

# 11D GAMES — White Paper

**Project name:** 11 Dimension Games

**Launch:** NFT Collection + Game on Abstract (Ethereum L2)

**Version:** 1.0

**Date:** August 1, 2025

---

## Executive Summary

11 Dimension Games (11D) is a game studio building a playable, narrative-driven intergalactic arcade universe combined with a culturally rich NFT release on Abstract — a consumer-focused Ethereum Layer 2. Our mission is to onboard mainstream players into playable web3 experiences by blending tight, arcade-style gameplay with meaningful NFT utility, social features, and low-friction onboarding.

The initial NFT drop — *Starborn Fleet* — will provide collectible, tradable digital assets that represent unique starships, crew, and cosmic artifacts. NFTs serve both as collectible art and as keys to in-game features, access to gated events, staking rewards, and governance participation for future content.

Key differentiators

- Built on Abstract L2 for low fees and fast transactions.
  - Playable-first design where NFTs enhance — not gate — fun.
  - Layered utility: cosmetics, access, staking, and co-creation.
  - Strong community-first roadmap with token-gated events and creator tools.
- 

## Problem Statement

The current web3 gaming landscape suffers from several problems:

1. **High entry friction.** Complex wallets, high gas fees, and confusing UX keep mainstream gamers away.
2. **Speculation-first NFT launches.** Many NFT projects focus on short-term flips rather than long-term player value.
3. **Poor play-to-earn design.** Games that promise earnings often sacrifice engaging gameplay.
4. **Community fragmentation.** Collector communities and players are siloed across platforms and marketplaces.

11D Games addresses these by prioritizing accessibility, compelling gameplay, and sustainable NFT utility.

---

## Our Solution

11 Dimension Games provides a playable-first NFT experience on Abstract, prioritizing:

- Simple onboarding: social wallet options, fiat rails, and gas-light minting on Abstract.
  - Fair mint mechanics with anti-bot measures and whitelisted community phases.
  - Meaningful NFT utility that affects gameplay and social experiences without locking core mechanics behind paywalls.
  - Cross-chain compatibility patterns (bridging paths) for collectors wanting to list on major marketplaces.
- 

## Product Overview

### Game concept — *Starborn Runner*

A 2D intergalactic runner with procedurally generated cosmic lanes, rotating asteroid hazards, and collectible power-ups. Players pilot starships (NFTs or free ships) through increasingly difficult runs, earn performance-based ranks, and unlock cosmetic and community rewards.

Core gameplay pillars:

- **Arcade-first mechanics:** tight controls, progressive difficulty, and short-session loops.
- **Replayability:** daily missions, seasonal challenges, leaderboards, and limited-time events.
- **Social & competitive:** friend lobbies, asynchronous leaderboard challenges, and X (Twitter)-integrations for sharing replays.

### NFT utilities

- **Starship NFTs:** customizable vessels with on-chain traits. Owning a starship grants cosmetic skins, permanent HUD themes, and vanity perks like a unique visual trail.
- **Crew NFTs:** character NFTs that can be assigned to ships to unlock passive bonuses (e.g., slightly higher score multipliers, faster recharge on power-ups). Crew are semi-fungible: limited editions with rare abilities.
- **Artifact NFTs:** ultra-rare items giving time-limited gameplay modifiers, early access to seasons, or invite-only event access.
- **Pass NFTs:** season passes that reward players across a season with progressive unlocks.

Importantly: core game functions remain playable for free players. NFTs enhance progression speed, personalization, and governance participation.

---

# NFT Collection Design & Rarity

## Collection: Starborn Fleet (2,222 collectibles)

- **Common (65%) — 1,444 ships:** baseline ships with standard visuals and basic cosmetic variants.
- **Uncommon (20%) — 444 ships:** upgraded visuals, 1–2 crew slots, slight in-game vanity perks.
- **Rare (10%) — 222 ships:** unique hull skins, 2 crew slots, exclusive HUDs, priority in matchmaking for special events.
- **Legendary (4%) — 88 ships:** animated trailed effects, early drop access, access to closed playtests, and governance weight.
- **Mythic (1%) — 25 ships:** one-of-one artistic variants, lifetime season pass, and co-creator credits.

## Trait system

Each starship receives on-chain metadata attributes: manufacturer, hull style, engine type, color palette, trail effect, emblem, and provenance/serial number. Trait rarity affects marketplace value and a small number of cosmetic in-game bonuses.

---

# Mint Mechanics & Distribution

1. **Community Whitelist (1000 supply target):** early supporters, contributors, and contest winners.
2. **Public mint (remainder):** per-address limits; randomized reveal.
3. **Reserve (100 units):** partnerships, team, and rewards for ecosystem builders; transparently locked with vesting.
4. **Secondary market:** royalties set at 5% by default, with split (70% studio / 30% community treasury) — configurable by DAO in later phases.

On Abstract, minting is gas-light — users will experience nominal fees. We will provide credit card minting options via a custodial fiat gateway during the public sale to reduce friction for mainstream adopters.

---

# Technical Architecture

## Why Abstract L2

Abstract is a consumer-focused Ethereum Layer 2 (ZK-based rollout) known for low fees and fast finality — well-suited for high-throughput NFT interactions and microtransactions while keeping assets and ownership anchored to Ethereum.

## Smart Contracts

- **ERC-721 / ERC-721A** for efficient collection minting.
- **ERC-1155** optionally for artifact and consumable items.
- **Upgradeable proxy patterns** (with multi-sig governance controls) for iterative feature additions.

## Metadata & Storage

- Off-chain media hosted via decentralized storage (IPFS / Arweave) with on-chain metadata pointers.
- Metadata immutability plan: immediate reveal uses IPFS; collection provenance hashed on-chain at mint.

## Wallets & Onboarding

- Native Abstract wallet support (walletconnect/abstract portal) plus social login wallet options.
- Fiat on-ramp integrations for credit card purchases to lower onboarding friction.

## Cross-Chain & Marketplaces

- Bridge-ready metadata design to support listings on marketplaces that integrate Abstract (e.g., Magic Eden, OpenSea's multi-chain tooling).

---

# Game Backend & Leaderboard

- **Frontend:** React + WebGL / Phaser for game UI and canvas rendering, responsive for mobile and desktop.
- **Backend:** Node.js + PostgreSQL for leaderboards, match history, and event orchestration. Blockchain events (NFT ownership changes) are indexed by an event indexer to sync on-chain ownership with in-game privileges.
- **Auth:** Optional Web2 social login fallback, Web3 wallet connect for on-chain actions.

---

# Tokenomics (Optional Token)

We propose an optional governance token (IGC) released in a controlled manner post-NFT sale to align incentives. Token would have use-cases:

- Governance voting on treasury spends, feature prioritization, and DAO propositions.
- Staking for earned rewards and seasonal boosts.
- Liquidity incentives for ecosystem partners.

Initial token distribution (example): NFTs + contributors 30%, community airdrop 15%, team and advisors 20% (vested), ecosystem and partnerships 20%, public sale/liquidity 15%. Exact figures to be decided by governance and advisors.

---

# Roadmap

**Phase 0 — Pre-launch (1 months)** - Team buildout, art & lore direction, community seeding, website and white paper publication, testnet smart contract audits.

**Phase 1 — Mint & Launch (month 0–1)** - Whitelist mint, public mint, marketplace listings, initial playable demo release, community events.

**Phase 2 — Live Operations (month 1)** - Full game v1 release (single-player & leaderboards), staking portal, DAO formation, seasonal content begins.

**Phase 3 — Expansion (month 4)** - PVP arenas, cross-game composability, creator tool release (let owners design cosmetic modifications), mobile app rollout.

**Phase 4 — Long-term (18+ months)** - Marketplace integrations, licensing partnerships, IP adaptations, and metaverse integrations.

---

## Go-to-Market & Growth

- **Community-first marketing:** Discord, X (Twitter) campaigns, partnerships with NFT communities and game influencers.
  - **Play-to-try mechanics:** free-to-play demo with premium NFT gating for deeper progression.
  - **Creator & partnership programs:** artist collaborations and indie game jams to seed co-created content.
  - **Events & IRL activations:** cosmic-themed drops, art galleries, and pop-ups at conventions.
- 

## Community, Governance & Treasury

- Initial community hub on Discord with roles and contributor pathways.
  - Establish a multi-sig treasury with transparent on-chain reporting.
  - Transition to a DAO for major decisions once community reaches healthy engagement metrics.
  - Community grants for mods, content creation, and localized artworks.
- 

## Security & Legal Considerations

- **Audits:** third-party audits for all smart contracts pre-mint.
  - **KYC/AML:** custodial fiat options will work with partner KYC flows; primary marketplace mint remains permissionless.
  - **IP & Licensing:** clear licensing terms for NFT owners (e.g., personal use + limited commercial rights), with brand-owned rights reserved for core IP.
  - **Regulatory monitoring:** continuous legal review to adapt to evolving jurisdictional rules around tokens, securities, and NFTs.
-

## Team & Advisors

- Founders: studio leads in game design, blockchain engineering, and art direction.
- Core hires: Unity/Phaser devs, smart-contract engineers, backend engineers, community managers, and business development.
- Advisors: legal counsel with web3 experience, security audit partners, and growth advisors from consumer gaming and NFT spaces.

(Full bios and LinkedIn profiles to be appended in public repo/website.)

---

## Financial Model & Use of Funds

Primary funding sources: mint revenue, primary marketplace sales, and strategic partnerships.

Use of funds (high level):

- 35% — Game development & engineering
- 20% — Art, animation & audio
- 15% — Marketing & community growth
- 10% — Audits & legal
- 10% — Operations & team
- 10% — Treasury / reserve for partnerships

A transparent monthly spend report will be produced and published on the project dashboard.

---

## Risks & Mitigations

- **Market risk:** NFTs and gaming can be cyclical — we focus on product-market fit and diverse revenue streams beyond primary mint.
  - **Tech risk:** reliance on new L2 tech is mitigated by audit, fallback bridging strategies, and modular architecture.
  - **Regulatory risk:** retain counsel and maintain adaptable token issuance plans.
- 

## Appendix

- Smart contract standards: ERC-721A for mint efficiency, optional ERC-1155 for consumables.
  - Metadata schema example (JSON) and IPFS pinning workflow.
  - Sample rarity table and trait probability matrix.
  - High-level system diagrams for frontend-backend-blockchain sync.
-

## Call to Action

We invite collaborators: artists, developers, community builders, and early supporters. For partnership inquiries, please contact: [11dimensiongames@gmail.com](mailto:11dimensiongames@gmail.com)

*End of document.*

---