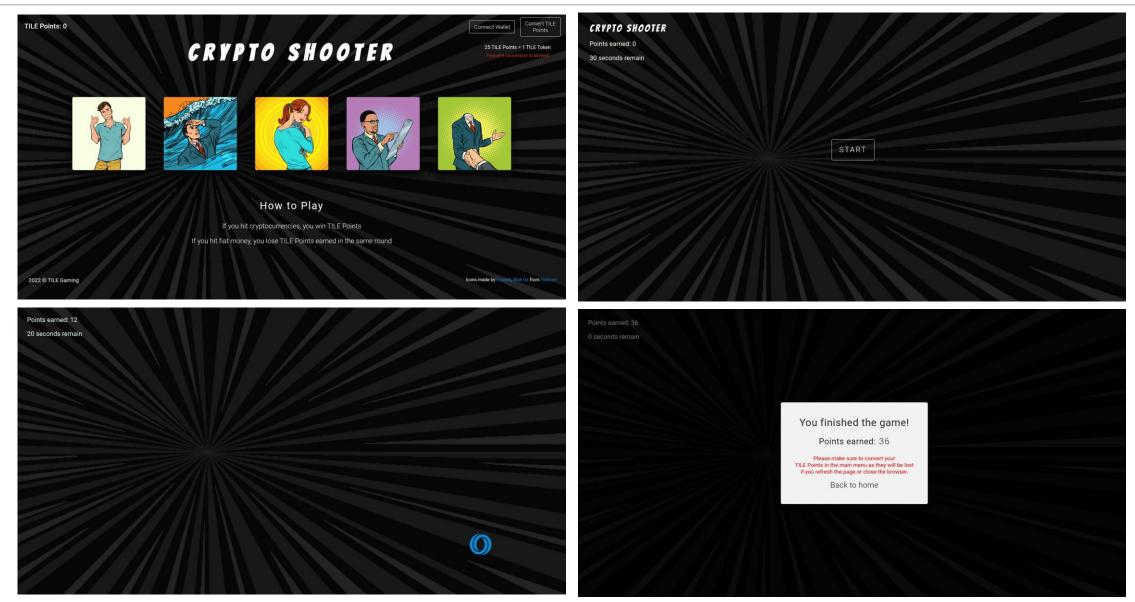
Built-in Crypto Games



- 1. As a part of the hackathon submission, TILE Games platform includes **two original, custom-developed, Oasis-themed, P2E Crypto Games,** both developed using JavaScript. So, within this submission, there are actually **three projects, a GameFi platform and two P2E games.**
- 2. The major design **requirements** for the games were to be **playable**, **bug free**, **open-source** (so that the team can check for security) and that the games contain standard code snippets that are called to interact with the Oasis network through the TILE Games Platform.
- 3. The first built-in crypto game is **Crypto Shooter**
 - (https://github.com/tunahandanis/demo-aim-game), where crypto enthusiasts practice their reflex motor skills by catching crypto coins (+1 point each), but avoiding fiat currencies (-1 point each).
- 4. The second built-in crypto game is **Crypto Cards**
 - (https://github.com/tunahandanis/memory-game), where crypto enthusiasts improve their memory by matching card pairs with the same crypto coin logos.

Built-in Crypto Games – Crypto Shooter

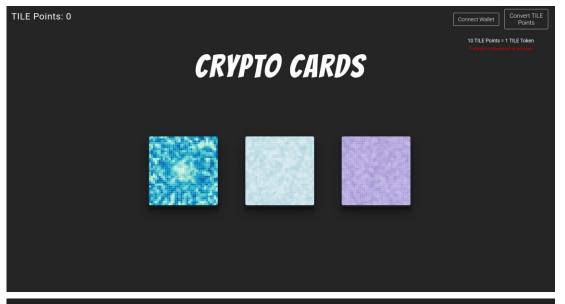


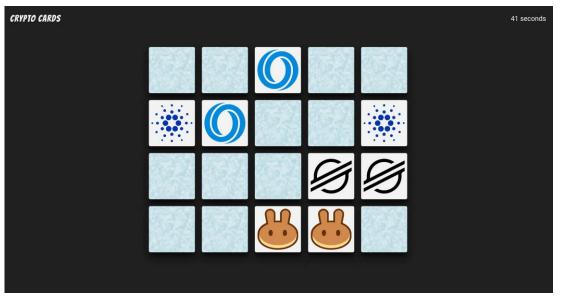


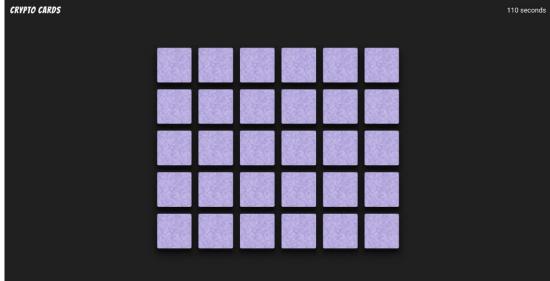
https://github.com/tunahandanis/demo-aim-game

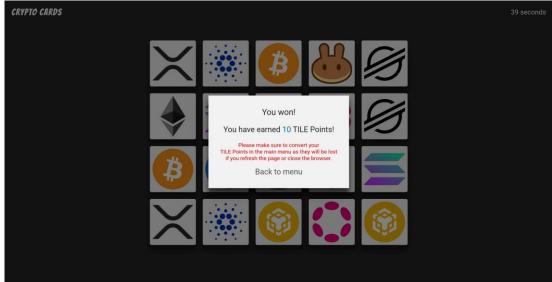
Built-in Crypto Games – Crypto Cards









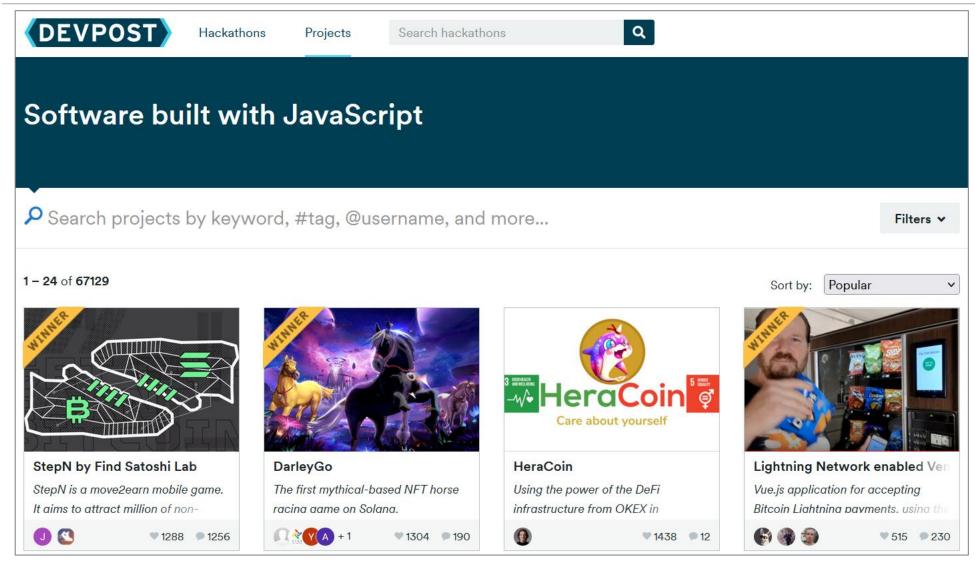


Built-in Crypto Games



- 5. This is the **first time**, to the best of our knowledge, that **a gaming platform** is developed **with ready Oasis-themed games** in it at the moment of submission to a hackathon.
- 6. All content in the games (images, icons, music, sound) are provably copyright-granted to one of the team members. Proof documents can be presented upon request.
- 7. The platform is designed such that other P2E games, especially open-source JavaScript games, can be added to the platform just by adding certain standard code snippets to interact with the platform.
- 8. New games can be submitted by any creator to the Developer Team and then are uploaded.
- 9. The platform is **composable**; in the future, new games can be embedded into the platform through direct uploading of the docker file, zip file or submission of the GitHub repository link and then the approval of the game by the Developer Team.

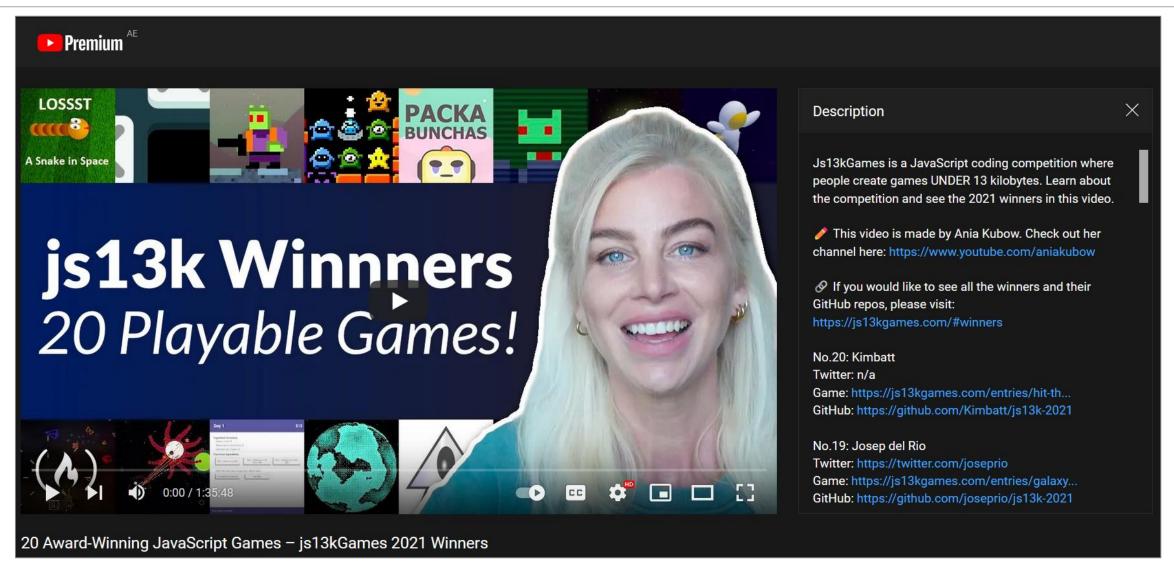




Most Popular Public Domain Javascript Games in DevPost

https://devpost.com/software/built-with/javascript?order_by=popular





js13kGames 2021 Winners

https://youtu.be/UiYhTcgx wk





_ A	В	С	D	Е	F	G	Н	I	J	К	L	M	N	0	
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8	Space Glite	https://js13kga	https://githu	Yes	Yes	9	8	8	9	8.5	https://js:	Practical	Transitive	Mobil oyunu gibi görünmesine rağmen	
2														bilgisayardan çok rahat oynadım.	
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User Study & Survey Conducted with Four Gamers (ORK, SEL, SHE & EDA), to identify new games to add.

Then, the candidate games are sorted wrt AverageScore in the User Study.



```
// Function that converts Game Points to TILE tokens
     // Add to the main/home/index page of the game
    —const claimTile = async () => {
          try {
            const { ethereum } = window;
 6
            const provider = new ethers.providers.Web3Provider(ethereum);
 8
            const signer = provider.getSigner();
            const connectedContract = new ethers.Contract(
10
              contractAddress,
11
              contractABI,
12
              signer
13
           );
14
15
            const tokenToClaim = points / 10000;
16
17
            let transaction = await connectedContract.claimTile(
18
              ethers.utils.parseUnits(tokenToClaim.toString(), "ether")
19
           );
20
21
            await transaction.wait();
22
23
           updatePoints(0);
24
25
            console.log(transaction);
26
            console.log(consoleMsg);
27
           catch (error) {
28
            console.log(error);
29
30
       };
31
32
     // Function that sets the game points. Insert at every point where game points are changed.
33
      setPoints(newPoint);
34
```

Javascript code snippets to add to new games.

Note: Security vulnerability needs to be resolved.

Future Extensions (1/2)



- 1. In the future version of the platform, the **Governors (G) will also earn tokens** for their role in governance.
- 2. Players with a certain amount of staked TILE tokens to become Governors.
- 3. In other words, the planned full model for TILE Games is **Play-to-Earn P2E + Play-to-Govern P2G + Govern-to-Earn G2E = P2G2E.**
- 4. There can be an **exchange rate** for TILE/ROSE **that dynamically changes** based on balance of game vault, advertisement revenues, number of players, and amount of gameplay.
- 5. TILE **tokens distributed** to players can also **change** based on advertisement revenues, number of players, and amount of gameplay.
- 6. Advertisers can **select which game to place the ads to**. The platform may automatically air drop free ad placements to other games.
- 7. Ad **revenue** can go **to a specific game** which is selected for the ad, as well as the platform, players of that game, players at large, creator of that game, and players at large.

Future Extensions (2/2)



- 8. The **vault** can **distribute** the revenues to users, **purchase back** and **burn** TILE tokens, and **buy** ROSE **algorithmically** to sustain the tokenomics.
- 9. There can be **staking rewards** for TILE tokens that are not withdrawn. Staking rewards can be in both TILE and in ROSE.
- 10. The developer team can add new casual games. A user study & survey has readily been conducted to identify best new public domain games to include into the system.
- **11. Game Creators**, as a new type of stakeholder in the system, can be allowed **to submit games**, and upon publishing of their games, receive TILE tokens based on the TILE tokens distributed for their games and the number of players of that game.
- 12. Players can give **ratings to the games**, where the ratings have weights based on their TILE holdings.
- 13. Advertisers can view statistics / analytics for the game plays, deciding which game to put the ad into.
- 14. Built-in analytics dashboards can display **statistics for games**, guiding gamers to play the **most profitable games**.

Branding



TILE games

1. Project Title: **TILE Games (TILE)**

2. Website: **tilegames.co**

3. QR Link: https://qr.io/r/2cQUSP

4. Color Scheme: 0087E9 (Dark Blue), 40A5F8 (White Blue), FFFFFF (White)

5. Logo: Blue tiles aligned on an abstract space

6. Fonts: Arial Rounded MT Bold for "TILE" Magneto for the text "games"

7. Font Colors: 096DDA for T, 3062CE for I, 9C67BF for L, EB2F96 for E

Team













Dominic Hackett

Orhun Özer

Tunahan Danış





albert-vo-crypto



dominichackett

dominichackett





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tunahandanis



gurdalertek



gurdalertek

Dapp & Doc





Live Dapp:

https://qr.io/r/ph7y20



Documentation @ GitHub:

https://qr.io/r/Kpi9Mc

Live Demo



