



TANK GAME

- PEW PEW PEW
- Working names:
- *Scorched Earth/Mars/Metaverse*
- *Tank you Very Much*
- *Pew Pew Pew*



Chapters & Phases – Feature additions over time

Chapter 1 – National Reserve / Intro to Tank Wars / Peaceful Era

- Scrap ERC20
- Tank V0 Minting
- Pilot/PFP Minting
- Factory, Armory

Chapter 2 – Road to War

- Tank Battles!
- Tank V1 Minting
- Atlas-Controlled World Map (Infirmary, University)

Chapter 3 – WAR!

- 3x3 map (8 regions, 1 Neutral/War-torn zone)
- L2 Specialized buildings (Factory II, Armory II, Infirmary II, University II)
- Region conquests

Chapter 1 – Scrap ERC-20

Introduction of an ER—20 Contract “SCRAP” which is the in-game currency.

- *Need a distribution mechanism – claimable by major NFT communities?*
- *Purchasable?*
- *Capped supply?*
- *Scrap should be burned when used to create something (tank, weapon). Scrap is then recreated once the tank is destroyed in a tank battle.*

Chapter 1 – Tank V1 Minting

- *Tanks should be mintable using scrap (e.g. 100).*
- *Scrap should be burned in the creation of a tank. The tank then represents 100 scrap.*
- *All V1 tanks will be identical – no advantage or specializations. Differentiation will come from the pilot and the ammunition choice.*
- *The factory (in chapter 1 there is only 1) can produce N tanks per day (per user or globally?)*
- *Tanks need a pilot, and ammunition (armory).*

Possible monetization points:

- *Sell tank color upgrade (e.g. silver, gold, rainbow).*
- *Make minting tanks payable? (e.g. Capital = scrap, labor = matic)*

Chapter 1 – Pilot V1 Minting

Tanks need a pilot to work. Users can mint avatars to represent their tank pilots.

- *Provide generic avatars for new entrants.*
- *Pilot PFPs change dynamically based on # of battles won (e.g. medals)*
- *Pilots can be injured and “die” (faint) – staking pilots in the infirmary (chapter 2!) heals pilots or returns them from the dead (think pokemon).*

Possible monetization points:

- *Pilots can be from a set of 721 contracts (BAYC, Doodles, etc...)*



Chapter 1 – Armory V1

Tanks need ammo to play. I think this should be less about running out of ammo and more having an option (e.g. it all turns to scrap if you lose).

- *Mint using scrap vs. payable?*
- *Differentiated use cases (e.g. 3-4) which provides a pro/con to dealing with something in game:*
 - *Balanced, AoE evenly distributed, AoE unevenly, two shots, high damage low range, etc...*

Possible monetization points:

- *Ammo costs money*



Chapter 1 – Atlas Map

At first, the map will be a single “region”. Atlas will control the 4 buildings so that all users may use them. The map should be of a peaceful, idyllic future.

Users can mint their tanks, mint their pilots, buy ammo. A dApp will allow a user to equip/unequip/view the stats of their choices through clicking on each building.

The next phase will be the forging of heroes for the forthcoming war, practice rounds with little at stake, just scrap.

Tank Land



Chapter 2 – First tank battles

A fifth building in the dApp on the map should provide match making for users who have fully outfitted tanks.

Play until there is a winner:

- *Tanks return to scrap (e.g. the original 100) which is unevenly distributed between winner and loser (e.g. 75/25)*
- *Pilot loses health or faints (fainting requires an extra length of time of staking to revive vs. staking at 1 HP)*
- *Winning pilot receives a medal*
- *Ammo is either won outright, or converted to scrap*

Chapter 2 – TANK BATTLE

A fifth building in the dApp on the map should provide match making for users who have fully outfitted tanks.

New maps are generated on a regular basis (e.g. every night at midnight).

Play until there is a winner:

- *Tanks return to scrap (e.g. the original 100) which is unevenly distributed between winner and loser (e.g. 75/25)*
- *Pilot loses health or faints (fainting requires an extra length of time of staking to revive vs. staking at 1 HP)*
- *Winning pilot receives a medal*
- *Ammo is either won outright, kept by the user, or converted to scrap*

Chapter 2 – Infirmary

Staking contract to revive a pilot. You can get a new pilot, but that's like starting the game from 0.

Time to recover HP should be somewhat exponential (e.g. 1 day each from 0-1, 1-10, 11-30, 31-50, 51-80, 80-100).

Chapter 2 – University

*Staking contract to specialize pilots.
Each pilot can only have one
specialization (which perhaps can be
overwritten) that takes ~3 days to
achieve.*

Examples:

1. Meteorology -  wind resistance
2. Mathematics -  accuracy
3. Engineering -  ammo capacity
4. Economics -  scrap collection

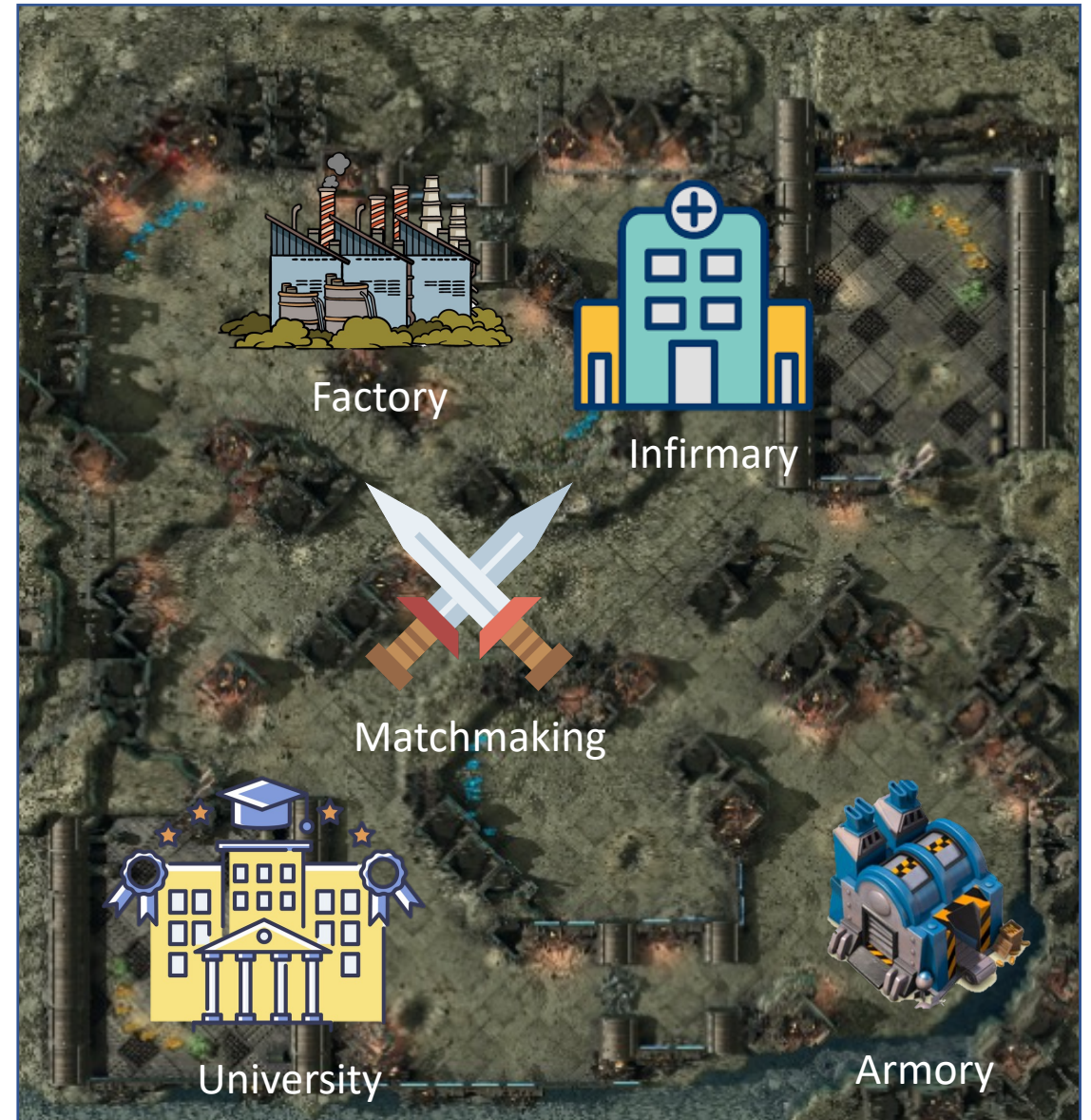
Chapter 3 – WAR

Once the user base gets the hang of the game, we can introduce the community aspect of WAR. While all users can use the center square of the map (the original tank land) only pilots/users that align with a faction can use the buildings in the other regions.

Other regions start with nothing but scrap can be pooled to build buildings. Level 1 buildings are required to upgrade to level 2 buildings which give new, differentiated features.

Allows factions to manage their own limits.

Tank Land



Chapter 3 – WAR

