REGENS

Game to improve Bogota public goods

Our team

Habacuc

Front end

Daphne

UI/UX designer

Pierre

Back end

Solene

Product manager

Regens is a collaborative game to gamify Urban Interactions & improve citizen coordination in Bogota public places

01 Quest

To discover places
followin different tracks

02 Collect

Public places as NFTs

03 Generate

Video content related to the public place & receive a reward

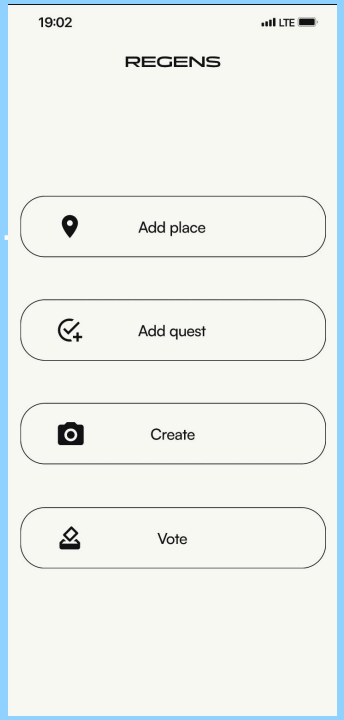
04 Upgrade

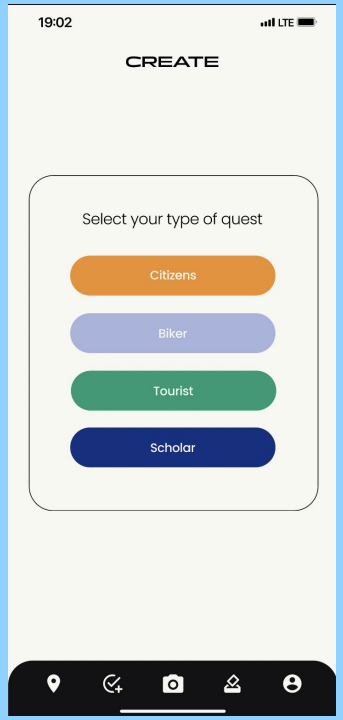
To get rewards & create proposals on DAO

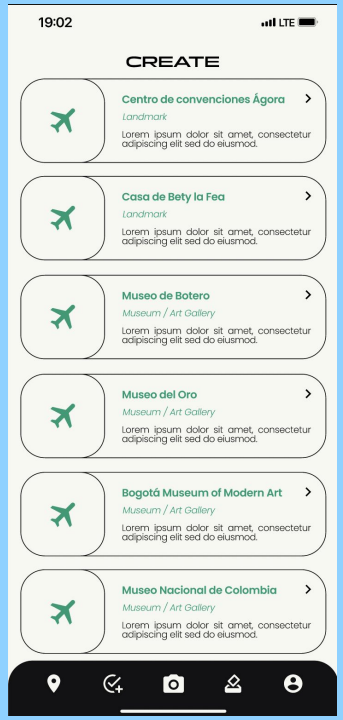
Demo

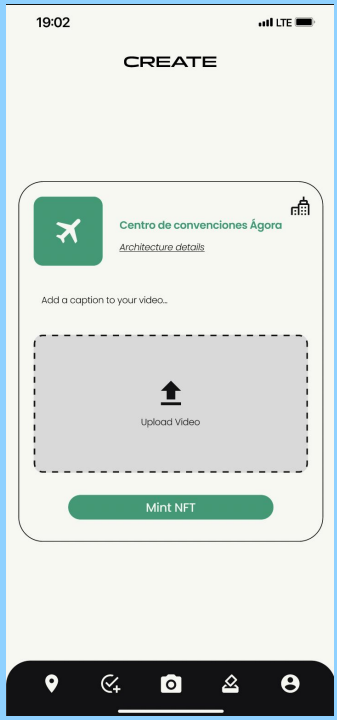
Be part of Regens

Home Game Tools Facts Team



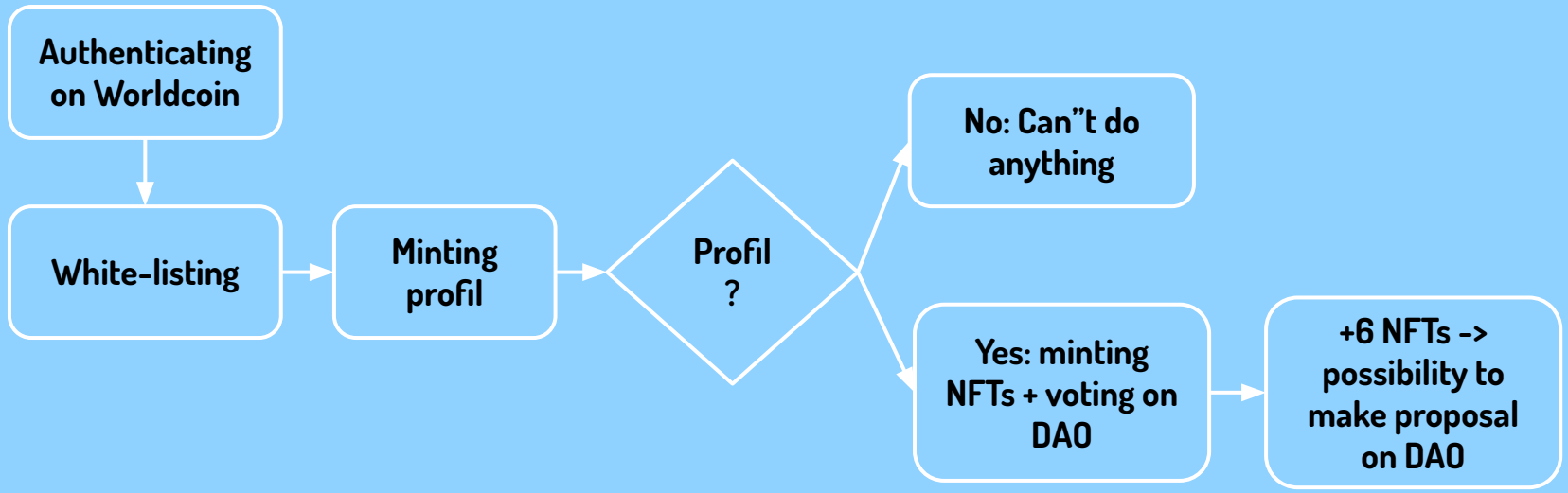






Home Game Tools Facts Team

Architecture



Build on different sponsors

Optimism

Mainnet - Minting and government contracts

The Graph

Index contract interactions

Polygon

Mumbai TestNet

Filecoin

IPFS storage

ENS

Resolve ENS names & avatarss

Worldcoin

Governance proposals creation

Roadmap

Q4 2022
Live Peer & Lens integrations

Improve DAO interactions
Q1 2023

Q2 2023
Work with GitcoinDAO & government offices

Events tracking
Q3 2023

Thanks!