

Interlude

A novel approach to building the Metaverse

I/ What we build

The Metaverse: a (MMO)RPG over a network of games and virtual worlds made by many different developers, blending potentially thousands of stories, IPs, game genres, cinematic and thematic universes into one coherent experience/adventure.

II/ Problems with existing metaverse projects

- Bad user experience (UX): they feel like a library of games, eg Steam or EGS but with cheap games
- Chicken-and-eggs: needs content to attract players, players to attract content creators.



III/ Our solution

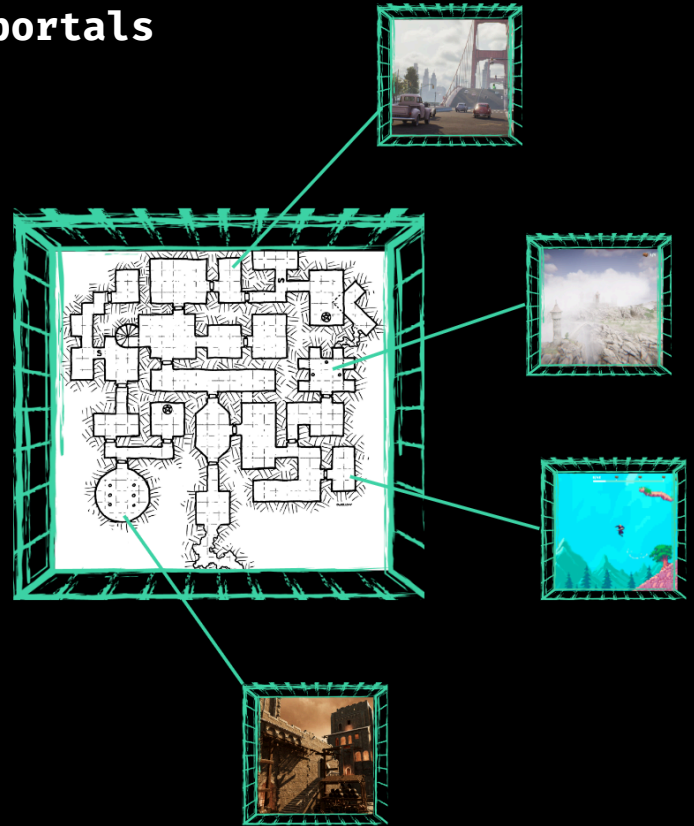
- To solve the UX problem: design it as a single adventure game, with shared lore, "inter-world" quests and stories. Turn it into an epic adventure across hundreds of worlds!
- To solve the chicken-and-eggs problem: use existing content (eg stock assets and templates) for content seeding, bootstrap players community with crypto/play-to-earn
- We do this with the **Dungeon Protocol**: a simple, flexible way to connect games and virtual worlds so that they form a single game together

The Dungeon Protocol

Idea:

Connect the worlds and games by portals to form a virtual dungeon.

- Portals cost energy to cross
- Energy is produced by special assets called gems
- Gems are found in loot chests located in the “rooms” e.g. the worlds and games
- We get an exploration based “meta gameplay loop”
- Flexible, works with any content from small 2D Mario-like to full RPGs.



Other gameplay elements:

- Interconnectivity between worlds: inter-world quests, shared lore, NPC that can be met in different worlds
- Main quest: a war between different AI tribes that have their cities/worlds hidden somewhere in the metaverse, with humans getting involved.
- Gems can be implemented as crypto assets, turning it into a **bot-proof** play-to-earn game

