

# PIE FUN

Games built for fun

White Paper v1.0

11.04.2023

# Introduction

*Our goal is to introduce simple easy-to-play casual games to Web3.*

Casual games are the most played games but, yet Web3 platforms haven't leveraged this so far. Unlike hardcore gaming, users can start playing easily with casual games.

*We seek user adoption first.*

Gaming should be fun and seamless. User must be able start playing right away. These are the ideas that we will build our games. The games that are widely adopted will be introduced to Web3, that is we will create games on blockchain secured by contracts.

## Game: One Operation

The first game we have created is "One Operation".

We adopt agile techniques in our development. Hence, we create games and ship to field so that we can measure user adoption. Based on user feedbacks we want to improve the gaming.

Watch demo: <https://youtu.be/lV6J75223rl>

Check the game source:

- <https://github.com/tausparagus/oponegame>

Play the game on BTTC test network:

- <https://oneopgm.netlify.app/>
- <https://piefun.github.io/oneopgm/>

*Board games is next step.*

Once we establish the architecture of our gaming with our first games, we will then explore implementation of the most played board games.

# Business Model

## *Earn-to-play: GOP token:*

Users will be able to claim GOP tokens (ERC20) when they play the game. The more they play the more they earn, nevertheless with a limit.

In addition, GOP tokens can be bought through game contract.

The same GOP token will be used in different games, i.e., there will be not separate token for each game.

Initially, team will create a fixed supply GOP token, 75% of all tokens will go to game contracts, i.e., they can either be bought or claimed. The rest will be vested for a year for future team funding. Team will also be supported by the GOP tokens sold.

## *Win-to-play: GOM NFT:*

Users will be able to claim GOM NFTs (ERC721) when they level up in the game. There will be merits in the games, such as the first time user has achieved an accomplishment then the user will be rewarded with an NFT.

In addition, GOM NFTs can be bought through game contract to show off by the players.

Each game will have its unique NFTs and merits.

## *Ads:*

Although not initially, depending on the user adoption, we will publish non-intrusive adds on our games, whether it is on Web or on mobile platforms.

# Roadmap

## 2023:

Create the first game “One Operation”:

- ✓ Implement, test contracts and deploy to Github.
- ✓ Build frontend web with responsive design.
- ✓ Deploy to BTTC test network.
- ✓ Make game live in a public page.

Play offline:

- Make game playable offline to attract users.

Deploy to BTTC main network:

- Update frontend

Enhance user interface:

- More dynamic and funny features.

Tron integration:

- Support tronlink wallet.
- Deploy to TRON main chain

Android app:

- Make native Android app for the game.
- Publish in Google Playstore.

## 2024 and beyond:

- Introduce new games such as “Okey” and card games.