

Poolygotchi

Gamified Savings with Pooltogether

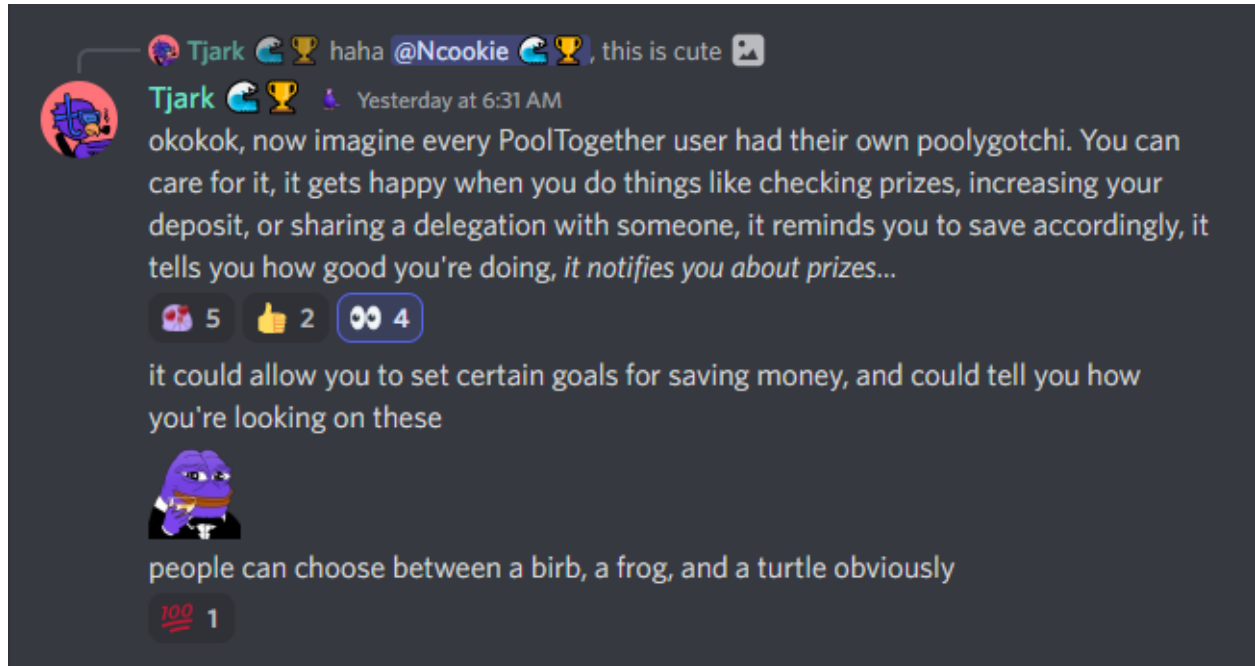
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[midpoint#8536 / trmid.eth](#)

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Overview



Poolygotchi is a completely decentralized, open-source gamification interface for the [PoolTogether](#) protocol with a design inspired by the original [Tamagotchi](#) devices. Poolygotchi incentivizes depositors to save money by personifying their savings account as a cute digital pet. By setting a savings goal and meeting it, a player can improve their poolygotchi's mood and appearance, providing positive reinforcement for saving money. With a mobile-friendly interface, players can bring their digital friends everywhere they go, checking in on them frequently to ensure they are healthy or if they have any *special* announcements such as prizes or token rewards earned.

Goals

1. Mobile friendly design downloadable as a progressive web app (PWA)
2. Adorable artwork to create tight bonds between players and their personified savings accounts
3. Provide prize claim alerts to players while in the app
4. Poolygotchi health bar that represents the player's ability to meet their personal savings goals (this will be fully represented by on-chain data)
5. Design that honors the original [Tamagotchi](#) devices

6. Allow the naming of poolygotchi and the visiting of friends' poolygotchi by searching for their ENS name or wallet address

Specifications

The web interface will be developed using Svelte to provide a completely static PWA that will be hosted on a domain (ex. poolygotchi.com) as well as on the IPFS network to ensure that the app is censorship resistant and accessible anywhere in the world.

Svelte Static PWA

The following project template can be used as a starting point with the addition of an app manifest for PWA capabilities.

<https://github.com/trmid/svelte-static-spa>

Health Factor

A player's poolygotchi health factor will be determined by how well they are meeting their personal savings goals. For example, if a player has set a goal to save **\$100 / week**, their poolygotchi's health will be determined from the ratio of the rate of their current deposit balance over the time since they started their goal, and their target rate.

Ex. If the player starts their goal on **January 1st** with a starting balance of **\$1200**, and they deposit **\$150** over the next week, their poolygotchi's health factor will be determined by the following:

```

starting_balance    = 1200
start_week         = 0
current_balance     = 1350
current_week        = 1
target_rate         = 100
actual_rate         = ( current_balance - starting_balance ) /
                        ( current_week - start_week )
                        = 150
HEALTH_FACTOR       = actual_rate / target_rate
                        = 1.5

```

A health factor over **1** means that the player's poolygotchi is healthy and a health factor below **1** indicates that the player's poolygotchi is unhealthy. This health factor will affect the poolygotchi's visual appearance and could even change the mood of the poolygotchi depending on *how far from 1* the health factor is.

Visually, the exact numbers will not be shown to the player unless they choose to see them. Instead, players should interpret the health factor of their poolygotchi based off of its appearance and mood.

On-Chain Data

The only additional data that will be stored on chain will be the player's current savings goal and the Poolygotchi Collectable Swag (see milestones). This data **does not** necessarily need to be stored on the same chain as the player's current deposit. Therefore a player's poolygotchi can remain independent of where their deposits are (ex. Optimism, Polygon, etc.). This would enable players to move their funds as needed without affecting the health factor of their digital friend.

I would recommend that Poolygotchi be deployed on an L2 such as Optimism to save player's gas fees when setting goals and claiming swag.

Milestones

I. Web App Launch

The gamified interface is functional and launched as a web app to the public. Players can sign in with their wallet and set an initial goal on-chain to hatch their personal poolygotchi.

II. Poolygotchi Swag (Phase 2)

By meeting their set goals, players will be eligible to mint different cosmetic swag for their digital pets to wear or use. (Not in immediate scope)