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NCIP 4 — Nine Chronicles P2P item transfer

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Abstract

The following proposal suggests the introduction of a system of sending items from one character to another without using the market and without affecting the economy.

Motivation

Right now players cannot move items from one of their characters to another and they cannot send items to their friends without using the market. While this is fair since it avoids some abuses, it also cuts some of the fun and it also forces players to use the market and post items for small prices to avoid the taxes - which involves the risk of other players getting it.

A direct way of sending items would encourage trading items between friends and between your own characters, while also retaining fair taxes.

The purpose of this system is not to have a cheaper alternative to the market, but a safe way of moving items between characters. It also enables player-to-player trading for those who are willing to find direct buyers.

Specification

How would it work

A new tab could be added to the marketplace that would include all the functionality explained in this document.

It makes sense to be part of the market because players should be able to transfer only items that are saleable.

The interface should have the following inputs:

- Players would select the item they wish to send,
- A box to type / paste the receiving wallet (the character name / ID must also be included in the syntax since we can have multiple in the same wallet),
- A box to type / paste the price (it can be zero),
- A send button.

If the person sending the item does not state a price for the purchase (zero price), then a fee will be calculated and deducted from their wallet. Otherwise, if an NCG price is stated then the fee will be deducted from the purchaser's wallet.

When the sender sends an item with zero price, the recipient will receive a mail with the item (just like from the market). No further action is required on the recipient's part.

If an item has a price, then the recipient should be provided with a decision to accept or reject the sale. The recipient should receive a mail that opens to show a menu with the transfer information (sender, item, price) where the player can accept or reject the item.

Fee

The point of this system is to provide a secure way of transferring items, not to bypass the market fees. So all transactions should bear a cost.

~~Probably the most fair system would be a fee based on the CP - Character Power of the item and the type of the item.~~

~~But since the CP is broken for some items (eg spells), a base fee could work better for now: 30 NCG? - that is the around the fee for a 400 NCG item on market~~

Considering the pretty high price of NCG, a flat cost of 10-20 would work well.

The base fee will keep the market as the preferable way of transferring low cost items, like basic fodder - since you can sell items for 1 NCG and have a fee of 0.08. But for premium items, the direct transfer will be preferred.

Make the transferred item non-tradable for a while

To prevent abuse such as players using one single item on multiple characters all the time, the items could become non-tradable for a cooldown of a few days.

This is not affecting the intended usage of the direct transfer in any way, is just a safety measure.

Rationale:

- **P2P trading is common in all MMOS** - Sending items directly to another player is currently impossible, yet all MMOs have direct trading features.
- **Improve UX** - The current marketplace is not so easy to filter, so sending items to another player via the marketplace is not a good user experience.
- **Reduce Risk** - sending to another player via the market place also incurs unnecessary risk.

Potential future improvements:

Direct selling - Recipient pays a price for the item

Item lending

The transfer item would only stay a couple of days in the inventory of the recipient before returning to the original owner. The item should also become non-tradable for the period.

Backwards Compatibility

Yes.

The item transfer system would be a new addition to the game and it does not replace anything so it should be backwards compatible.

Copyright

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Archive — Other Suggestions

Friend list

An address book with the wallets and character id's of your friends for fast transfer of items. A friend list could also have future uses so it would be a nice addition to the game.

In game gold transfer

In the same market menu we could also have the option of ncg transfer.

Lend gear function

Price + period of time

SoFloppy about the value of the fee

"I personally think p2p transfer tax should be cheaper.

If you use a service to sell your goods (You should pay more in fees to cover the resources).

If you are selling yourself, you've already performed the service that the marketplace offers.

Therefore a cheaper tax would make most sense.

Also an option to determine who pays the fee, with a confirmation window on receivers side when they are opted to pay. So that they have to confirm that they are willing before trade proceeds."

Multiple items trade for multiple items

It would be great if multiple items could be sent in one transfer.

It would also be great if multiple items could be transferred back as payment.