What is GolfCraft? GolfCraft is a minigolf game were players can gather materials to craft items, and earn resources passively.

Its a fun minigolf game in Decentraland where you can win NFTs (Wearables, Golf clubs and more). Link to Play: https://golfcraft.dcl.eth.limo/ (talk to the NPC to play and get your first NFT)

Features include: Competitive Seasons, Community managed Tournaments, Map editor, Crafting and resources system.

Golfcraft is entirely free, you can start playing right away. To play for the first time talk to the Dr. Par NPC, he will sent you on several missions.

Fashion Tickets can be exchanged in Golfcraft by wearables.

Recently was added the option for everyone (that owns specific wearables) to host Tournaments, where players must complete twelve courses, and the winners receive Materials to craft golf course Parts.

GolfCraft is also a game about creating your own golf courses.
Anyone can gather resources be playing tournaments and the season, and use those resources to build courses. In turn those courses generate resources for players, map designers and tournament organizer as passive income.

GolfCraft has an entire economy where players can gather diamonds, iron, gold, wood and stone, refine them and trade them on OpenSea.
This resources can then be used to craft Parts, building blocks (or Legos) for the golf courses.

Some users play and get resources, other users to own the courses and other users to design the courses. All interconnected by trading and permissions.

The GolfLand NFT allows users to publish a golf course. The GolfLand is where all the Parts are used to mint a golf course.

How to play GolfCraft? After initiating a game in training, competition or tournament mode players can set the power and direction to hit the golf ball. The goal usually is to reach the target as quick and with as few hits as possible.

Pablo and Eibriel are the developers of GolfCraft, they have an artistic background, but worked for many years as developers, giving them the necessary tools to create technical projects with artistic value.

Pablo and Eibriel started experimenting with Decentraland building tools in 2019, participating (and getting first places) on game jams organized for the platform. In 2021 they decided to focus their full time work on the platform.

All assets in Golfcraft are earned on the game (we don't sell items), allowing for players to

automatically discover the value of each item according to how desirable is it and how easy is to find it.
Our work is to ensure that players are correctly awarded according to their involvement on the game, and to find interesting ways for players to use what they collect.

the people from PolygonalMind made the GolfCraft building for the game. Its inspired in solarpunk architecture, and has 4 levels were different sections of the game can be distributed.

How to mint a golf club?

At all times you have the "base" golf club on your inventory (the first one in the list). You can upgrade it and mint it into a NFT. Owning NFT golf clubs grants additional bonus when receiving materials.

The "base" golf club can be minted when all stats are maxed out to 5.

To upgrade the stats you need to: Have the needed materials on the inventory, The golf club needs to be ready to jump to the next level (progress bar at 100%)

The level on the golf club is increased by using it to play.

Once the three stats are at 5 you will see the "Mint" button. Take into account that minting requires 120 Diamonds.

How to get more energy?

Energy is automatically replenished, 1 unit every 2:25 hours, up to a maximum of 10.

You can also find Energy around the building, in the form of a green badge with a white ray on it. You can get as much energy as you want this way.

How to get extra Bonus?

Bonus allows you to get extra materials when playing at GolfCraft, and you can get extra bonus by: Collecting wearables, Collecting GolfClubs, Ranking up on Seasons.
You can claim wearables by playing or using Fashion Tickets, or you can get them at OpenSea.
You can mint golf clubs by leveling them up, or you can get them at OpenSea.
Advancing in the tier system grants you more bonus.

Note that each NFT is only counted once, if you have 2 wearables that look the same it will count as 1. Same with golf clubs.

Players have at their disposal a free golf club to play.
A golf club has 3 attributes:
- Power: Sets the maximum power at what the ball can be shot
- Control: Reduces steering shake when firing power is increased.
- Aim: Defines the length of a straight line that helps the user to aim.

How to upgrade the free golf club and mint it as a NFT?

In the ground floor, we can see an screen with your golf club. In the right part of the screen, we see the current level of the golf club, bellow the experience bar.

When playing training mode, the golf club wins experience.

Once the level bar is at 100%, players can upgrade an attribute by paying some diamonds.

Once a free golf club has the 3 attributes to maximum, that is 5-5-5, it can be minted as a NFT.

Building a golf course

The building menu is on the 4th floor. Anyone can try the builder to create and test their own golf course. But it will be necessary to have all the necessary Part NFTs plus the GolfCraft Land NFT to be able to publish the map so that other users can play it and also you can get resources from it.

User interface

The user interface consists on a horizontal panel on the top, with player information. And a vertical panel on the right, with inventory information.

Horizontal panel

The horizontal panel shows the current level of the player, and the current progress made on that level.

The stars at the left of the profile picture are decorative. And the number below the profile picture is not in use right now.

The profile picture is part of the Decentraland user interface.

Vertical panel

From top to bottom:

Clicking the Materials container button, will display the amounts of materials available.

The golf club panel displays the golf club in use and its level of Power, Control and Aim.

The bonus panel displays the current training bonus and materials bonus.

Clicking the Daily Missions button will display the current tasks (currently disabled).

Clicking the Golfcraft logo will open the Golfcraft website.

Finally the light shows the connection status to the Golfcraft server. And the current selected server.

Basic controls

The golf club controls has 2 modes:

- Set direction
- Set power

The golf club has an arrow indicating the current direction a power.

Set direction

In this mode you can indicate the desired direction to push the ball. You can set any direction around the ball (north, south, east, west), but not up or down. This is minigolf after all.

Pressing E you can rotate the arrow to the left, and pressing F you can rotate the arrow to the right.

The longer you hold the key, the faster the arrow will rotate. Press the key for a short period of time to make small adjustments.

Set power
In this mode you can indicate the speed the ball will be pushed. If the power is too low the ball will barely move, if the power is too high the ball will move a long distance.
If there is a slope in front of the ball, setting a high power will help the ball cross the obstacle, and setting a very high power will make the ball fly up into the air.
Pressing E you can increase the power, and pressing F you can decrease the power. The arrow will be short (and blue) to indicate a low amount of power, and long (and red) to indicate a high amount of power.
The power will also be displayed in the scree as a vertical progress bar.
As when setting the direction the longer you hold the key the faster the power will increase of decrease. You can press the key for a short period of time to make small adjustments.

Switching between control mode
Immediately when a match starts or you hit the ball the control resets, starting on state 1.
1. On state 1 the control is in "Set direction" mode. Use the left mouse button to go to state 2.
2. Now the control is in "Set power" mode. You can use the left mouse button to hit the ball. Or you can press the E and F keys at the same time to go to state 3.
3. Here the control is in "Set direction" mode. Now you can use the left mouse button to hit the ball. Or you can press the E and F keys at the same time to go back to state 2.

Golf club Panel
On this sector you will find a panel allowing you to select your active golf club, and upgrade it using materials and diamonds.

Selecting a golf club

Looking directly at the panel press E and F to scroll through your list of golf clubs. If you are at the beginning of the list you can only can go forward with F, and if you are at the end of the list you can only go backward with E.

If you are looking at your selected golfclub you will see the "Active" sign. If not you will see the "Select" button.
Pressing the "Select" button you will change your selected golfclub to the one visible in front of you.

Golfclub level
On every game your golf club gains experience. This experience is shown as "Level", that is the current level the golf club is at, and as a percent (displayed as number and as a progress bar), that is the progress made towards the next level.
For example if the board says "Level 3, 50,00%" that means you are midway to reach Level 4.

Minting a golfclub

When a golf club its at 100% of level 16 you will be given the option to mint it. This will create an NFT stored on the Polygon network.

Upgrading your golf club

When you meet the requirements you will see a plus icon (+) alongside the Power, Control and Aim levels.

- Power: Increasing the power allows you to push the ball with more force. The ball will reach farther, and will be easier to overcome obstacle.
- Control: Increasing control will decrease the randomization factor on the direction of the push. With low control each push will have a slightly different direction, with high control each push will have the same direction.
- Aim: Increasing aim will make longer the cursor used for aiming. High aim will make it easier to predict where the ball will go.

100 Diamonds bag Bridge

This panel allows you to move bags of 100 diamonds from and to the Polygon blockchain.
Clicking the "Move to chain" button will display the "Move to chain" window.
Clicking the "Move to game" button will display the "Move to game" window.
Clicking the "Trade" button will open the materials collection on OpenSea.

Move to Chain

The move to chain window allows the player to mode diamonds from the game to the Polygon blockchain in grouped by 100.
The "Up" button will increase the amount of diamonds to send, with a step of 100 (first click will be 100, second click will be 200).
The "Down" button will decrease the amount of diamonds to send, also with a step of 100.
The "Submit" button will send the request to the Golfcraft server, to be added into the queue of transactions. If there are not errors, the player will receive the "Diamonds x100" NFTs in the following minutes.

Move to game

This window allows for the reverse process, moving diamonds from the Polygon network into the game.
On the input box you can enter the amount of "Diamonds x100" NFTs to be moved.
The "Submit" button will send the request to the Golfcraft server, to be added into the queue of transactions.

Tournaments sector

The tournament board allows you to play community organized tournaments. To join a tournament you will need a 4 characters code, for example "GOLF". According to the configuration of the tournament you may also need to have a minimum level in the game, or your address may need to be allowed to participate.

Clicking on the "Browse" button you will be send to the tournaments page on the Golfcraft website. There you will be able to find tournament codes.

Clicking on "Join a random tournament" will select and enter a tournament code for you.

Clicking on "Play" will open a window asking for the 4 characters code.
After pressing "E" or clicking on "Submit!" the details for the tournament will be loaded.

- Code: is the code of the loaded tournament
- Participants: is the amount of players that played at least one course
- Courses: is the amount of courses in this tournament
- Played: is the amount of courses that you played (completed or not) for this tournament
- Minimum level: is the minimum player level needed to be allowed to participate
Clicking on "Back" will unload the information of the selected tournament.
Clicking on "Play" will start the game of your next course to complete.
The panel also displays the cost on Golf Coins to participate.