

Dope Wars Territories Proposal

\$TURF NFT
ERC-721

Summary

Dope Wars Territories is an expansion of DOPE and is designed to act as a location lego for the Dope Wars ecosystem. It uses the existing DOPE item locations for Cities values, while providing more granular locations by also including Districts, Hoods and Plots.

This allows for enhanced game mechanics and a blueprint of/land ownership rights for the Dope Wars Metaverse (Decentraland + GTA sandbox combo).

More detail is provided below.

Dope Wars Territories Matrix

Dope Wars Territories maintains fidelity with the locations in the initial Dope Wars NFTs, however expands upon DOPE Cities with Districts, Hoods and Plots properties.

The cities in DOPE NFTs are -

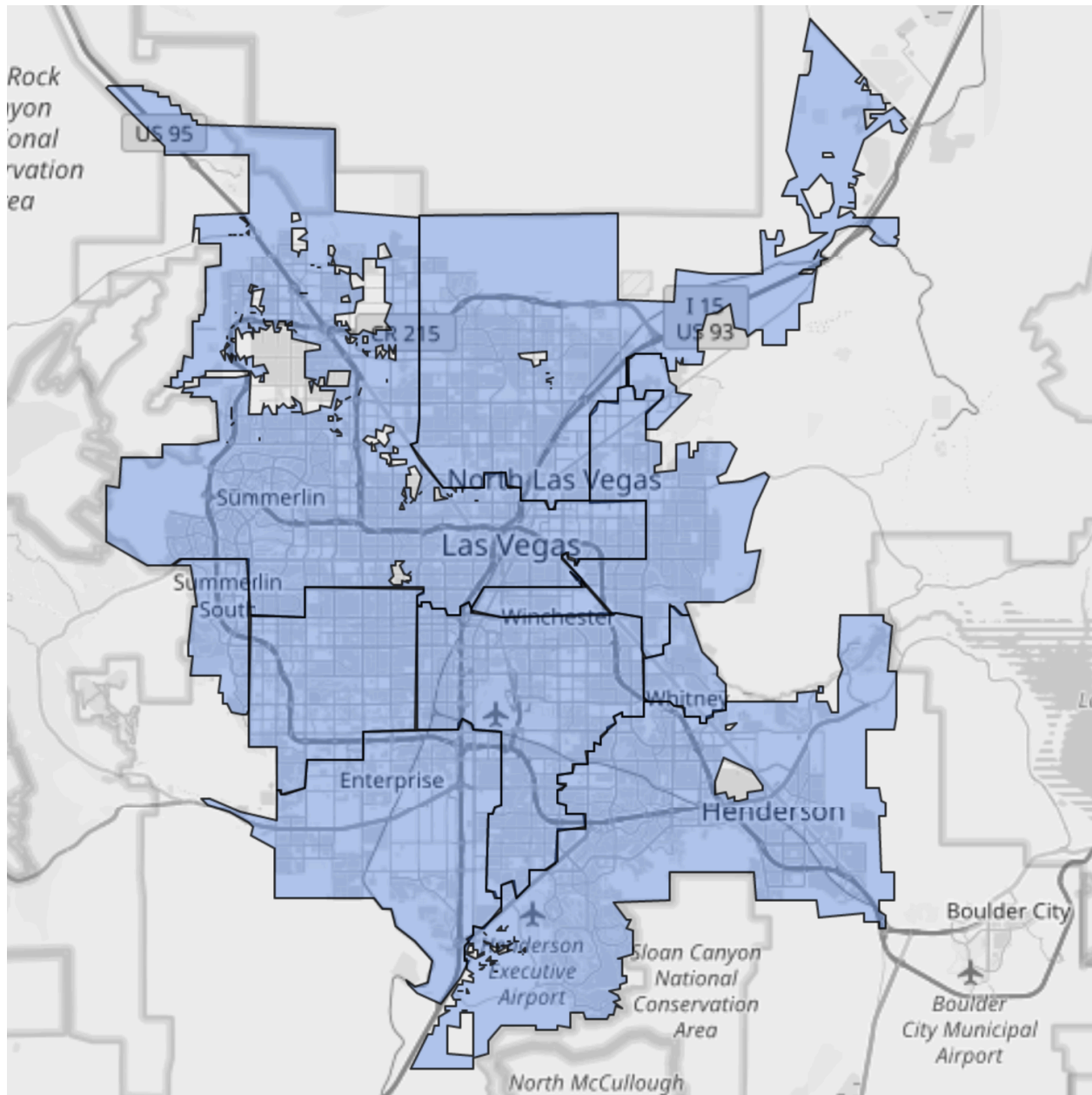
Atlanta	Backwoods	Bayou	BedStuy	Big Easy
Big Smoke	Brooklyn	Buffalo	Chicago	Compton
Detroit	Hong Kong	London	Mob Town	Murdertown
Oakland	Queens	Sin City	SOMA	

An example of an extended Dope Wars Territories properties -

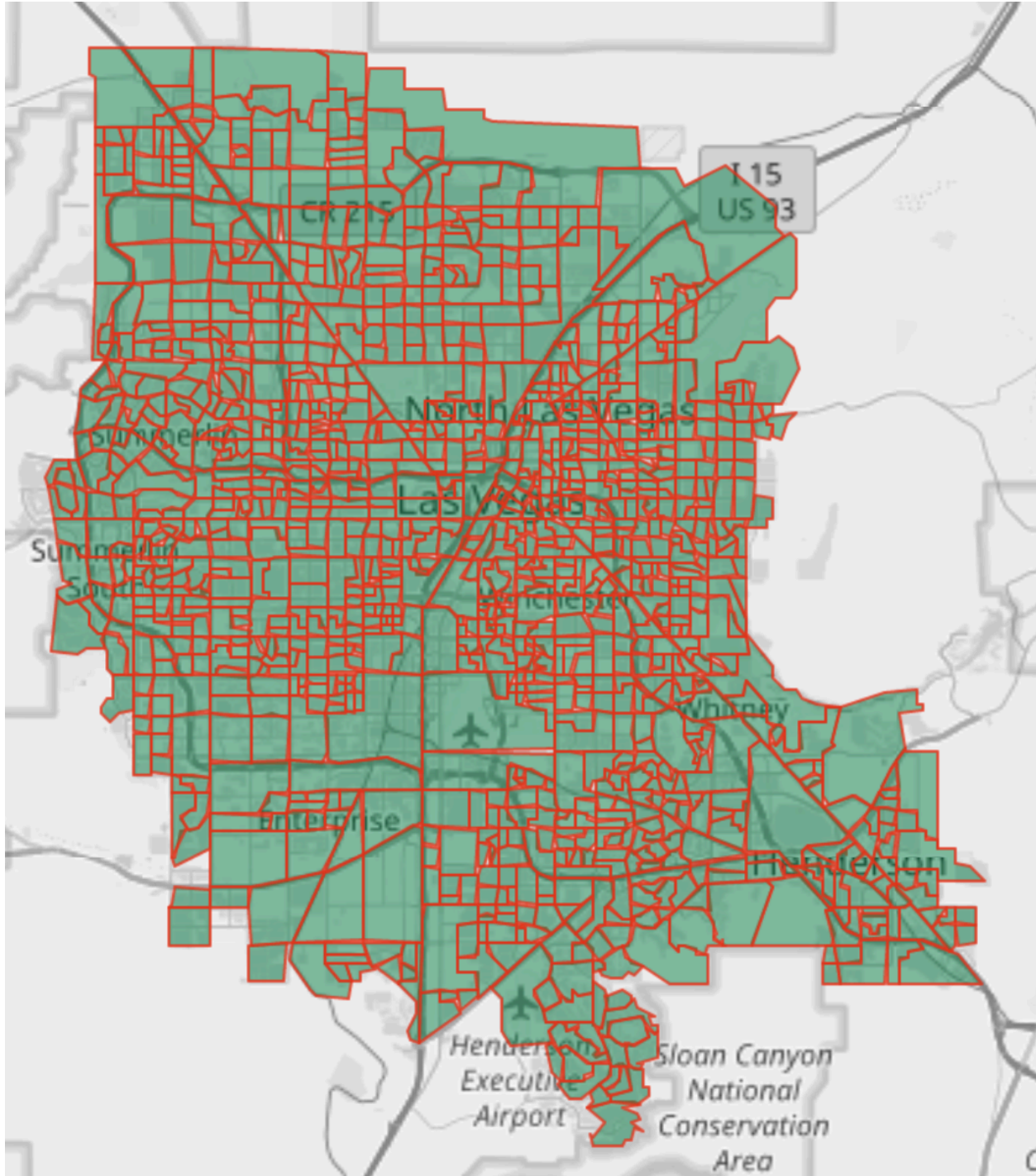
City	District	Hoods	Plot
Sin City	Downtown	Las Vegas	1
Sin City	Downtown	Las Vegas	2
Sin City	Southside	Spring Valley	1
Sin City	Southside	Spring Valley	2
Sin City	Northside	North Las Vegas	1

Sin City	Northside	North Las Vegas	2
Sin City	Eastside	East Las Vegas	1
Sin City	Eastside	East Las Vegas	2

Visual Representation of a Dope Wars Territories City



Example of Plots within a Hood



The Dope Wars Metaverse

GTA III was the most important sandbox game in video game history. In the blockchain world, sandboxes essentially equal “the Metaverse”. DOPE NFTs contain location traits that can form the basis for the creation of a Dope Wars metaverse.

By using Dope Wars Territories legos, and by following a similar process to previous blockchain

metaverse and land sales, the Dope Wars community would be able to create 19 different interconnected sandboxes, initially represented as a 2d map, but with the ability to eventually grow this into a 3d metaverse similar to Decentraland, with the eventual goal being the “GTA on the blockchain”.

Example of 2d map



A website/webapp, like <https://www.sandbox.game/en/map/?liteMap> could be created in the short term allowing a Territory owner to set a display image and/or rep their gang name/colours.

By creating the legos for this, and having these legos as a tradable item, with an economy and an existing ecosystem of Dope Wars lore, we can attract talent to start building the initial version of the Dope Wars Metaverse.

Dope Wars and Dope Wars Territories Game Mechanics

Example 1 - Equip your Hustler with a location. This acts as a home city for the Hustler. Performing actions at home could result in a boost. Joining or founding a gang in home territory could be easier/cost less. Earning money in home territory could be easier/more profitable.

DOPE items that have a location tag can be more effective when used in that location, i.e Porsche from Sin City when used in Sin City has a better chance of getting away from the cops or rival gangs.

Example 2 - Create Gang territories. Collective membership of a certain gang and the ownership of locations owned by members who are in that gang form Gang Territory.

Hustlers who own certain locations can band together with other hustlers who own locations in the same city to solidify territory. This could be seen as a different/better motivation to join or form a gang.

Gangs can covet other gangs' territories, and work to undermine other gangs by poaching their members who own territories, or by using their members to purchase territories owned by

members of rival gangs.

FAQ

Why Dope Wars Territories?

Dope Wars Territories is both land and location.

For Dope Wars games built on DOPE + TURF legos, Territories can be used as a referenced location, by calling the `getCity`, or `getCity + getDistrict`, or `getCity + getDistrict + getHood` properties on the NFT.

For the purposes of the Dope Wars Metaverse, a Dope Wars Territories token acts as an ownership token of a plot of land within the metaverse. `getPlot` represents the position of a certain plot within the metaverse.

Why add in Dope Wars Territories when locations already exist in DOPE NFTs?

Locations in Dope Wars NFTs are based on item traits. Some NFTs have multiple location item traits while many have none. It is not a defined trait in itself, nor do they expand past Cities. This is a less than optimum solution for giving hustlers a location or creating gang territory within games built upon DOPE.

Further to this, Dope War Territories creates both a blueprint of the Dope Wars Metaverse and ownership of land within.

How many Dope Wars Territories NFTs are there?

This would be determined after the community helps create the data for each City. There should be a large amount of TURF NFTs as this will allow for users coming into the ecosystem over time to acquire land. Coveted territories and locations will be of value regardless of supply. New entrants to the ecosystem should be able to mint or buy a territory at a low cost, to gain a foothold in a City and rival/compete with other gangs in their territory.

In the early stages of the ecosystem, it may only be necessary to hold a City trait for utility within Dope Wars games.

What is the cost of minting a Dope Wars Territories NFT?

Dope Wars Territories should be a free mint available to DOPE NFT holders.

How are Dope Wars Territories NFTs minted?

Each TURF token is created with a unique ID. A json of matching location data should be

Artwork for Territories (individual Territory images and combined Territories image) - 3-5 ETH
Contract Deployment - 2-3 ETH