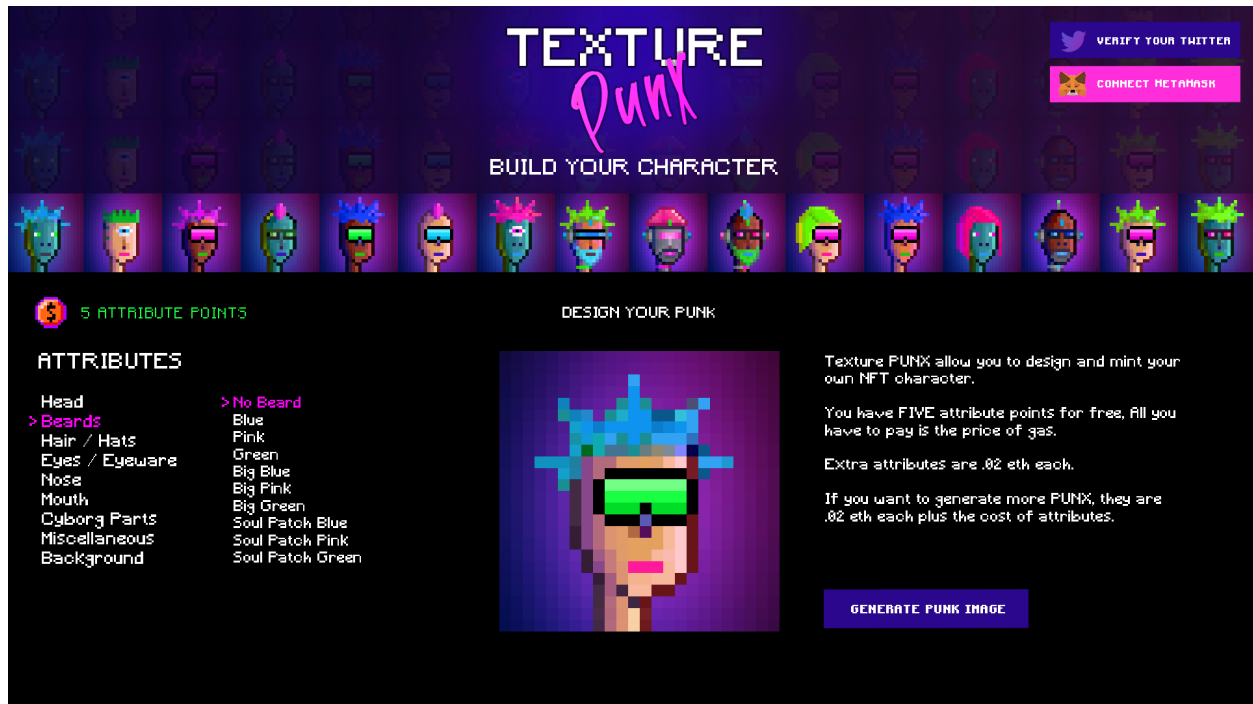# TexturePunx Site Spec

Overview
Website will allow people to create their own character and mint them as NFTs by mixing attributes.

1. They must log in to twitter to confirm they are following @iamtexture

2. Each person gets **(x)** attribute points for minting their first NFT. They must pay only for gas to mint their first NFT. Points exist in the database.

3. If they choose extra attributes and go over initial token amount, they must pay **(x)** eth per extra attribute.

4. They can mint multiple NFTs by paying a base fee of **(x)** eth.

5. The same NFT should not be able to be created twice.

6. Process:
   a. Access Designer
   b. Design Punk by using attribute selector
   c. Connect Twitter - generate user profile
   d. Connect Metamask
   e. Generate Image on backend, display to user

      f.   Mint Image / Save info in database / upload to IPFS

      g.   Display feedback that minting has occurred. Something fun.

Frontend

- Character Builder (shows character in real-time)
    - attribute selection menu with submenu
- Twitter login
- Connect Metamask
- Display assembled NFT
- "Generate Image" Button
    - Turns to "Mint NFT" Button when image is verified generated on backend

Backend
Needs to be able to handle users, their NFTs they have minted.

Database

TABLE(User)
- Punx [array of punk IDs]
- userID - [twitter ID]
- imageID [ref]
- Points (10)
- publicKey

TABLE(punx)
- ID
- Hash
- ipfsURL
- Attributes [array of attributes]
- ownerID[ref] (or however you want to relate them)

Character Designer Attributes / Menu

HEAD
- **Skinny light**
- **Wide light**
- **Skinny olive**

- **Wide olive**
- **Skinny dark**
- **Wide dark**
- **Skinny blue**
- **Wide blue**

HAIR / HATS
- **Blue Mohawk**
- **Pink Mohawk**
- **Green Mohawk**
- **Blue Sidespike**
- **Pink Sidespike**
- **Green Sidespike**
- **Blue Long Even**
- **Pink Long Even**
- **Green Long Even**
- **Blue Long Uneven**
- **Pink Long Uneven**
- **Green Long Uneven**
- **Blue 4 spike**
- **Pink 4 spike**
- **Green 4 spike**
- **Blue Top Spike**
- **Pink Top Spike**
- **Green Top Spike**
- **Blue Wild**
- **Pink Wild**
- **Green Wild**
- **Energy Dome Hat Pink**
- **Energy Dome Hat Blue**
- **Energy Dome Hat Green**
- **Energy Dome Hat Red**

MOUTH
- **Green**
- **Pink**
- **Black**
- **Blue**
- **Dark Blue**

FACIAL HAIR
- **Soul patch blue**
- **Soul patch green**
- **Soul patch pink**

- **Beard blue**
- **Beard green**
- **Beard pink**
- **Beard large blue**
- **Beard large green**
- **Beard large pink**

NOSE
- **Skinny**
- **Wide**
- **Alien**

EYES / EYEWARE
- **Eyes green**
- **Eyes blue**
- **Eyes pink**
- **Cyclops green**
- **Cyclops blue**
- **Cyclops pink**
- **Small glasses blue**
- **Small glasses green**
- **Small glasses pink**
- **Large glasses blue**
- **Large glasses green**
- **Large glasses pink**
- **Visor blue**
- **Visor green**
- **Visor pink**

CYBORG PARTS
- **Neck**
- **Head Top**
- **Mouth**
- **Mask**
- **Antenna**

CHOKERS
- **Pink**
- **Green**
- **Blue**
- **Metal Pink**
- **Metal Green**
- **Metal Blue**

MISCELLANEOUS
- **Vape blue**
- **Vape green**
- **Vape pink**
- **Bindi blue**
- **Bindi green**
- **Bindi pink**

Because of the way the layers overlap in the character creation they must be ordered this way, back to front:

Background
Head
Nose
Facial Hair
Mouth
Robot Neck
Chokers
Hair
Eyewear / Eyes
Headphones
Mask Bottom
Robot Head / Hats
Masks
Vapes
Devo Hat
Antenna
Bindi