



IPC GAMES RoadMap

Here is the map or better, the pathways that IPCs are on. Please keep in mind I have over 5 years of thinking about IPCs both technically and narratively. While this “roadmap” may seem like a lot of detail or NOT enough detail, a lot of thought has gone into IPCs. Everything you know about IPCs is just the tip of the iceberg.

The map tersely covers the development pathways and systems that will continue to evolve and expand. Our sights toward the future and the evolution of IPCs to eventually become a true digital lifeform.

GameWallets

Here's the idea:

Make an Ethereum wallet. Now put some IPCs in it. Now, look at your wallet through the lens of our dungeon crawl simulator. Every byte of your 20-byte public key is used to procedurally generate a unique dungeon for all the IPCs in that "wallet."

I know some of you have heard me say your Wallet is a Dungeon before, but this concept is bigger than you think. That said, you deserve more details if you're really interested in how this works, but that will have to wait a bit. In the meantime, here are two different ways of GameWallet expression:

Dungeons & Dungeons

Your Wallet as a Dungeon is the obvious choice for the first GameWallet. So how does that work?

Every byte of your public key is used in the generation of the dungeon. All the IPCs in that wallet will appear somewhere in the dungeon.

Okay, you know all that already. Here are more details:

The gameplay in the dungeons will be rogue-like.

The system design of the game embraces *probabilities* very much. For example, every square on every level of your dungeon has a 1 out of a billion chance to spontaneously generate ANYTHING when observed by a human (like you.) That's all I'm saying for now, but if I didn't have so much humility I'd say "it's genius."

IPC FTL

In this context, your wallet is a Starship. All your IPCs populate this UNIQUE in a universe, massive spacecraft. Where it voyages to and how quickly it gets there depends upon how well your crew of IPCs works together. As a space geek, I'm personally really looking forward to this GameWallet.

IPC City

IPC City at the moment is a Unity Project that has the following functionality:

It reads all IPCs from the Ethereum blockchain and renders every IPC in a huge tile map of the City IPCs move about the city in simple Brownian motion (but already feel alive.)

Development has been restarted on IPC City. The current Alpha could only read the first 5K IPCs (remember when I thought the minting would stop at 5K!?) Soon, we should have a

version that loads all 12k. If you have the GPU for it try it when we make the download available.

One other thing about IPC City, we are experimenting with display technology ideas. Think Octopath Traveler. More on this SOON.

API

Essential to the future of IPCs is the Application Program Interface or API. As fundamental technology that bares the weight of a universe of worlds and IPCs, this API has to continuously be developed and done so ambitiously.

Here is an abridged version of my notes:

Display Tech

It's the "video" part of video games that we are talking about here. How do you see your IPCs? It is incumbent upon us to provide a view to your IPCs in as many ways possible. See your IPCs in desktop and mobile browser games. Play with your IPCs in downloadable game apps that were developed in Unity. See your IPCs running around on your furniture or out in the world, in Augmented Reality.

We will lead with an example of each type of display tech and then share the tools so you can roll up your sleeves.

Game Engine Plugins

Unity, Unreal, Godot, and Phaser, all need plugins to load IPC data from the Ethereum blockchain. We will provide (See Developer's Portal.)

Also, examples of IPC rendering for 8, 16, and 32-bit views of IPCs.

ARCore & ARKit

ARCore is Google's AR technology and ARKit is Apple's. Aww, how cute, "kit."

These technologies are good because they use your cameras, gyros, and accelerometers to calculate surfaces in 3D. This allows us to render the IPC sprites into the video stream as if they were really there. With shadows, light sources, and gravity to make it even more realistic.

These plugins and their augmentations (no pun) will be made available to IPC devs.

Metadata

Part of the API is the meta-data. Not just for Open Sea, metadata will help everyone present IPCs in various contexts, and games. Right now the IPC Metadata is available from myIPC.io. In the future, it will greatly expand to enable, well, the future of IPCs.

Cardinal Directions

Right now the IPC API only provides the basic rendering of the IPC, animated walking either left or right (depending on the handedness gene of your IPC's DNA.) We need to add UP and Down animations. And while we're at it we need to add ears to the elves and beards and noses to the Dwarves.

WEB2 Tokens

We are what might be called "on-chain snobs". It ain't real unless it is on the blockchain, period. But we got games to play so we need Web2 help. In the short term, gold, realm-specific experience points, items and weapons, skills, and classes, must be hosted by WEB2 servers.

In the future more and more will move on-chain, but that's details for another day.

16-Bit View

Development has begun on the 16-bit view of your IPCs, wait until you see what they all look like in 16-bit glory! More on 32-bit, later.

Developer's Portal

In a few weeks, this page will appear on the ImmortalPlayerCharacters.com website. We aim to provide IPC Devs:

Info Tools Secrets Funding

All in the spirit of expanding the IPC universe.

QuestEngine™

What are the best graphics you've ever seen in a game? Death Stranding? Last of Us? Mort the Chicken? Those amazing games cannot compare to the GPU of your brain! Remember that crazy dream you had, the one with the road that climbs up into the sky, and they forgot to put guardrails on it? For me, that dream was the best graphics I EVER experienced.

Your brain is the best GPU in existence and the way to drive it to render mind-blowing imagery is with stories. Writing. QuestEngine™ uses the “appointment mechanic,” phenomenal writing, and your IPC’s Attributes & DNA to calculate the probabilities of events that, as they occur through time, render a rich history for your IPCs (and fond memories for you.) Sorry about that run-on sentence.

QuestEngine™ will take you and your IPCs on a lifetime of adventure across a multitude of dimensions and realities. /engine hums

myIPC.io games

myIPC.io is your portal and eventually marketplace, for your IPCs. Your IPCs are here and everyone’s IPCs are here too. Even feral, wandering, ownerless IPCs are here. You can think of myIPC.io as the profile page for each of the IPCs. Here the skills, achievements, inventories, and other things we ain’t talking about yet, will appear next to each and every IPC. As Carl Sagan once said, “these are some of the things hydrogen molecules do given five billion years of evolution.”

Also, myIPC.io is the first stepping stone to IPC games.

IPC Worlds

Like all of you human beings, if physicist Hugh Everett is correct in his Many-Worlds-Theory, IPCs can exist in many worlds at once.

myIPC.io will provide the stepping stones into these gamified worlds. IPC worlds will be created by us, and with some awesome development tools, you.

IPC Worlds are composed of the following:

IPCs (yours and any others you deem to be NPCs in your world.) Tile Maps Game elements
NPCs (monsters and IPCs marked as NPC.)

The Simplest IPC World would be a single-screen tile map with one IPC running around. More complex IPC Worlds will include interactive elements, like things that try to kill IPCs, vast scrolling tilemaps, and tons of autonomous monsters and dungeons, filled with potential drops of IPC Loot. Again, sorry about the run-on sentence.

IPCs as NPCs

IPC = Immortal Player Character NPC = Non-Player Character

Important concept: IPCs are always available to be NPCs in any game, anytime. Maybe one day we will make a “Don’t use this IPC as an NPC” switch, but until then you never know what trouble your IPC can get itself into. More on this as worlds come online.

Phaser & Tiled

As mentioned we expect owners of IPCs to create IPC Worlds for all of us to explore.

In these early days we look towards two technologies to help specifically with IPC Worlds:

Tiled This is a great and free map editor. Easy to use, expandable, and well maintained. There are a lot of tile sets and soon we will provide more that were created specifically for IPC Worlds. <https://www.mapeditor.org>

Phaser This is a javascript game development framework that is as powerful as a game engine and easy to use and expand upon. <https://phaser.io>

IPC Connect

Communication is key for everything and since myIPC.io is our portal it will serve as a communications hub as well. Here any IPC may invite another IPC for a visit. Over time IPCs will form relationships with other IPCs they bump into (like in IPC City.) These relationships will kinda-sorta magnetize your IPCs. You know how magnets work, they either attract or repel.

A connected IPC is a happy IPC.

IPC Mobile

As you may know, we started the Mobile IPC pathway with the Immortal Player Character Explorer apps for iOS and Android.

<https://apps.apple.com/us/app/immortal-player-characters/id1433844436>

This app will expand to include more game functionality and the connection between your IPCs and the real world.

We have to embrace mobile for IPCs because then you're carrying them in your pocket, close to your heart, or the cockles or your heart, or at least, close to your kidneys, or colon.

IPC GO

Wait until this drops!!!

Here's how it works. Go anywhere in the world you want. Drop your IPCs on the ground. They will go scurrying off. And yes, they will remain where you leave them. Until someone else picks them up and drops them somewhere else.

Not all who wander are lost.

IPC FIGHT!

Here are fighting words:

This concept is just too obvious to even write about. Stay tuned, and if you don't like it, let's take it outside!

IPCs V1 Contract

Remember I mentioned the IPC iceberg? There are still some things that remain to be revealed about your IPCs, and their Smart Contract. Of course, I want to tease you about it, but the reason I mention this is so you know there are going to be more reveals from V1. Some folks are energetic when it comes to features and things NOT in the ontology of contemporary NFT culture. So... While nervous I remain excited and once Sherm is convinced all will be revealed.

IPCs V2 Contract

TBR (means to be revealed)

IPC-DAO

Even further into the future, we are wireframing the IPC-DAO. When all the above is healthily iterating with everyone's IPCs, then we will open the conversation about this. It's a very big idea, design, and implementation. And the IPC-DAO is too important to my own mortality to be contemplated with everyone before its time.