Summary for Marc - Real World Minecraft NFT Project

1. Copy/modify NFTWorlds smart contract.

<https://etherscan.io/address/0xBD4455dA5929D5639EE098ABFaa3241e9ae111Af#code>

* 1. Roughly 4300 locations right now but thinking we will add more cities and/or neighborhoods of major cities (NYC > Manhattan > Chelsea, Union Square, Times Square, etc)
* How to handle continents> countries>cities?

If owner can build anything on their land, it make the price of that land increase.

Countries includes cities so that we can make country with representative cities.

Of course, if you want rural areas, you can add.

As for continents, it is same.

And then if the other guy visit your land, he has to pay tax.

* How to incorporate resources into the map?

I do not understand this question

* What metadata do we need to generate for each location?

We can use the actual data like city’s name, population, latitude or something. We can add many metadata as we want

* How many locations to release?

Generally 1M locations can be released. It is general option.

However, If we use ERC 1155, We can create infinite tokens.

* How can we continue to build on this project?

First, we should create a land sale functionality. So that customer can buy the land (cities) to make the land theirs. Customers can customize the land based on their need.

Second, other customers can buy what they like and sell their land to make profit.

Using VR, we can create a real virtual world in the cities, people can buy and sell products(virtual nft tokens)

People can travel the land where owner build the land most attractive and beautiful, in this process, owner can make profit from travelling.

There are many things to happen.

* 1. Built on solidity

If you want to work on Solana network, I have to rebuild a contract using rust.

* 1. NFTworlds built on ERC721

For better user experience, We should use ERC 1155.

But in order to reduce the budget, we can use ERC721

1. Gnerate Map data via Google Maps and integrate it into Minecraft

<https://www.instructables.com/Real-world-Minecraft-Maps/>

<https://nikhiljha.com/posts/mc-gm-scalerep/>

Visit these links, we can find tools to convert google earth into a mincraft map

1. Integrate minting process into website

Using web3, we can do this.