

PROSPECTORS

MMORTES

Massive Multiplayer Online Real Time Economic Strategy



whitepaper

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Synopsis

Prospectors is the first of its kind economic, multi-player, real-time strategy with real trading and economic relations. Game events happen in a virtual world that resembles Earth in the middle of the 19th century, in the epoch of the initial capital formation.

News has spread about rich gold-fields in the uninhabited northern lands. It has intrigued a huge number of adventurers in search of fast personal gain. Caravans of gold miners are headed northwards, taking their families with them and leaving their homes abandoned. Gold dealers, moneylenders, traders, and various gentlemen of fortune are making their way.

However, it turns out that there are not many land parcels with significant gold deposits, so not every prospector will be able to stake a rich claim. One can grow rich, however, not only by sifting gravel for gold or finding a goldmine. The north is a land of unlimited opportunities, covered by thick forests and earth, full of iron and coal.

Besides, one should not forget that miners need tools, which must be produced and sold to them. From the temporary mining colonies, big towns will grow with time, and they will need capable hands to build and develop them. Thus, there is a big need for a workforce in the game. Everyone can find work to his liking: work in the mines, at construction, felling the trees, or starting industrial development, including the processing of raw materials or manufacturing tools and transport.

The thing that starts as a gold rush should grow into complex trade and economic relations with time, so players who have skills in finance and accounting will also be able to realize their potential.



Goal

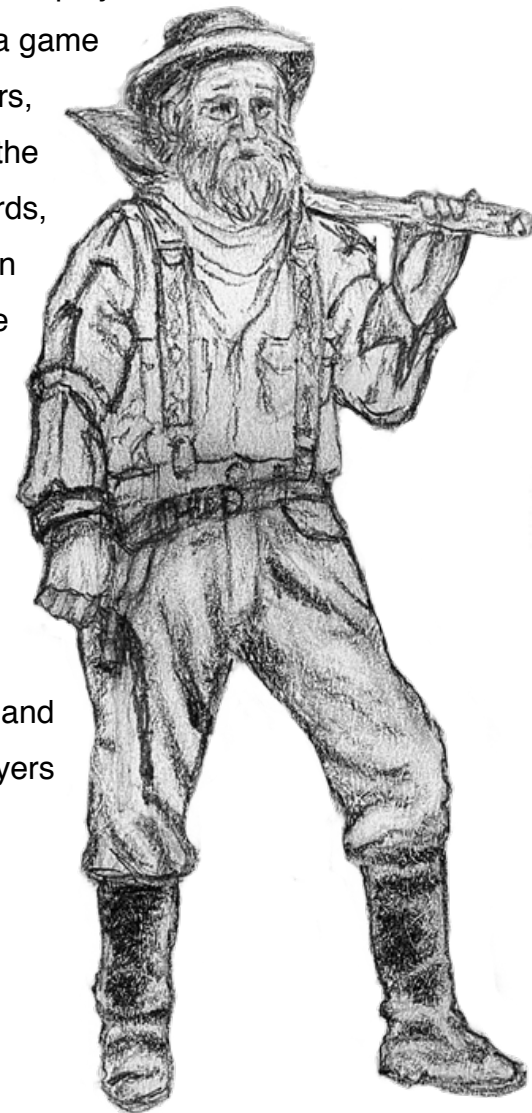
To create an alternative reality in the form of the blockchain-based economic strategy with game-time monetization.

Objectives

The primary task before our team is creating a Massive Multiplayer Online Real- Time Economic Strategy (MMORTES) that will use a game crypto-currency. The distinguishing characteristic of Prospectors, which is absent in any other existing online game, will be the possibility of monetizing the time spent in the game. In other words, players will be able to not only enjoy the game but also to earn from it, as well. One will be able to convert the gold made in the game into real money.

The Prospectors game world will be based on the actual economic model of the second part of the 19th and early 20th centuries. To implement the real economic processes and plausible financial models, our team consulted the leading experts in the field.

We plan to launch the web version of the game platform and the mobile apps for Android/iPhone, which will provide the players with the access to the game anywhere, anytime.



Project Structure

The contract will create gold tokens—220 million coins in total. This number is not accidental; it is the approximate amount of all the gold on Earth, which also includes the unextracted gold. All tokens will be sent to the Fund of New Lots.

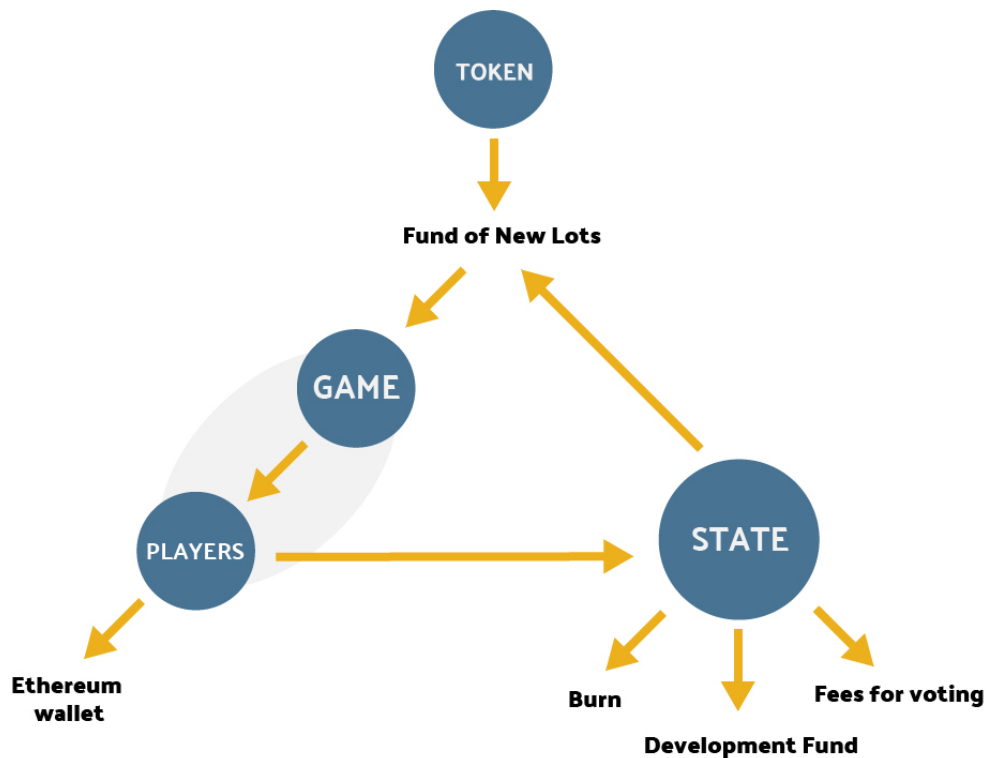
The Fund of New Lots is a fund where the gold, hidden in the game's land parcels, will be stored. 33% of the fund balance will be provided to the game server and randomly distributed among the lots in the game.

Later on, additional game servers will be created, and, correspondingly, the gold will be provided to them also. The possibility of server cooperation will be created, as well.

The players can extract the gold. With the help of multiple game assets (created personally or by other players) and workers on the land lots, a player will be able to mine gold. For registration and further usage, a player will be charged a fee that goes to the State.

The State is a Decentralized Autonomous Organization (DAO), where the members of Council are the gold owners. The State has a budget; the Council has the right to influence its formation and usage. Players' taxes fill the budget, and afterward it is distributed between the following funds: Fund of New Lots, Fund of Development and Expenses, Fund of Rewards for Voting, and Fund of Destruction.





Organizations

Players can unite within the organization. When there is consensus among players, the game will create an organization that will belong to the players. Through voting and consensus, players will be able to choose, and afterward change (if necessary) the management of the organization. They will also provide the management with certain authorities and some amount of gold. The organization can operate this amount in the game and divide it as income between the members according to their shares.

Token

Gold (PGL) is a token and also the main currency of the game, necessary for interaction between players; it can only be earned in the game. The amount of gold is limited to 220 million coins.

Half of the gold, 110 million of all tokens, is put into the game and can be extracted in parts.



Token-holders will influence the regulation of token inflation, as they will be able to set tariffs for the range of goods and services from the State, thus providing a balance. Also, the bulk of tokens collected from the players by the State as a tax will be burnt.

Short Description of the Game

Goal

Get as much gold as possible, which will require different game assets and workforces.

Gold

Gold (**PGL**) is the main game currency, which serves as a tool for financial relations in the game.

Whenever a worker extracts gold from a plot, the complexity of extraction increases. With each subsequent effort, the amount of gold extracted decreases until full depletion of the field. To increase the extraction of gold, the player must interact with game technologies that are specially provided for this purpose.

In the game, gold will be needed for improvement of the account, remuneration of outside workers, trade, and payment of State fees. If the player wants to develop faster, he will need gold.



Player's Account

Every player has three workers with some initially specified skills. They can be sent to work on the player's lot, for example, washing gold. Or a player can offer the workers' services (according to his skills) to anyone willing to hire them, or he can attend a labor exchange, where he can hire additional workers.

A player has a right to stake any claim, anywhere, and with any aim (if this claim is free).

A player can sell, exchange, or grant any of his own movable and immovable properties to any other player. To facilitate selling and buying of properties, exchanges will be created.

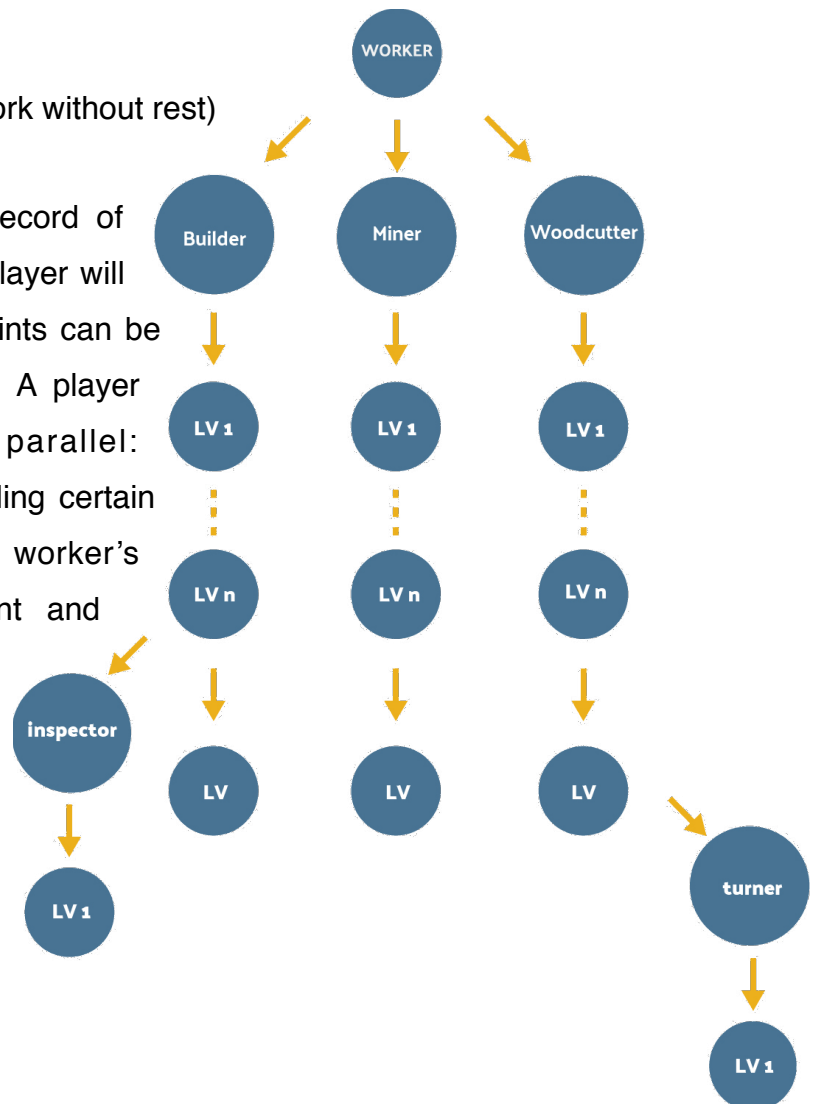
Worker

A worker resides on the lot. Any worker's movements on the map take some time. Accordingly, the bigger is the distance, the longer it takes.

A worker has:

1. The speed of movement
2. The speed of work.
3. Stamina (the maximal time of work without rest)

In addition, a worker will receive the record of service (for the time spent for work, a player will receive certain points). The charged points can be distributed of the player's own accord. A player can develop two approaches in parallel: developing knowledge (needed for fulfilling certain work) and a directly influencing a worker's performance (the speed of movement and work, the stamina and capacity).



Game World

Everything in this world of alternative reality is situated on the map. Every player can view everything that is happening there: who registers which new lots, what is being built, etc. In addition, the map can show the location of visible raw materials (wood, water, clay, and stone).

One can also choose a free lot for registration or check what belongs to whom on the map.

Land Parcel

Everything that is located on a parcel is a property of that parcel. If nobody owns a parcel, then everything on it is correspondingly common and can be taken by anyone. Any player can stake a claim on the map (if a lot is free) and use it as he wishes by virtue of rental and tax payments. In the case of non-payment, a lot can be restricted (all works on the lot are forbidden), and sanctions can be imposed. And in the case of failure to pay the penalty, the lot will be confiscated. (It lapses to the government if the penalty is equal to the approximate value of the lot and all the immovable property on it) and will be sold on the real estate exchange.

One can construct a building on a lot and work in various approaches according to the tenant's wish and the technology available.

Raw materials are situated on the lot. If one has the right to the land, he automatically has the right to extract raw materials. In addition, raw materials can be processed for further usage in other branches of industry.



At the moment, the following kinds of raw materials are known, divided into visible and invisible:

Visible:

- wood
- stone
- clay
- water

Invisible:

- gold
- ironstone
- coal

Fields of work:

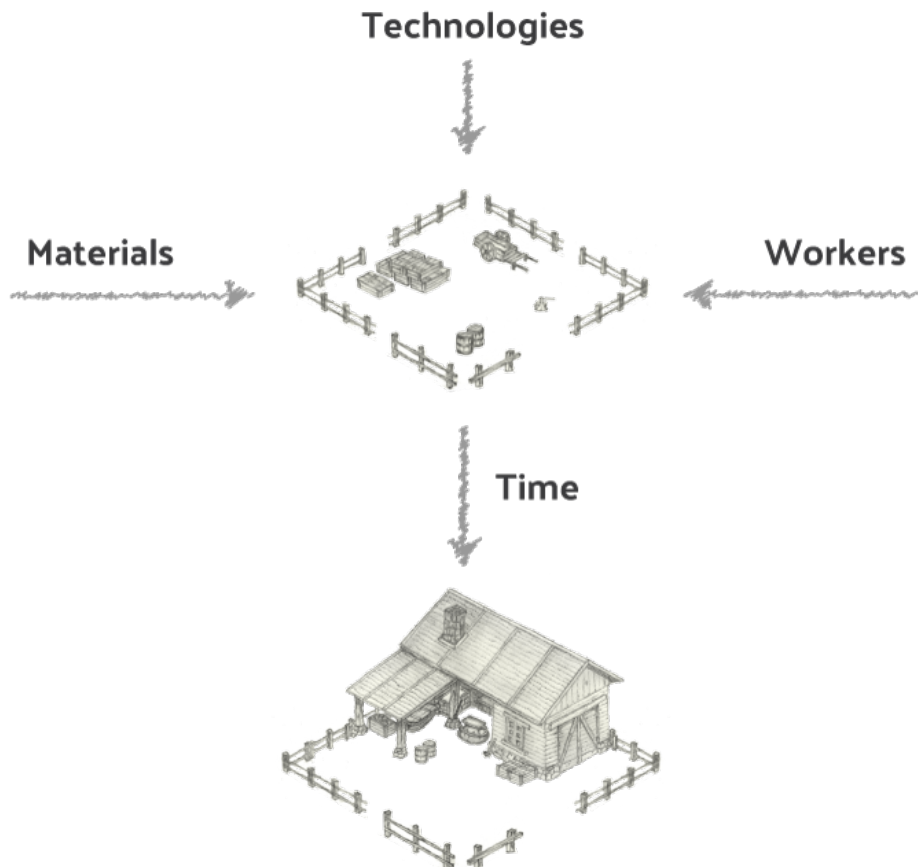
- Extraction
- Building
- Production
- Commerce

Technology – is knowledge that a worker can possess to fulfill a particular work. A worker must possess certain skills to fulfill some kind of work. Some knowledge is built-in by the system, and everything else a player can choose at the beginning of the game. During the game, a player will be able to additionally develop his workers.

Material is a product of the treatment and processing of raw materials needed to construct buildings and make products. The processing is carried out in particular buildings with the use of the workers' labor.



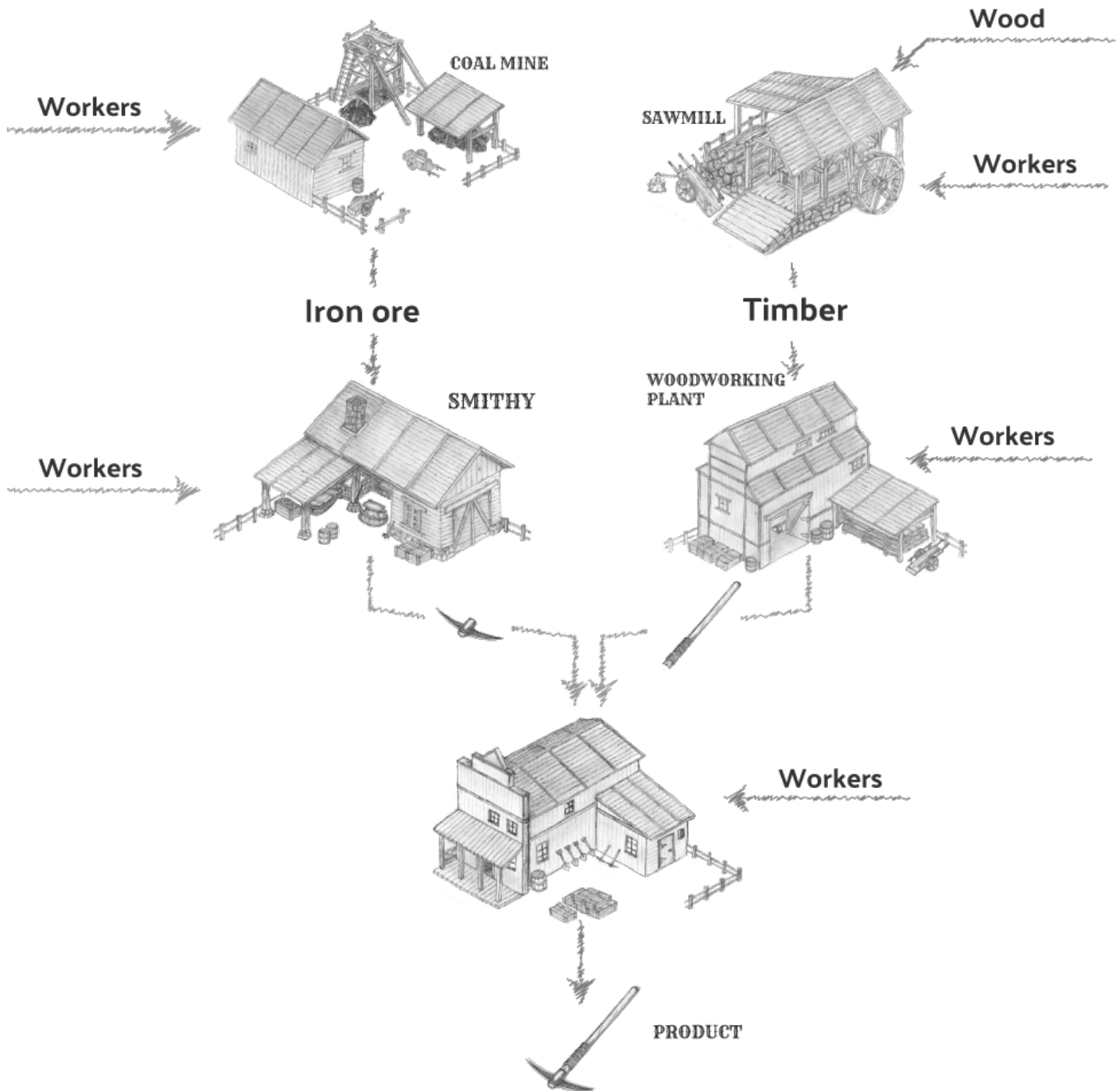
Buildings – can be built only on a land lot that has a required size and is possessed by a player himself. Every building has a certain size. Buildings can be divided into several types: extraction, processing, production, etc. To carry out building works, the workers must possess builders' skills. They need a diploma, which can be received in the Academy (from the State). Players must have a project for the building they want to erect.



Products are the result of the workers' labor, produced in a particular building of certain materials. A product allows a worker to fulfill a certain type of work or to work more efficiently.



PRODUCT MANUFACTURING



Alliances – are associations of people, united by some conditions for communication, acquaintance, or further creation of commercial organizations.

There are two types of alliances:

Closed – entry only by invitation

Open – free entry.

Joint Commercial Organizations are organizations that belongs to several players. They can have a head, gold, and any other movable and immovable properties. They can hire workers, rent land lots, erect buildings, etc

- The management is chosen by voting.
- The creation of organizations happens by achieving consensus among players.
- The income of organizations will be divided between the players according to the percentage of gold (or other property) contributed to the organization.

Banks are buildings (technology) that can be owned by players or organizations. Banks can provide loans (with or without the security of any property), take deposits, and pay interest to depositors.

Stores are buildings (technology) that can be owned by players or organizations. The owner can sell implements or raw materials from his lot. The price of the wares will be set by the store owner himself.

Transport

For the effective movement of materials through the map, transport is needed.

- Hand-barrows can carry a few materials or anything else.
- Carts can carry larger amounts of materials or anything else.
- A big cart can carry plenty of materials or anything else.

The transport concept can be improved or changed.

Railways are a kind of transport that can convey great amounts of materials or anything else at very high speed. The only drawback of this kind of transportation is that a railway can deliver wares only to the railway stations. However, for the long distance transportation, it is very profitable and economically effective.



A railway consists of:

- land parcel
- Rail
 - ties
 - rail-track
- Locomotive

Cars

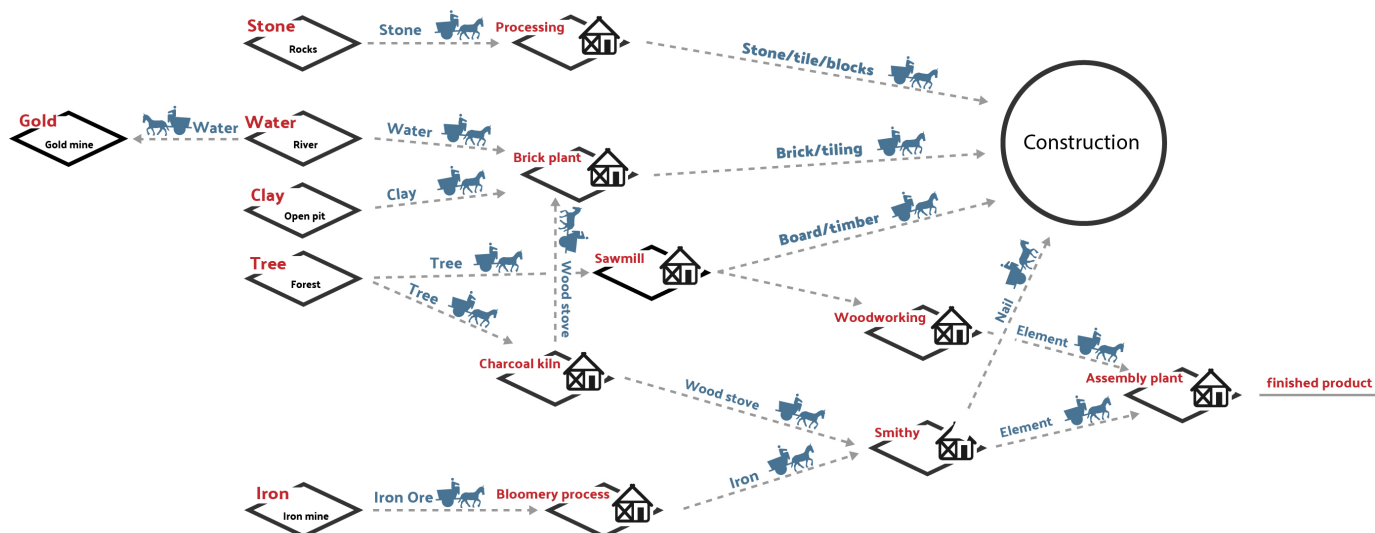
- Rail cars
- Coaches

A train burns coal to move.

Game processes:

- Gold mining
- Building
- Production of goods

Assets, their characteristics, and cooperation with the Game



Account

1. An account in the game can co-own several organizations.
2. It has:
 - Workers
 - rights to use a location
3. It can cooperate with another account:
 - hire workers from other accounts
 - offer the services of his workers to other accounts
 - pass/sell/give something for rent
 - transfer the rights for location
 - enter an alliance
 - create an organization



Land (map section)

Rented lot:

- Requires money for registration.
- Requires constant taxation for usage.
- Is protected by the State from thieves.
- In the case of non-payment of taxes, the State makes an assessment of the property located on the land and grants a reprieve in a form of credit, which must be paid off by a certain time. If this doesn't happen, the State nationalizes the property and sells it. The lot is then rented by a potential buyer.
- At the moment of registration, all the property located on the lot goes to the tenant-buyer.

Free lot:

- Does not require fees and taxes.
- Does not guarantee the safety of the things left on it.
- Cannot have buildings.
- Extraction can be carried out only by personal workers of the player.



Additionally, a lot:

- Has a certain size.
- Can have resources.
- Is used for building and/or extraction of resources.

Resources

Type:

- Above-ground (The remaining resources and their locations are visible on the map.)
- Underground (The remaining resources are invisible, and one should carry out investigations.)

Materials are the resources after the processing.

Immovables:

1. Types or buildings (according to their purpose):
 - Extraction
 - Production
 - Commerce
2. To erect a building:
 - Work force, knowledge, implements, and time are required.
 - Material is required.
 - Land lot is required.

Industry activities:

Extraction

- Land with resources is required.
- Work force, knowledge, implements or building, and time are required.

Production

- Knowledge, resources/materials, work force, implements, and time are required.

Construction

- Technology, work force, resources/materials/products, land lot, and time are required



Commerce

- Possibility of selling or passing any object to any player.

Worker:

- Is owned by account, cannot be sold. Everything that interacts with a worker cannot be lost.
- Can move through the map on his own or with transport
- Operates products and implements
- Has skills:
 - Skill – speed of going
 - Skill – stamina
 - Skill – capacity
 - Skill – speed of work

Product:

- Is a part of technology
- Has a purpose (fields of activities)
- Time of usage
- Efficiency
- Speed
- Weight
- Capacity
- Can be used together with certain other things.

State:

- Is a governing body in the game
- Acts as a guarantor of safety of the rented lots
- Sets a price policy and sells technologies
- Gathers land taxes

Diploma:

- Is issued during the development of the worker
- Is required to interact with industry activities



Technology:

- The technological processes of receiving, processing, treating, assembling, or building, and their descriptions include a form of instructions, technical rules, and requirements

Alliance:

- The association of accounts with noncommercial purpose

Organization:

- An account that can be accessed by several players
- Doesn't have its own workers
- Is governed by co-owners
- Organization entry and walkout by separate players is defined by the co-owners in mutually beneficial terms

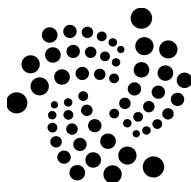


Development and plans for the future

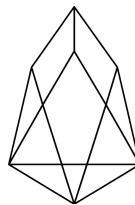
The initial idea was to develop the server part of the game based on the Ethereum platform, but today we understand that this is not economically expedient; also, this platform is not fast enough to perform the intended tasks. It is unacceptable to require the player to pay for each action in the game and then make him wait for this action. The player should be able to play for free and enjoy the process as much as possible, so the lion's share of money will be allocated to such things as graphics, music, and interface.

At the first stage, we will develop a web client for the gaming platform and mobile apps for Android and iOS. We also plan to use the Unity platform. The server part at this stage will be centralized and will be developed in the GO programming language.

The second stage is migration of the server part of the game to a decentralized platform, based on third-party technologies. As we look to the future implementation of these plans, we consider several options such as:



IOTA



EOS



Bitshares

The selection of a decentralized platform will be decided later.



Conclusion

In the end, one should mention that our team devotes the biggest part of our time to creating the economic model for the game balance supply. We use real instruments to calculate the game assets, taking into account the number of materials used and time spent for their creation. A team of developers uses real data and adapts them to the game. Our game is very extensive, and not all of its aspects are covered in detail in this document. However, we clearly understand the directions of development and the limits of our capacities.

