Technical White Paper

Powering Evil Genius Games' Creator Marketplace with Web 3.0

Prepared by David Scott, CEO of Evil Genius Games, Inc.

Abstract

Evil Genius Games is set to transform the traditional tabletop role-playing game market by integrating Web 3.0 technologies into its creator marketplace. This white paper outlines a strategic approach to adopting blockchain technology, smart contracts, decentralized autonomous organizations (DAOs), and other Web 3.0 innovations to facilitate a secure, transparent, and community-driven environment for creating, selling, and owning user-generated content.

Overview of Evil Genius Games

Evil Genius Games makes tabletop roleplaying games similar to Dungeons & Dragons. A roleplaying game is where a game master and 4 to 6 players get together to play an imaginary game where they become the heroes in their own story. While the game is usually played in person, it can also be played online with the help of a virtual tabletop program.

Historically, tabletop games have been played with physical products such as dice, pencils, paper, physical books, etc. After 75 years, Evil Genius Games believes that this class of games is ripe for reinvention. In the digital age, the game can be experienced online using cutting-edge technologies such as Gen AI, VR/AR, and Web 3.

The Everyday Heroes system is a collection of game rules that make up a comprehensive modern-day tabletop roleplaying system. The system is used to make characters and go on adventures. The game system consists of a collection of archetypes, classes, backgrounds, professions, feats, equipment, and a robust ruleset that governs the actions within the game. All of these elements are perfectly balanced to make up a game that is both challenging and fun to play.

Since D&D began, its players have been making up their own adventures, monsters, and magical weapons. This is called "homebrewing." Websites such as DM's Guild have created a

marketplace for these homebrew products allowing their creators to sell their creations on the open market. Some aren't great, selling only a few copies. Others become famous making excellent income for the inventors of these amazing creations.

Web 3.0 Case Studies

Evil Genius Games wants to embrace the homebrew experience, by creating a Web-3 driven marketplace for this content. This marketplace will allow anyone to create their own items for our game and make them available for others to enjoy. Here are a few use cases.

- **User-Created Content:** John is a huge fan of *James Bond* movies. He wants to create a series of Q-inspired gadgets that spies can use during their spy campaigns. This includes a lipstick case that shoots lasers, exploding gum, a metal brim bowler hat, and a hidden sword cane. He sells this package for $5 on the marketplace.
- **Store-Created Content:** Bay Area retailer, *Game Kastle*, hosts an Everyday Heroes tournament. They create a special shotgun called the "BackBreaker." The person who lands the final killing blow to the big villain gains the signature weapon. Only one of these exists in the world.
- **Movie-Related Content:** *Village Roadshow* wants to create some hype before their next Matrix film. They work with EGG to create a new character class called the Zionist, inspired by Neo's character in *The Matrix*. They offer this new class to anyone who follows the movie on Twitter.
- **Consumer Good Related Content:** *Harley Davidson* is coming out with an electric motorcycle. They create only 500 units of the electric motorcycle within the game and offer it via lottery to anyone who submits their name to the product release newsletter.
- **Small Business Created Content:** Kara is a *professional chef* IRL. She creates a series of dishes in the game that provide temporary bonuses to your character. She charges $0.99 for each dish ordered at her virtual restaurant.

Web 3.0 Driven Marketplace

Evil Genius Games can make all of this possible, by enabling cutting-edge Web 3 techniques. For example:

- **A Decentralized Marketplace:** Evil Genius will provide a decentralized marketplace that operates on blockchain technology. These marketplaces allow users to buy and sell digital and physical goods directly without the need for intermediaries. Creators could list their items on a decentralized marketplace, reaching a global audience without relying on a centralized platform.
- **Blockchain for Authenticity and Ownership:** Each created item will be associated with a unique non-fungible token (NFT) on a blockchain. This NFT would represent

ownership and authenticity of the item. This ensures that the buyer has a legitimate and unique item. We will integrate this with SHA-256 and the item data to create hashes to create identity.

- **Smart Contracts for Transactions:** Smart contracts, self-executing contracts with the terms of the agreement directly written into code, can be utilized to automate the entire sales process. When a buyer purchases or claims the item, the smart contract automatically transfers ownership and initiates the payment process.
  Community Engagement and Crowdfunding: The community will encourage community participation and engagement. Creators will use blockchain-based crowdfunding platforms to gather support and funding for their projects. Contributors will receive special incentives, such as early access or limited edition versions of the items.
- **Immutable Records for Product Identification:** The details and specifications of each item will be stored on a decentralized and immutable blockchain. This ensures that the information about the item remains tamper-proof and transparent, building trust among potential buyers.
- **Tokenization of Ownership and Royalties:** The platform will tokenize ownership and potentially royalties associated with the items created. If the items become popular and are resold in the secondary market, Creators could receive a percentage of the resale value through smart contracts.
- **Decentralized Autonomous Organizations (DAOs):** Creators could involve the community in decision-making regarding the development or improvement of the items through a DAO. Token holders could vote on new features, and designs, or even suggest new items.

Web 3.0 Technological Infrastructure

By automating our rules system within the platform, these items will be easy to build and will remain balanced with the rest of the system. We can automate the creation process and ensure it remains balanced with the rest of our game system.

To bring this vision to life and enable the sale of items on our platform, several technologies and concepts would be essential. Here's a breakdown of the key technologies required:

- **Blockchain Technology:** Blockchain is the fundamental technology behind this marketplace. It ensures transparency, security, and immutability of data. Our 'blockchain' will essentially be a transfer collection in MongoDB that will keep a list of transactions between either ourselves and a user, or a user and another user (e.g., a user in this case being a GM, Retail Store, Player, Convention, etc.) and ourselves being entities we create through DevOps and disseminate into the system.
- **Smart Contracts:** Smart contracts are self-executing contracts with the terms of the agreement directly written into code. They automate and enforce the execution of transactions on the blockchain. Smart contracts would be used to handle the entire sales process, including ownership transfer and payment. For our case, we would just have a

transfer ledger, and we would essentially assign ownership to an entity upon an initiated transfer. Which should and will always be between two users within our system

- **Decentralized Marketplaces:** A decentralized marketplace would facilitate the direct peer-to-peer exchange of gadgets. Platforms like OpenSea or Rarible provide infrastructure for listing, selling, and buying NFTs, making them suitable for this purpose.
- **Community Platforms and DAOs:** Platforms supporting decentralized autonomous organizations (DAOs) would enable community participation in decision-making. DAO platforms like Aragon or DAOstack allow token holders to vote on proposals related to the project.
- **Token Standards (e.g., ERC-721):** To represent ownership and uniqueness of each item, we would use token standards such as ERC-721 and SHA-256 for NFTs. These standards define how tokens on the blockchain should be structured and behave.
- **Oracle Services:** Oracle services provide external data to smart contracts. In this context, oracles could be used to bring real-world data (e.g., market prices, reviews) onto the blockchain for decision-making within smart contracts.

By integrating these technologies, we can create a decentralized, secure, and community-driven environment for creating, selling, and owning user-created items.

Additional NFT Offerings

AN INO (Initial NFT Offering) will take place in 2024. With these, the web 3.0 gaming community can benefit from exclusive discounts, ownership of iconic game heroes, and more!

About Cryptocurrencies

Cryptocurrencies are the native digital currencies used in Web 3.0 transactions. We could choose a popular cryptocurrency (e.g., Ethereum) to accept payments for the items. Creators could accept payments in a popular cryptocurrency, providing a secure and borderless payment method for buyers worldwide. However, the tabletop gaming community is extremely vocal against cryptocurrencies. Therefore, we would not implement this form of currency exchange right away. As these payment types become more commonplace, we can quickly add them. When we do implement them, we'd do it in the following ways.

Conclusion

With the integration of Web 3.0 technologies, Evil Genius Games is innovating the future of tabletop gaming. The creator marketplace will not only enhance the gaming experience but also establish a new paradigm for digital ownership and community participation, positioning Evil Genius Games at the forefront of the gaming industry's next generation.