

Lokian Monsters

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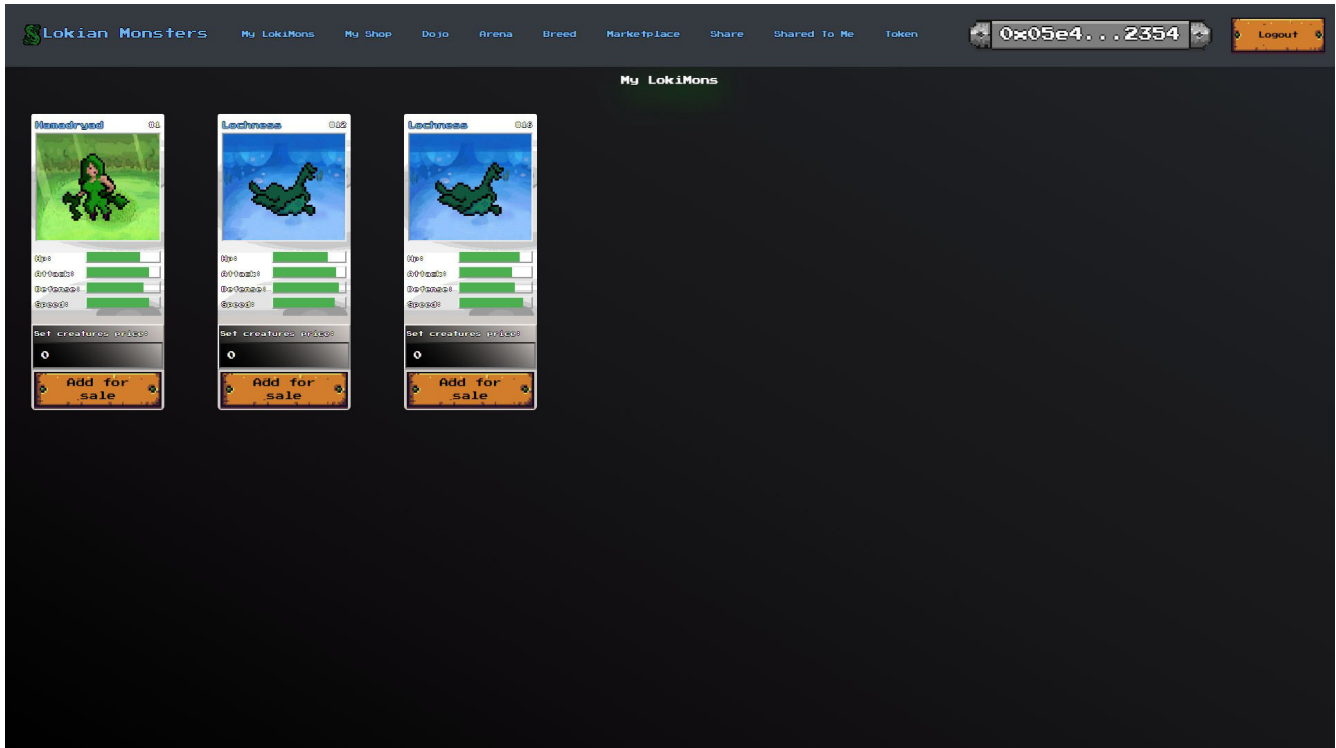
What is Lokian Monsters ?

aka LokiMons, is a decentralized app that is in the trading card game category. It started as a fork of cryptomons app in github and now we are featuring NFT items and on-chain monsters on different blockchains. Users can share, fight and breed mythical creatures in EVM compatible blockchains.

Currently, it features 2D graphics and an ERC20 token called Lokians or LOKS that can be used to buy NFT Items. It could be played in a browser with metamask, a web3 or crypto wallet. It is both playable in desktop or mobile phones too.

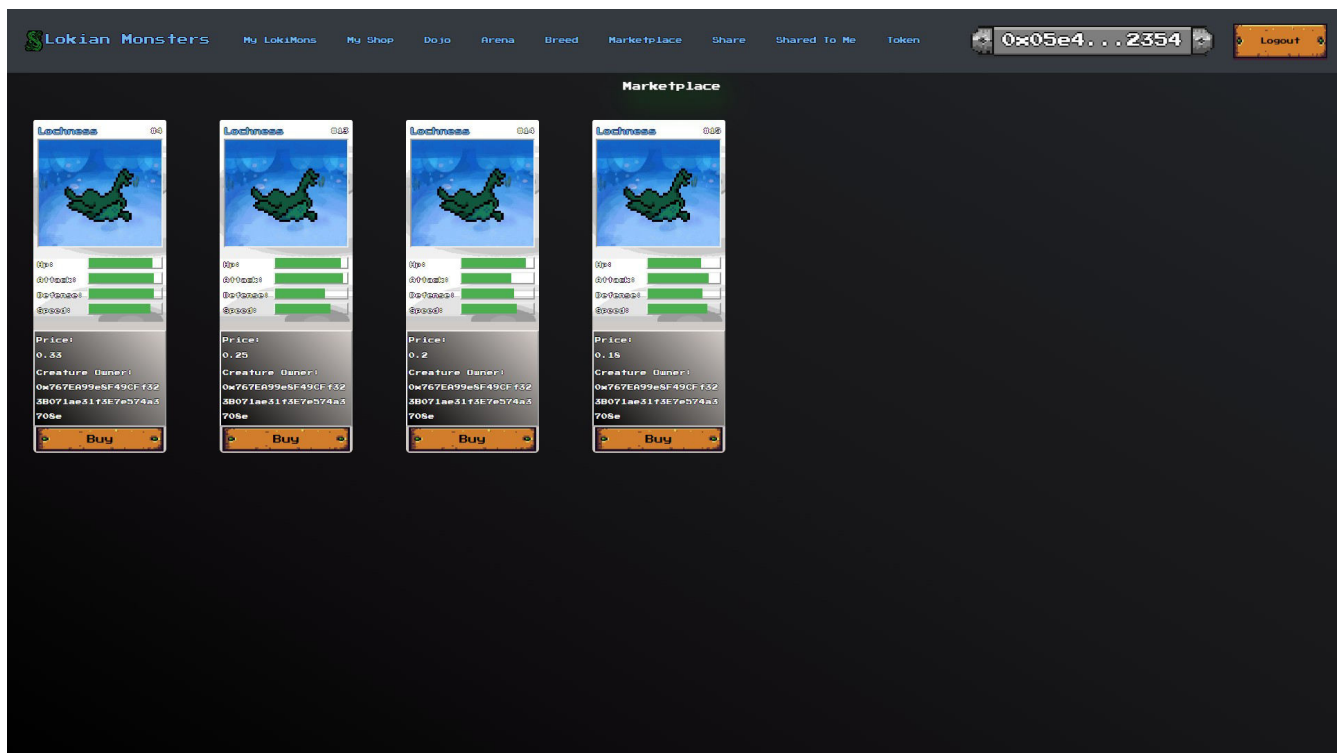
MVP

myLokiMons



The main entity in our game is a Lokimon which is defined through the smart contract we created. Users of our game are essentially collectors of different Lokimons and they can display them and interact with them through a web interface. There are 151 different species of Lokimons that we have implemented and each one has a type attribute among plant, fire, water, bug, normal, poison, thunder, earth and psychic. There are also two special Lokimons with regards to type which we will introduce later. These two special Lokimons do not belong to one of the aforementioned types since they behave differently when breeding. Finally each Lokimon has four different stats, hp, attack, defense and speed which are randomly generated during the Lokimon's creation. Our game has many different functionalities, which are described here in an implementation abstract way.

Marketplace



A user can add any of his Lokimons for sale and remove Lokimons that he has already indicated as selling from sale. All of the Lokimons that have been set for sale from different users are available for buy by the user at the price that they are for sale.

Breeding



Users can breed the different Lokimons they own to produce new ones. The breeding logic that we implemented is bound by the following rules:

1. If the two breeding Lokimons are of the same species then, if they are able to evolve, they produce an evolved Lokimon species.

2. If the two breeding Lokimons are of the same species but are not able to evolve, they produce a Lokimon of the same species.

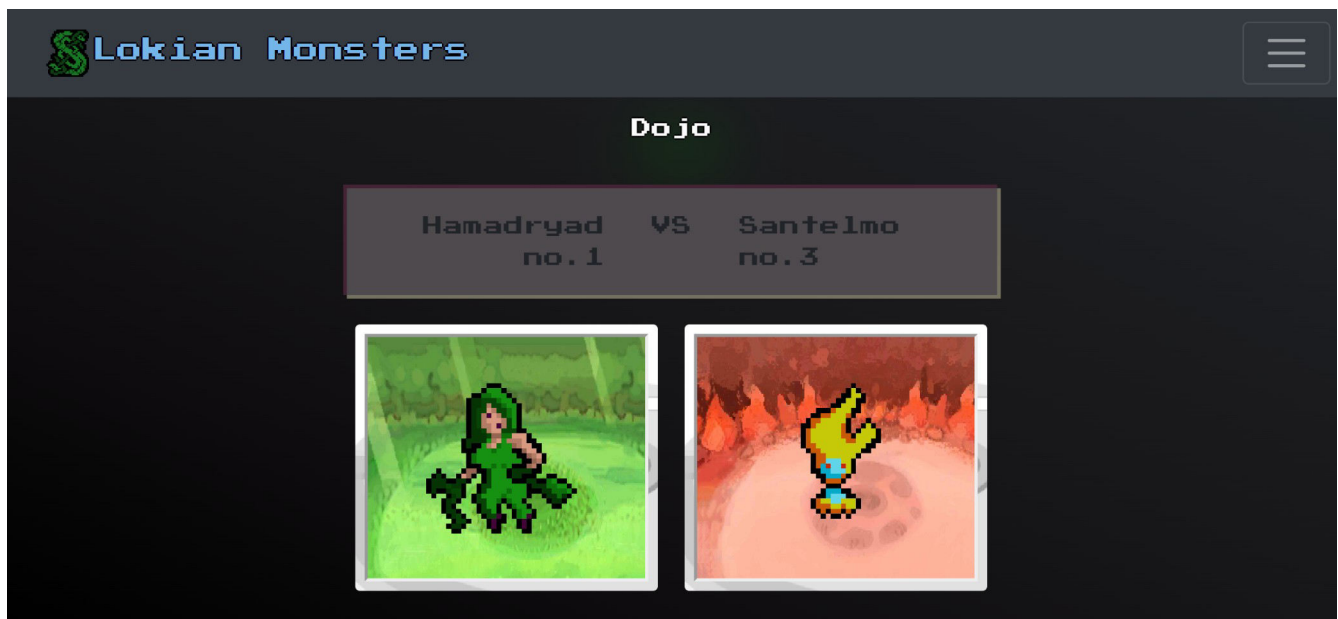
3. If the two breeding Lokimons are of the same type but different species they produce a random unevolved Lokimon of the same species.

4. If the two breeding Lokimons are of different types they are incompatible and thus produce a Lokimon of "LOCHNESS" species (seen as the worst monster in the popular franchise Pokemon from which we derived the artwork we used for our Lokimons).

5. If one of the breeding Lokimons is of "DOPPELGANGER" species, then the result is of the same species as the other breeding Lokimon and breeding with a "DOPPELGANGER" can act as a copy functionality.

6. Finally, when breeding with an "SKVADER" species, which has 3 different evolutions, the result depends on the other breeding Lokimon's type. Breeding with a fire type produces SKVADER's fire evolution species, breeding with a water type produces a water evolution species, breeding with a thunder type produces a thunder evolution species and breeding with anything else produces an "SKVADER" species.

Dojo



A user can fight with his Lokimons, which he isn't selling, against Lokimons of other users. The result of each fight is determined by the stats of each Lokimon. The fight is conducted in rounds and in each round the hp stat of a Lokimon is reduced by the calculated damage, which takes into account the attack and defense stats of the attacking and defending Lokimons respectively. In each round each Lokimon attacks once and the first to attack is the fastest one based on the two Lokimons speed stats. Finally, when a Lokimon's hp depletes it loses and we have a winner. The smart contract returns the winner of a fight and how many rounds a fight lasted. The smart contract also returns an event called "Reward Event" to set rewards based on rounds

x 1 Lokians ERC20 token, e.g. for 10 rounds, the winner could get 10 Lokians or LOKs.

Sharing



The screenshot shows a web interface for 'Lokian Monsters'. At the top left is the logo, and at the top right is a hamburger menu icon. The main heading is 'Sharing Management'. Below this, there are two input fields: 'Creature Id:' and 'Share to address:'. A 'Share' button is located at the bottom right of the form area.

Lokian Monsters

Sharing Management

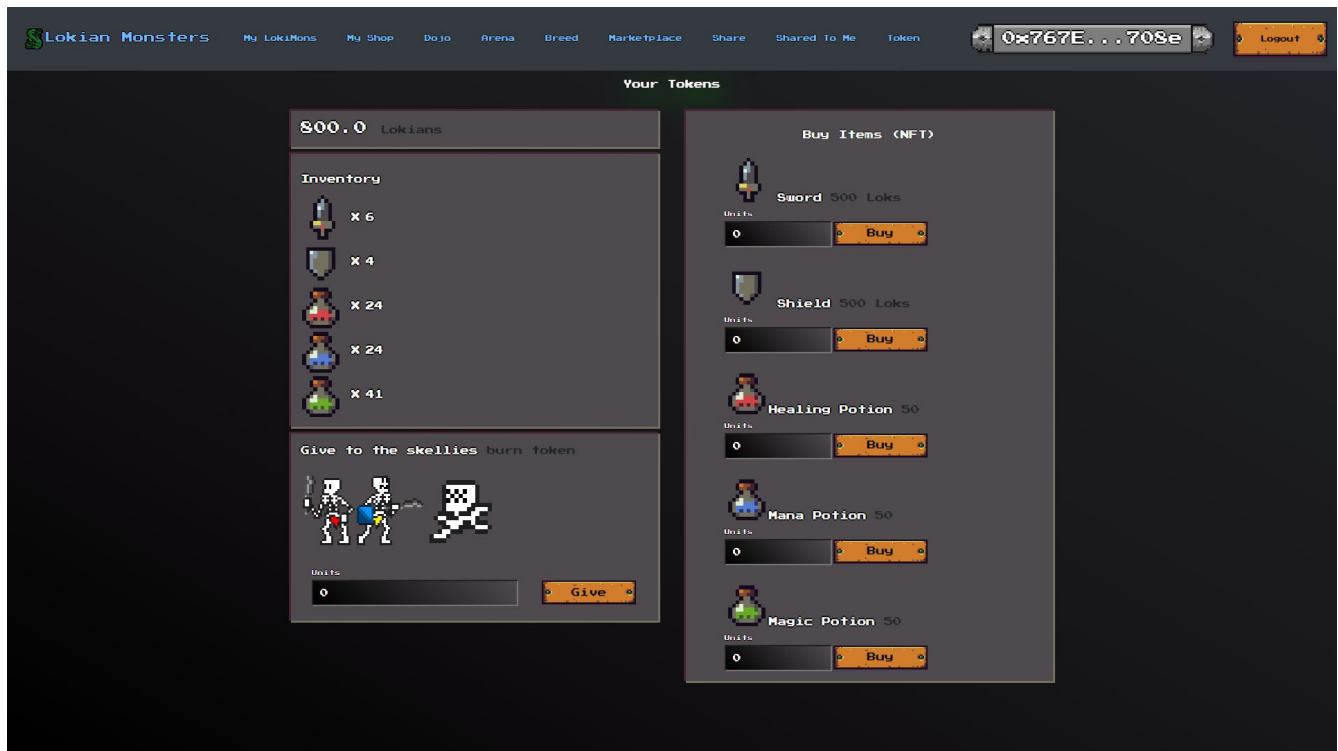
Creature Id:

Share to address:

Share

Users are able to share each of their owned Lokimons that they are not selling to one other user by specifying his account address on the blockchain. Users can then use all of the Lokimons shared to them for fighting just like they can do with their own lokimons. Finally, a user can stop sharing one Lokimon that he has shared with a different user before by indicating this.

Tokens

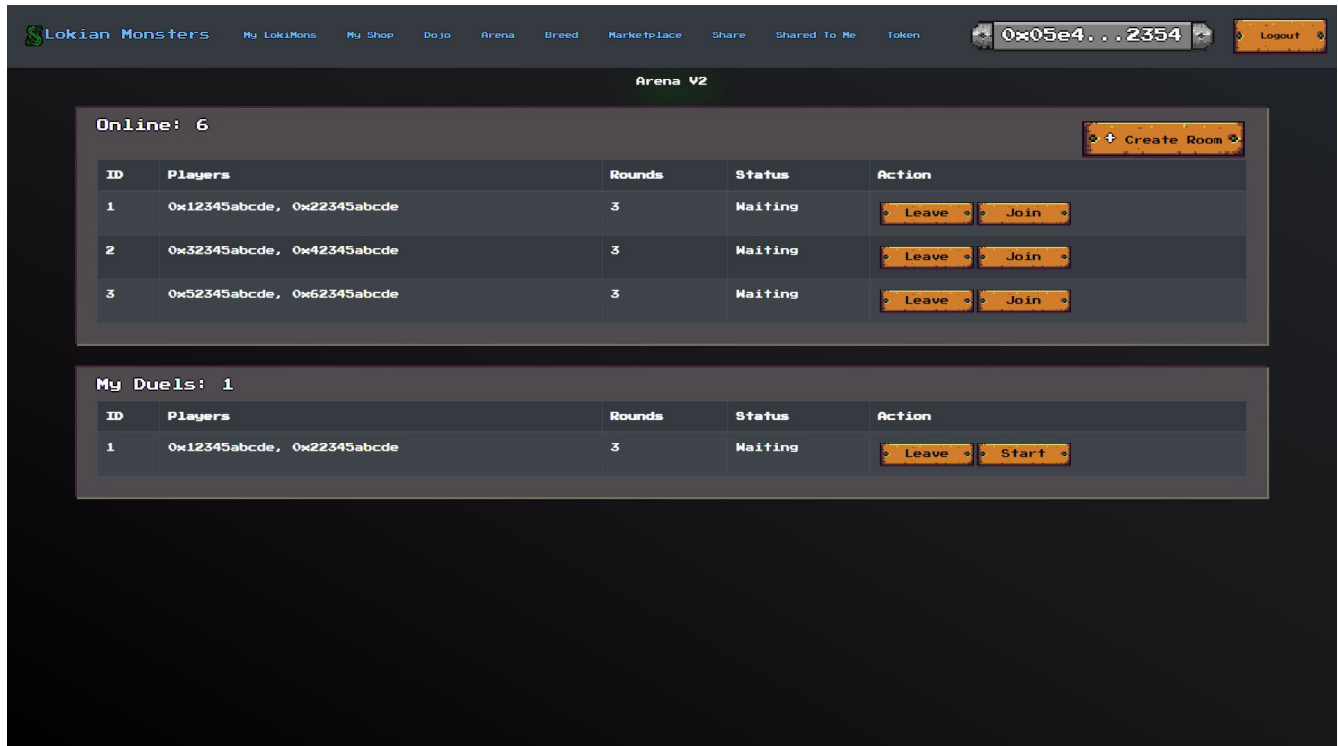


Users will also be able to buy NFT tokens like swords, shields, and potions, these will have utility in the upcoming metaverse duels feature.

They can also check their Lokians ERC20 token and Inventory of NFTs in this page. Lastly, they could burn their ERC20 tokens through giving them to the skellies (Skeleton People), which will also have an upcoming functionality in the metaverse duels feature.

Features

Arena (work in progress)



In the Arena feature, users have a chance to duel other users in real time mode, using web sockets or Moralis SDK. They can create duel rooms, join or leave them too. They could also be able to chat and have some ERC20 token rewards just like in the Dojo. A highscore page would also be added.

Multiverse (work in progress)

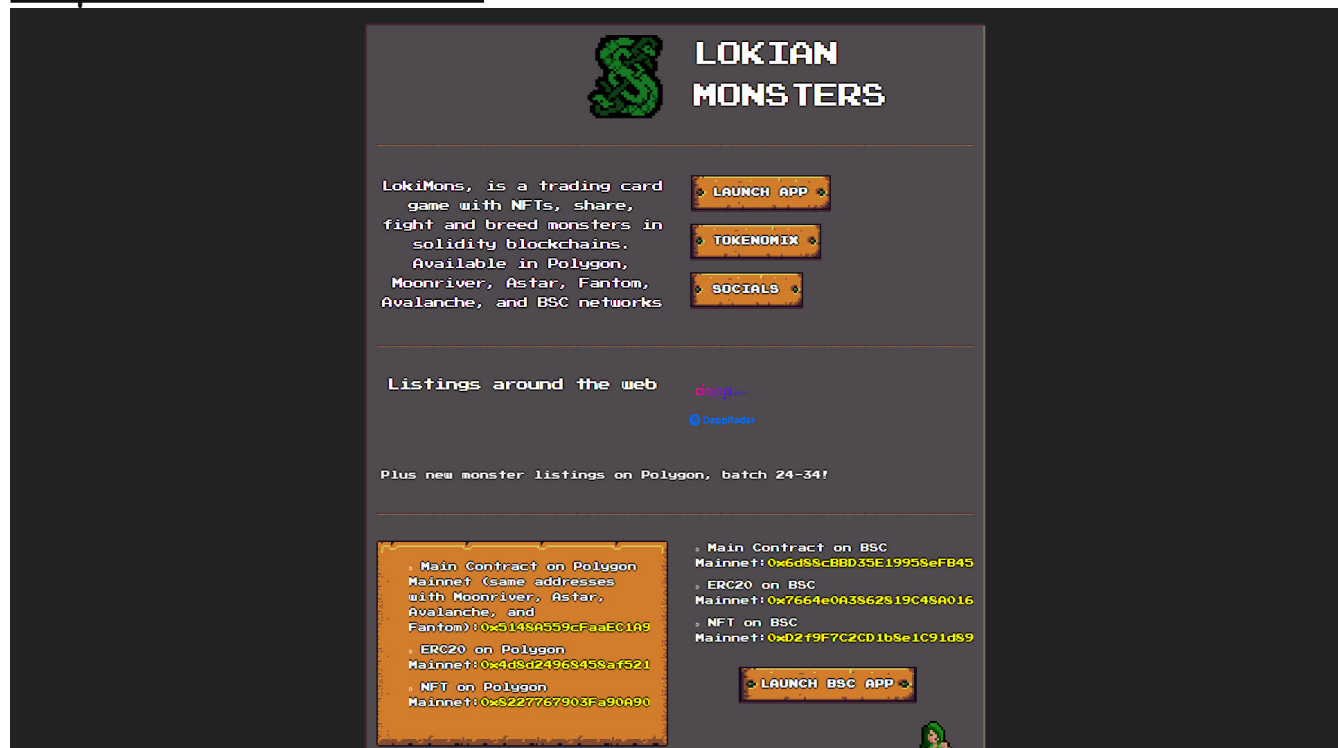
In the multiverse duels features, A number of users could juke it out in a royal rumble style, last man standing fight. Just like a mini MOBA game and they could possibly win NFT and ERC20 tokens as prizes.

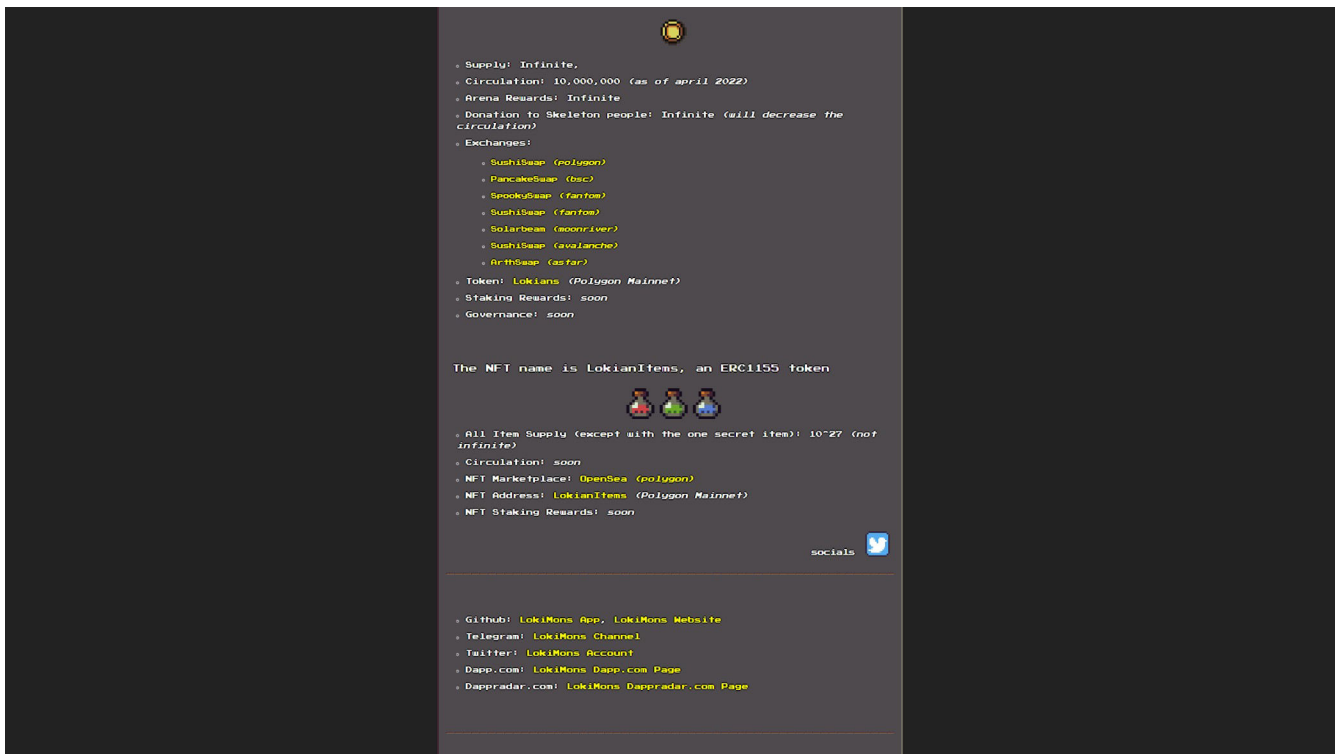
Revenue Model

1. ERC20 and NFT token sales, swaps etc
2. Lokimon on-chain monster marketplace, initial sales are in the blockchain's native token.
3. Merchandise like t-shirt, caps, mugs, etc.

Website

<https://lokian.monster/>





Other Stuff

- Lokian Monsters is currently available in EVM compatible blockchains like BSC, Polygon, Fantom, Avalanche, etc.
- Lokian Monsters works on desktop and mobile with metamask extension or with metamask mobile app.
- To play the game, please visit <https://app.lokian.monster/> or <https://bsc.lokian.monster/>