

DevConnect Treasure Hunt

Cartridge Gaming Company x Ethereum Foundation

Pitch

A multi-stage treasure hunt for DevConnect participants, mixing virtual games with real-world puzzles, culminating in an IRL event for participants who complete the adventure. The goal is to excite and inspire participants with a fun, accessible, and novel experience, as well as increase exposure to onchain games more broadly.

Implementation

Using the Cartridge Controller to track progress, participants will have to complete a sequence of six levels, alternating between on-chain games played via the browser, and real-world puzzles scattered through the DevConnect venue. Players who complete the entire sequence will earn an invite to a real-world party held at the end of DevConnect.

Participants will discover the adventure through QR-coded entry points scattered throughout the event. Scanning the QR code will take them to a treasure map themed home page, inviting them into the adventure and providing a dashboard to help them track their progress. We envision a sequence of six stages: three on-chain, and three off-chain.

The on-chain stages would likely be instances of “embeddable” games, as developed by the team at Provable Games. Players would “mint” instances of a game at the beginning of each stage, and must successfully beat the game in order to advance.

The off-chain stages would involve physical puzzles spread throughout the venue. Upon reaching that stage, the dashboard would reveal a clue as to the puzzle’s location. The specific puzzle designs are TBD, but would all revolve around discovering a QR code in the puzzle room. These QR codes would not be printed out, but rather displayed on a screen and continuously refreshed to prevent users from cheating by sharing the QR code online.

The entire game would be implemented as a Dojo application which would provide the source-of-truth for the player’s dashboard, orchestrate the minting of the on-chain game instances, and record instances of scanned QR codes.

The real-world event would be available to those who complete the entire scavenger hunt, with the location shared on the player’s completed treasure map on the day of the event. Given that the treasure hunt is played asynchronously, the event would be a way to gather and reward all of the participants. The event also allows for additional activation of the high-engagement group.