

Kusama temperature check: 100% on-chain WASM games

1. Context of the bounty

- I. Create engaging WASM showcases for developers;
- II. Contribute to open-source WASM Gamefi tooling for developers;
- III. Grow the WASM developers community.

“Then, another problem comes in here. There are very few ink! developers (They are mainly at Parity, Astar, and Supercolony) and people don’t understand what ink! can do and competitive advantages over solidity.” (c) Sota Watanabe.

2. Problem statement

EVM & WASM smart contracts will have the same UX for non-developers; therefore, it is necessary to showcase their differences to developers.

Although building ordinary DeFi & NFT primitives is an admirable pursuit, the potential of 100% on-chain games and games for developers is inspiring.

This vertical presents a challenging and rewarding opportunity for developers to conquer new horizons.

Despite the exciting possibilities, the number of WASM developers in Web3 and Dotsama is relatively low. Hence, building on-chain games for developers is a great strategy for engaging the developer community & providing a competitive gamified learning curve.

3. Proposal

Fund Impulse DAO treasury to achieve the following results in 3 months —

- 5 teams funded by DAO and delivered the project:
 - Definition of success — live dApp including
 - fully functioning WASM smart-contracts,
 - front-end,
 - design.
 - All components are open-source.
- Impulse DAO will host an online WASM tournament for developers;
 - DAO will choose a front-man game for this event;
 - Stream & Host the event with follow-up materials.

- Impulse DAO will conduct an offline tournament for Decoded, ParisDot, Budapest ChampionShip, and Sub0 participants. (2-3 of them based on DAO choice).

3.1. Available solutions

There are no similar projects focused on 100% on-chain WASM games / games for developers.

3.2. Scope of work

RnD ink! contracts

Core DAO members have experience with Gear smart contracts and building 100% on-chain games based on Gear Protocol. At the same time, Growth & Product guild needs to increase internal ink! expertise to help builders with ink! implementations.

Validate hypotheses through [JBTD interviews](#).

DAO Growth guild will focus on validating hypotheses & providing the community with reports.

We'll use Linkedin & other social media resources to find interview respondents.

[Feature → Better version of me]

1. [On-chain competitions → I'm more motivated to spend time on learning] I want to have *fun* and *compete* with other developers while becoming a better developer
 - a. [Leaderboard → top 10% of devs in the ecosystem] It's not necessary to be top 10% of Rust developers worldwide to be top 10% within the particular ecosystem.
2. [Social approval → It's easier to handle the imposter syndrome] I want other Rust developers / HRs / community to know I'm better than others
3. [Team building → Better team chemistry] We want to better understand each other and create team chemistry

[More about the Customer Development process.](#)

Find builders

Customer development campaigns are an excellent tool for identifying the target audience and building relationships with them.

The Growth Guild already identified four Rust developers eager to contribute, and there are more to come!

3.3. Traction

Gear Foundation, an early supporter of Impulse DAO, has already created a few outstanding projects in the collaboration.

1. [1st WASM hackathon](#);
2. [100% on-chain WASM game](#);
3. [100% on-chain WASM game for developers](#) made by Impulse DAO core members.

3.4. Milestones

Preparation

1. Research ink! contracts;
2. Prepare 100% on-chain game ideas for Gear, ink! & zk_ink!;

Customer development

3. 10-12 interviews;
4. Grow Rust developers community;
5. Research result;
6. Gather grant applications;

Closing phase

7. BUIDL!
8. Distribute grants;
9. Tournament;
10. Offline tournaments.

Milestone 1. – Preparation			
Task	Description	Resource	Deliverable
Research	Gather additional information on Gear protocol & ink! lang	Stakeholders, Wiki, Github	On-chain games and games for devs specifications
Stakeholders	Collect feedback from ink! experts	Forums, social media	Feedback document
Documentation	Prepare a list of hints & helpful resources for WASM beginners	Research, stakeholder feedback	Feedback document

Milestone 2. – Customer development			
Task	Description	Resource	Deliverable
Customer development	10-12 interviews to validate hypothesis	Linkedin, Job platforms	Feedback document
Grant applications	Gathering applications from engaged developers	Linkedin, Hackathons, Social media	10+ well-written applications

Milestone 3. – Closing phase		
Task	Description	Deliverable
Mentoring & Guiding builders	Help grantees build a team [if needed] and product.	Monthly reports
Evaluating	Impulse DAO to decide on the front-man game for hosting an online tournament	DAO decision
Online Tournament	Impulse DAO hosts a tournament for ecosystem developers	Tournament, Stream
Final report	Create the final report based on DAO performance	Final report to stakeholders (community)
Offline Tournament	Collaborate with ecosystem partners to launch a tournament for developers during a few ecosystem events.	Tournament, Blog post.

3.5. Budget

Builders Guild	Per hour	Hours	Per 1 project	Ideal goal = 5
Front-end dev	35	40	1400	7000
Rust dev	50	120	6000	30000
Designer x2	25	80	2000	4000
Growth Guild	Per hour	Hours	2 month	ideal # of contributors
Growth & Project M	15	320	4800	2
Product & Growth	50	200	10000	2
Tournament reward	5000		Total ask:	\$ 60800

Growth guild focuses on -

- I. Conducting Customer Development campaigns on LinkedIn to research and grow the Rust developers community;
- II. Assisting solo hackers in building teams;
- III. Offering game design concepts for developers creating 100% on-chain games;
- IV. Providing mentorship and guiding builders;
- V. Facilitating community meetings featuring experts from diverse fields;
- VI. Collaborating with ecosystem projects to provide additional bounties for contributors.

3.6. Key deliverables

Allocate grants for contributors

Fund the development of 100% on-chain open-source games for developers.

5 WASM projects

- Gear;
- AlephZero;
- Astar;
- Dotsama community choice;
- DAO choice.

Igniting such an ecosystem will bring reusable developer tooling for 100% on-chain[aka [infinite games](#)] WASM games.

[Games for developers in Ethereum community.](#)

3.7. Objectives/Success criteria

Impulse DAO hosted an online tournament for WASM developers, attracting 20+ Rust developers

Impulse DAO hosted an offline tournament for Decoded, ParisDot, Budapest ChampionShip, and Sub0 participants. (2-3 of them based on DAO choice).

3.8. Known constraints

3.9. Reporting

- We will deliver reports through Twitter & Blog posts:
 - Weekly customer development reports => Twitter;
 - Monthly updates on builders' progress => Twitter, Blog;
- Transparent DeWork workspace && Notion DB.

3.10. Communication strategy

(Communication strategy defines where, when, what and who is going to present the information to the community and other relevant parties. Present the team member and social channels you will use to communicate with the community, explain the channels where you are going to deliver the reports, leave some details how you can be reached).

Team member:

Email:

Polkassembly post:

Element:

Discord:

...)

4. Team

Iakub Sheikh [Gear Foundation]

Discord:

Element:

Twitter:

Telegram: @ysheikhme

Email: @ysheikhme@gmail.com

Github:

LinkedIn: <https://www.linkedin.com/in/yakub-sheikh-8380bb215/>

Alexey [Subsquid]

Discord:

Element:

Twitter:

Telegram:

Email:

Github: <https://github.com/tmcgroul>

Michael [Ex-Robonomics]

Discord:

Element:

Twitter:

Telegram:

Email:

LinkedIn: <https://www.linkedin.com/in/mikhail-torbas-735b2b19b/>

anon ink! dev []

Discord:

Element:

Twitter:

Telegram:

Email:

Github:

...

4.1. Kusama / Polkadot reputation

Iakub Sheikh

Gear Foundation.

Contributing to the growth of Gear Gaming ecosystem.

[late November 2022 - now]

Robonomics DAO.

Contributed to the growth of Robonomics parachain as CMO.

[October 2020 - November 2021]

Customer development:

- Built the customer development department and interviewed 100+ robotics & IoT engineers globally.

💡 0 to 1 journey:

Core team didn't host online courses for developers before (there were offline workshops back in 2016, 2017, and 2018).

Robonomics Academy v.1 attracted around 300 robotics developers around the globe.

Marketing:

- Ran paid ad campaigns on Twitter, FB, GAds, Brave & Reddit, total marketing budget was ±\$300k.

Alexey

Subsquid.

[2021 - now]

Building & Maintaining Subsquid Indexer.

Michail

Ex-Robonomics DAO.

[October 2020 - February 2023]

Responsible for Customer Development of developers, project management and community building. Was occupying similar position for 2+ years in Robonomics, project in Polkadot ecosystem, Kusama parachain. Performed over 300 interviews with Robotics & IoT engineers. Interest lies in Web3 Marketing & Polkadot ecosystem.

anon ink! dev

....