

# TronWarBot



Germany was about to conquer the world in WWII before facing the cold Russian winter and being brutally fined by the Allies.

What could happen if a WWII exploded? Find out at [tronwarbot.com](https://tronwarbot.com)

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## Project Overview

TronWarBot is a DApp based on the TRON blockchain created by a bunch of fans of the popular WorldWarBot2020 game on Facebook. TWB adds the possibility to play in different ways during the war, via social media, using the TRX cryptocurrency, our own WAR token, or one of our partners' tokens.



### Game Basics

The game is based on a bot that simulates a world war: every turn a state, randomly chosen in a provably fair manner, conquers another state. Social interactions modify the outcome of battles, in such a way that the users are not just spectators. They'll keep on fighting until there is only one world conqueror.

### Betting

Tronwarbot adds the possibility to bet on a variety of ways to increase engagement. There is also financial incentives in playing the game. However, the major focus surely lies on the gamification factor rather than the gambling aspect.

### Vision

*"Entertaining people through social gaming with high value at stake"*

The ultimate goal of TronWarBot is to create a large-scale social experiment with the purpose to entertain and engage its supporters in a worldwide competition hosted on social media, driven by solid incentives and great rewards.

TronWarBot aims to reshape the concept of gaming in an innovative paradigm where players can control the game directly from social media platforms, where the notion of real time interaction is no longer a constraint and where players are committed by a high value at stake. The result is a fully decentralised and openly accessible arena which leverages the use of real data to make the gamified simulation as faithful as possible to a potential real world scenario.

Additionally, TronWarBot embraces the free to choose ideal, i.e. you can support your favourite country no matter what your nationality is, or, eventually, you might even decide to run your own nation.

# Roadmap

The following shows the various versions of **TronWarBot** since the beginning of the project and their respective breaking changes.

- **TWB 0.1 (March 2019)**
  - World War was being updated through WWB2020 APIs.
  - Betting mode → People could bet against each other on the next turn conquest.
- **TWB 1.0 (July 2019)**
  - World War is now generated by our own provably fair bot.
  - Telegram Integration: updates regarding the war are constantly posted on the official Telegram group.
  - Added cohesion index. Each country has an associated cohesion that can range from 0.1% to 100%. It tells how cohesive that country is, affecting the likeliness of a country to conquer another country in the following turn. Each conquest modifies the cohesion index.
  - New betting mode → BetFinal: you can bet on the final winner. It's you vs the others.
  - New betting mode → BetNext: you can bet on who will make the next conquest. It's you against the dealer.
- **TWB 2.0 (November 2019)**
  - Facebook Integration: updates regarding the war are now constantly posted to the official Facebook page.
  - Social Interaction: cohesion index can be modified by social interactions. Users can now make a serious difference in the outcome of the war. At the same time this help gaining visibility in the social media space (FB and Telegram).
  - New betting mode → BetBattle: you can bet on the outcome of a single battle between the two countries. Choose outcome as 1, X or 2 just like you would do in football. It's you against the dealer.
  - Ambassador Program (Phase 1): Register as an ambassador and support your country during the war to win a great final prize.
- **TWB 3.0 (TBA)**
  - Details will be unveiled starting January 2020.

## The Team

It's 5 people working on the game. The team is made of three Consensys Solidity certified developers, a CEO, a Community Manager. We started back in January 2019 and we have run a few wars so far. Our internal roadmap extends until Jan 2022, when we'll look back and see what comes next.



We're always looking for more recruits: drop an email at [tronwarbot@gmail.com](mailto:tronwarbot@gmail.com) if you are interested.