WINZELAND

WINZER	LAND	RESOURCES	? GUBBINS
ERC721	ERC721	ERC1150	ERC20

Buildings

Monsters

Natural
Resources

Legend :

○ Values between [brackets] are not set in stone and
   may be changed it needed.

○ Paragraphs starting with ? is ideas/ramblings that needs
   to be validated.

WINZER (ERC 721)

WINZERS are NFT tokens built on ERC721 smart contract.

Winzers are citizens of the Winzeland and will do biddings of the players, making them most important things in the Winzeland.

Players will assign Winzers to various jobs like working as woodcutter, iron miner, weaponsmith, slaying monsters or guarding lands

There will be initial limit of [10'000] winzers that will be given to early supporters and community.

Each character will have randomly assigned traits — skill, sex and looks.

- Skill will determine where winzer is better, for example +15% on gathering wood or increased attack.

- Sex — male or female — you will need to have two different characters so you could mint third one of another generation. There will be limit on how much generations we can have.

- Looks — face form, skin color, hair, etc will make winzer easily recognizable an unique.

When minting, child will randomly inherit some traits from the parents and will have chance oft having new one.

LAND (ERC 721)

World of Winzeland is split to [10'000] pieces we will call Lands.

Each land piece will be NFT token (ERC 721). Early players will be able to mint them, but for some price (likely with MATIC tokens) and funding development in doing so.
After minting these [10'000] lands players will only be able to buy it from other players.

Lands will have traits assigned to them:

- Climate — from cold to hot, so winzers residing in the lands must be prepared for it. Harsh climates will reduce efficiency of winzers, nice climates — increase.

- Up to [3] slots of resources: forest, iron deposit, water, etc.
  Players will have to assign winzers to gather these resources. Resources may deplete and will need time to recover.

- Monster camps — monsters will spawn here and will attack winzers from time to time.

Players will be able to use resources and build buildings in their lands.

Buildings will increase gathering efficiency or unlock new jobs (weapon smith — create weapons from iron).

? Reserve some off lands to landless players to use?
: Working in land not owned by you is a crime?

RESOURCES (ERC 1150)

Resources are ERC 1150 NFT tokens wich can be both minted and burned by certain contracts.

There will be two categories of resources:

① Natural resources – items that will be created directly from lands (using winzer as worker)

② Crafted resources – items that must be crafted by winzer from one or multiple natural resources (or from other crafted resources).

To make higher grade resources players will have to use buildings dedicated for making such resource.

Buildings are built and upgraded using resources.

Resources also con be given to Winzers to increase their skills: armor, axes, swords, potions and so on.

Players who don't have specific building con go to other player building, give resources required and some extra fee so it would be created for him.

Player owning building con set fees he wants to collect.

It takes time to create a resource, orders goes to quee.

Player owning building con hoose to make building accept orders only from owner.

GUBBINS (ERC 20 or Resource)

Gubbins are currency of Winzeland.

Gubbins will be used to pay fees, trade in market place, etc.

? Gubbins may be not ERC 20 token but rather one of items of Resources ERC 1150 contract. Need to calculate pros and cos of both solutions.

? Gubbins could be minted from GOLD BAR resource and smelted back to GOLD BAR. It would make coin supply always changing.

DAO

Laws of Winzeland could be changed
by Winzeland DAO.

o Add new WINZER race, traits or skills.

o Increase or decrease how many children winzers
  can have

o "Found new continents" by increasing supply limit
  of LANDS.

o Introduce new resource, building or monster
  types to the game.

And so on...

Idea would be to give players a vote point
for each WINZER character they own.

WINZER owners then would be able to
propose and then vote on proposed changes.

? Players may be required to stake or some-
  how lock their winzers before voting so it
 would prevent possible dao take over hacks

WINZER ITEMS

As winzers are NFTs we will not change their skills, appearance and levels.

But we want Winzers to improve somehow, so we will have another smart-contract which links WINZER to resources and would keep changing state.
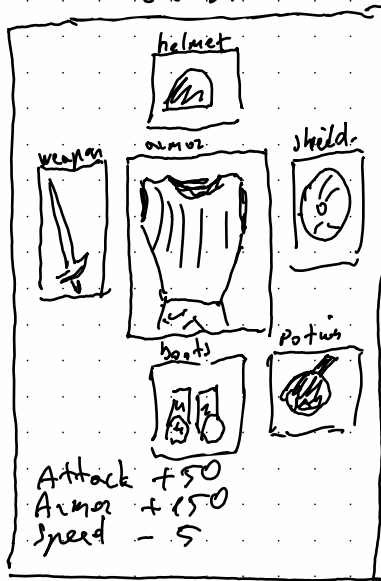
This WINZER state contract would give information about characters to game world so all calculations would made on-chain.
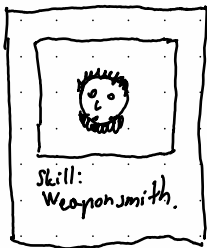
WINZER: WINZER STATE

= game character.

Attack +50
Armor +150
Speed - 5

1 Resources added to the WINZER state becomes
• items owned by WINZER. This means that selling winzer will also transfer items from player.

2 Transfering winzer with items may open ways for
• seller to cheat?