Litepaper v1.0 - Arri Jabba - arri@salsadao.io

Introduction

Genius Contracts is proud to introduce **SalsaDAO.io**. This litepaper will serve as the introduction into what GC will be building for the foreseeable future.

Our aim with the new project is to address long standing issues and community feedback around the current SalsaDAO.xyz (V1).

 Our major goals for SalsaDAO.io:

 - Unify current ecosystem DApps in one interface
 - Uplift interface with professionally designed user flows
 - Increase SalsaDAO appeal with professional art direction
 - Make a place where users can start their own communities in our universe
 - Integrate the latest technology that Tezos core software has to offer

SalsaDAO.io will be the new longterm home of everything Genius Contracts.

Technology

With SalsaDAO.io, Genius Contracts will be making major improvements to our web layer. To allow for an immersive experience on desktop and mobile, we will be using an advanced rendering engine like pixi.js to take full advantage of modern HTML5 architecture. This will provide smooth and snappy access to everything SalsaDAO has to offer, all in one place.

In terms of API connections, we will be using authenticated Websockets to exchange information to users. Websockets open up two-way interactive communication between user and server, meaning we can deliver information faster than simple HTTP calls.

Smart contracts, indexers, and existing infrastructure supporting them will stay the same as they are now. These systems are ready to be plugged into our upgraded web architecture.

For future DApps inside of SalsaDAO, we will be doing heavy research and development into Tezos upcoming [Smart Contract Optimistic Rollups](). This is the killer piece of technology that will separate the SalsaDAO ecosystem from the rest.

We plan to develop a **custom Smart Kernel** which will be our new flagship blockchain software that runs all of our rollup-based DApps. In addition to Smart Kernel development, we will be integrating Tezos tickets heavily inside our rollup-based DApps.

An example of our future tech stack for SalsaDAO.io:
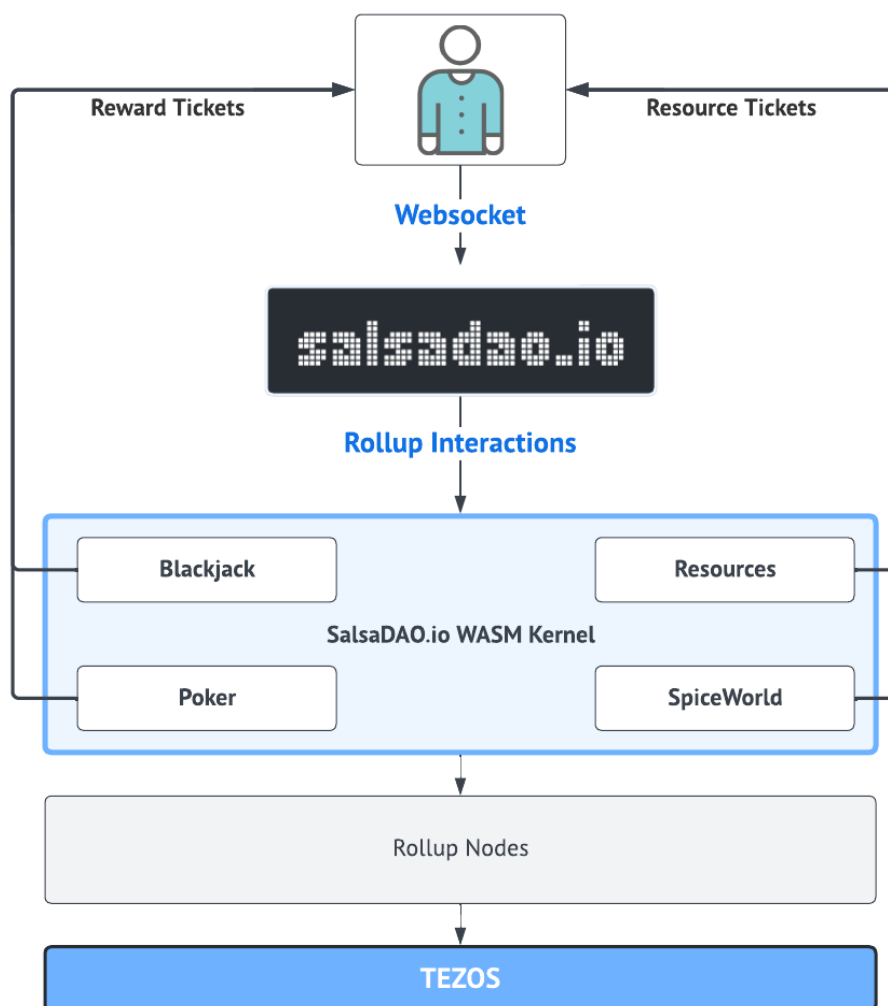
Land System

The Land System is the base layer of the whole SalsaDAO.io game. Connecting to the new SalsaDAO will drop the user into the **SalsaDAO Lands**, which is an immersive 2D open-world where users can own and build on plots of land. We are targeting 10000 plots of land in total (subject to change).

Upon release of SalsaDAO.io, users will be able to find all of the Year 1 DApps and tools immediately available for use. Our DAO, Gaming Hall, SpicySwap, Matter DeFi and more will exist as in-game buildings placed on GC-owned lands.

As we move forward, our future rollup-based DApps will follow the same pattern and be placed in-game as destinations. It will be simple and easy to find all SalsaDAO DApps in one place.

It will also be easy for GC to add value to SalsaDAO.io by releasing new utility as in-game locations rather than completely new DApps.

For users: the ability to buy, sell, rent, and build on land will be enabled, but certain access will be needed. There will be restrictions on Land System mechanics, built with the aim of keeping as much value inside the SalsaDAO game as possible. For example, a certain **Reputation Level** will be needed to access the Housing Market and purchase property. Reputation progression will be covered in a further section.

The goal of the Land System and overall SalsaDAO game is to reward users for time spent on SalsaDAO. This means that we will pivot away from classic crypto-gaming mechanisms, like having Resources be tradable in DEX pools.

Mechanics that allow **value extraction** out of the game do not provide a sustainable path for growth, as they hurt all players of the game.

A quick summary of normal game play and progression is below:
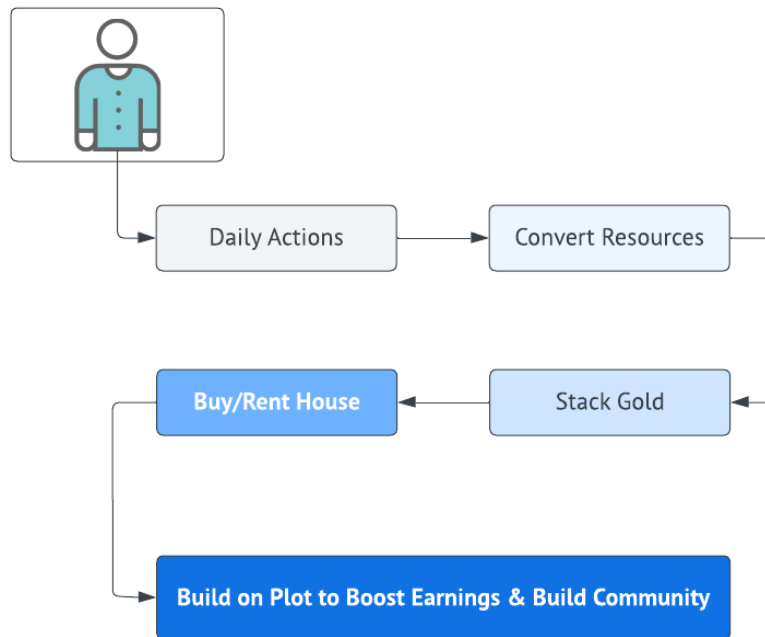
Normal gameplay entails logging in to SalsaDAO.io 1-3 times a week and executing actions in our rollup-based DApps to earn **Resource Tickets**. These Resources will then be converted to gold or crafted into other items, and at some point a user will have enough gold and high enough Reputation Level to use the **Housing Market**. We project that it will take around 4-6 months of weekly actions to be able to stack enough gold for a plot of land.

At least 50% of all land will be reserved for the game's full release, and users will be able to freely purchase open plots of land as long as they are available and they meet the requirements. Once the game saturates, all plots of land will eventually be purchased, which means everyone must use the regulated Housing Market to buy and sell plots of land.

Land titles will be held in the form of in-game tickets rather than FA2 tokens. This means that the Housing Market will be managed, rather than open to any Tezos NFT marketplace. The Housing Market will only use gold, and have a fair system to allow anyone to make offers. Upon housing purchase, there will be a "title registration" that will force users to hold their new land for some time before reselling.

These restrictions protect those who choose to buy land in the game by discouraging quick flips and other adversarial activity.

Land Ownership

Owning land in the SalsaDAO.io game will benefit users in different ways. The easiest thing a landowner can do is rent their land out to another user. SalsaDAO.io will allow landowners to set a minimum/maximum lease time and choose their rate in gold. If a plot is open for rent, any user can enter into the lease agreement and use the plot as if it was their own. This is the simplest way to benefit from owning a plot of land.

SalsaDAO.io offers a deep Building System for landowners and renters, where users will have the ability to build different types of structures on their plot. These structures provide different types of utility, and will require different amounts of Resources to create.

Creating, changing, or destroying a Building will incur Resource costs.

Certain buildings will mainly be used for increasing specific Resource earnings. This will provide a steady source of boosted Resources and gold, which opens up more activities to users without increasing effort.

Other buildings will provide **DApp-style** utility, like NFT galleries or mini-DAOs. This is a way for users to seamlessly use GC contracts and technology for their own motives. DApp-buildings will be customizable and can be used for community building, NFT advertisements, gambling tournaments, and more. This opens up more interesting ways for landowners to host services for fees inside of SalsaDAO.

There will be a few special buildings.

The **House** will be available to any landowner and will cost nothing to build on your plot of land. Users will be able to personalize the inside of their House and customize entry permission. The House will be able to generate Resources if certain items are placed inside.

The House still takes up a plot of land, so users who want a House and another Building will need to acquire multiple plots.

The **Hotel Room** is provided to any user with access to the Land System, and most will start their journey here. The Hotel Room is a limited version of a house, with few crafting options. It's lightly personalizable and still allows custom entry permissions. This also provides a cheaper option to host a small NFT market, gallery, or dice game.

Resources

Resources in the SalsaDAO.io game will be important stores of value around the game. Resources will be needed for:

- Earning Gold
- Crafting Items & Boosts
- Building on Land
- Changing Buildings
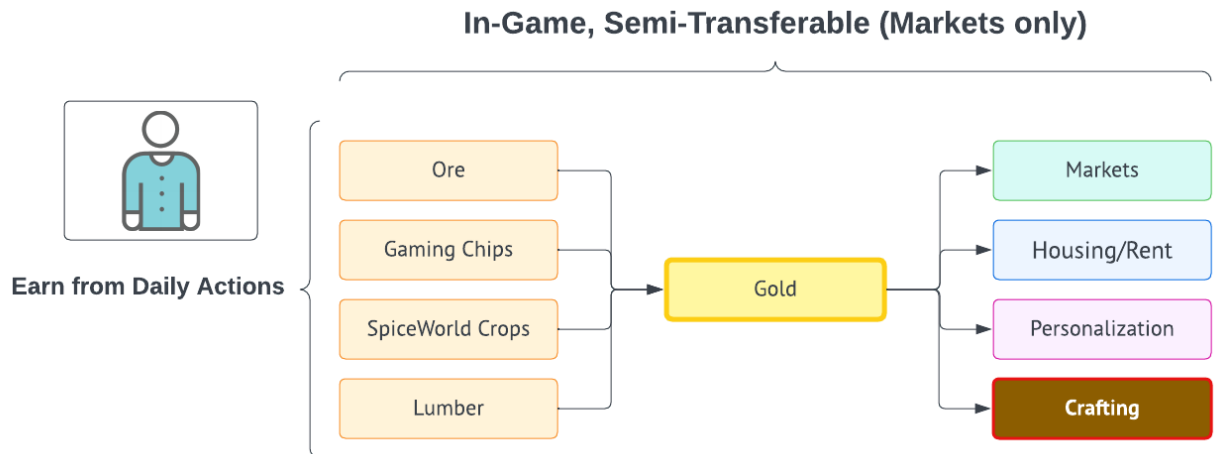- Gameplay
- Reputation Progression

As mentioned in previous sections, the main gameplay progression for users consists of logging on weekly to finish certain actions and jobs to earn Resources. The amount of Resources received will depend on reputation, applied boosts, and amount of **energy** spent.

Each registered user will get a certain amount of energy per week that can be used to finish actions and progress in the game. Almost every action in the game will cost some energy. Turning this energy into Resources, and then into gold is the main game objective.

In general, Resources will be freely convertible to gold either at centralized (SalsaDAO-owned) exchanges or in the open markets (for larger amounts). This gold can then be used for items, boosts, and eventually land purchases.

One important point is that Resources are not freely transferable from player-to-player. They are **semi-transferable**: there will be many paths to convert and transfer Resources but they will be mainly managed by the core SalsaDAO.io Markets, rather than left up to users.

This is another restriction that keeps value inside the game, rather than allowing pools and other value-extracting derivatives to exist.

In-Game, Semi-Transferable (Markets only)

Earn from Daily Actions

Ore
Gaming Chips
SpiceWorld Crops
Lumber

Gold

Markets
Housing/Rent
Personalization
Crafting

Gold has been mentioned multiple times up to this point. This is the central ticket-based currency that exists in the SalsaDAO.io game.

This will be the most liquid and convertible asset in the game, and will be the only asset that is allowed to be traded directly to more standard FA-tokens. The gold-to-external interaction will also be managed by the Markets.

External tokens will also be represented by tickets in-game, meaning that selling gold for Tez will require a waiting period to withdraw the ticket from our Rollup and extract the Tez.

Using gold as the main bridge to external assets (XTZ, USD, etc) lets us control the flow of value in and out of the game. For example, if a user wants to sell a house, they must sell for gold and then exit to Tez via gold later.

Slow and steady is the right way to handle value extraction, and keeping value in-game is one of our main goals.

Reputation Progression

SalsaDAO.io will be open-to-all and free-to-use. Any user can come in on day 1 and use any tool from Year 1 of SalsaDAO as a guest. The new interface will be a benefit for all users who follow or use the current SalsaDAO ecosystem.

Going forward, access to the new Land System mechanics and rollup-based DApps will require a **SalsaID**. This is a pseudo-subscription model that will help GC cover costs of running our existing infrastructure, new L2 infrastructure, and new web infrastructure. SalsaID's are for one address only, and can't be transferred. This creates incentive to play the game with one wallet only.

Obtaining a SalsaID will instantly grant full access to all of the new features for one year. Upon a user's first registration, they will receive a Hotel Room and pack of starter vouchers so they can get started with the new rollup-based games and tools. Once the SalsaID is obtained, users will begin to receive a weekly allotment of energy that can be used to start earning Resources in the game.

At Reputation Levels 1-3, core gameplay consists of earning Resources and unlocking features. Users will be able to increase their reputation level by either acquiring a number of different Resources and items, or by directly paying gold to gain levels. Paying in gold will incur much greater costs but will be easier than finding all the required items. Paying in gold also removes level up rewards, meaning some items will be unattainable forever.

Achieving Level 4+ and opening up the Housing Market will require joining the **SalsaDAO community** and getting a referral. Moving higher requires active participation in the community.

We will end the litepaper with a detailed infographic on our projected Reputation system.

Reputation Progression

Level 0 (Guest)

- All Year 1 Tools & Dapps Available
- Free Access to SalsaDAO, SpicySwap, Matter DeFi
- No access to Land System or Rollup DApps

Level 1 (Obtained SalsaID)

- Everything in Level 0
- Access to Land System & Rollup DApps
- Free Hotel Room (Limited House for Earning Resources)

Level 2

- Everything in Level 1
- Display Avatar
- More Personalization Options
- Craft Options Expanded

Level 3

- Everything in Level 2
- Build Options Expanded
- Craft Options Expanded

Level 4 (Requires Referral from Level 5+)

- Everything in Level 3
- Home Market Available

Level 5 (Requires Referral from Level 6+)

- Reporting & Muting Available
- Private SalsaHQ Accessible

Level 6 (Admins, Requires Level 7 Multisig Approval)

- Heavier Moderation Available
- Admin Chat

Level 7 (FounderJ, Dstar, and 1 Community Rep)

- Emergency Powers (via 2 of 3 Multisig)