Decentralized Deep Ocean
Food Chain Game on
Smart Contracts

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Abstract

The past couple of decades have brought us the number of significant shifts in information technology — personal computers, internet, smart phones, tablets, smart watches.

These technologies preceded the emergence of advances like on-line payments, e-commerce, instant messengers and emojis.

Apprehensible only for geeks in the early stages of development they are constantly disrupting well established industries.

What we’d like you to pay attention to — is that games always played an undoubtedly significant role in the early adoption of almost every complex technology.

Whether it was Pacman or Prince of Persia for PC, text-based entertainment for brick cell phones, or Angry Birds for iOS, it was games that most people started with before they discovered other applications.

We believe that the history will repeat with distributed ledger technology. Let’s bring some fun here while it is not so busy with some serious tasks.
Introduction

At “CHATROBOTIC” we are always searching for extreme, complex and unpredictable technical environments for gamification.

We have launched three successful chatbot games for popular instant messengers like Telegram, Kik and Facebook Messenger.

“Everybody was expecting clever concierge or smart assistants with A.I.,” — CHATROBOTIC told — “But what became really popular here is an old-school MUD RPG.”

VentureBeat
June 3, 2016

Our games are mostly text-based: they allow players to interact with a game server almost instantly without a graphical user interface (GUI). The games grew rapidly through viral expansion in the native environment of messengers thanks to users sharing gaming experience with friends.

RESULTS

Half a Million Players Worldwide
Almost 1 Billion Messages Sent
2.5 Million Messages Daily
5 000+ Votes and Reviews
The messenger environment allowed us to build a strong multinational community around our titles. That helped us identify players’ major requests and resolve important issues.

THE PROBLEM

In most contemporary massively multiplayer online games (MMOs), the game economy is ruled by the creators and it can be easily modified. Updates may bring changes in balance those are good for some players and bad for others. Even tiny alterations may diminish previous achievements, rendering time spent by a player to build up game assets worthless. In the worst cases, such changes are not accepted by a majority of players, and games are abandoned.

Along with that, online games can’t offer true ownership and transferability of a player’s assets. If game developers are no more interested in developing the game, all players’ assets cease to exist.

One of the most long-played title we have introduced so far is the strategy game called “Epic Kingdom” that featured totally open public market economy. Players are able to mine resources with a chose to use them for developing their kingdoms or selling on open market for profit.

There are no central regulations on the price of resources, and that is the core of the game’s economy. Players determine the price through balancing supply and demand on the market, regardless that it is still just a virtual in-game currency.

SOLUTION

To make all game assets in the form of digital crypto tokens stored on a blockchain that can be collected, transferred and traded would solve the problems of in-game assets losing value. Built on immutable smart contracts the core game logic and economy can’t be changed in time.

That brings an entirely new level of decentralized gaming experience and adds real value to a player’s achievements. It should be mentioned, that there is a great example of such an approach — “Crypto Kitties” is a game built around a form of digital collectibles, “Crypto Punks” on steroids with an incredible idea of breeding tokens in a lovely setting demonstrated to the world how popular blockchain games can become.

We’d like to enrich that experience by introducing classic battle mechanics with crypto tokens to bring a real sense of competition between players.
Game Concept

“Fishbank” is a P2P (peer-to-peer) & PvP (player-versus-player) game set in the deep blue ocean food chain. It is built on smart contracts running on the Ethereum blockchain.

The game concept is relatively simple. The player owns fish (that are in fact ERC-721 crypto tokens). Each fish has a unique name, a unique image and unique characteristics.

The core fish parameter is weight, which defines its size and influence. The main objective for a player is for their fish to increase in weight in order to become the biggest fish in the ocean. A fish is able to gain weight only by attacking other fish, and taking a bite off them in case of successful attack.

The more powerful characteristics a fish has, and the more weight it has gained, the greater chance it has to win next fish fight.

A fish image is produced by an algorithm utilizing data about type, characteristics and weight. There are thousands of variations of these parameters so almost every fish is unique and can attain some additional value depending on its image rarity and beauty.

Fish can be traded or exchanged between players on the Market.

Every operation in the game is launched and controlled by an independent smart contract.

Players are interacting directly with each other through a web GUI that helps trigger the actions and show their results. All the data is available in an open distributed ledger on the Ethereum blockchain.
Game Model

Crypto Fish Token

Every crypto fish token has a set of following characteristics:

- Weight – The size of the fish
- Power – Affects attack and defense
- Agility – Affects defense and attack
- Speed – Cooldown time between attacks

Weight is a dynamic characteristic that can be changed over time, while Power, Agility and Speed are constant parameters that are given to each Fish at their moment of creation and never change.

Every fish is an ERC-721 crypto token stored in Ethereum blockchain — a digital game asset owned by the player. It cannot be destroyed, taken away or replaced against the players will.

Fish Tokens Rarity

There are four major kinds of rarity assessment for fishes determined by the average Power and Agility characteristics of the crypto fish token:

- Common – from 1 to 20
- Rare* – from 21 to 50
- Epic* – from 51 to 85
- Legendary* – from 86 to 115
- Top Legendary* (Whales) – from 116 to 150

Rarity is given to fish on its birth and can’t be changed in time (Common fish will always be Common, and Epic will never be Legendary). Also crypto fish tokens can’t change their types (Corvina will always be Corvina and Piranha will never become a Shark).

* — together referred to as “uncommon”.

Fishbank Whitepaper
Edition 1E
**Acquiring Fish**

A player needs at least one crypto fish token in order to play the game. There are three ways to acquire a Fish:

1. Buy certain one on the Market from other players
2. Catch a random one in the “deep blue decentralized ocean”
3. Receive a crypto fish token as a gift from other player

Alpha fish tokens (available to play only in Alpha release of the game) may be acquired during Alpha Bounty stage by inviting other players to join the game.

**Aquarium**

Catching fish in the ocean is almost like fishing in real life — you never know what you’ll get. Starting a catching smart contract requires 0.03* Ether and will give you one crypto fish (at least common or better) with random characteristics.

Crypto fish characteristics are generated by unique mechanism that includes a random seed from player and random seed from the server that guarantees no party can cheat. That do not use external oracles to make sure game is well decentralized and always available.

Chances to get uncommon fish are hardcoded in smart contracts as follows*:

- Rare — 1: 5
- Epic — 1: 50
- Legendary — 1: 5 000
- Top Legendary (Whale) — 1: 1 000 000

* — price is not set in stone and may be changed due to the market conditions.

**Market**

There is a global marketplace to trade crypto fish tokens directly in Fishbank. Market offers can be created with a fixed price or based on a Dutch auction methods (with descending or ascending prices distributed evenly in time period of 7 days). Anyone who pay the price actual at the certain moment takes the fish.

All prices on the market are nominated in Ether, and all the trades are performed in Ether (Ethereum network cryptocurrency). Ether is transferred directly to the seller.
After player puts a crypto fish token on sale it will be freezed (protected from attack) for a 7 days. Player can’t get his crypto fish token back from the market before this 7 days period.

Fishbank charges a commission of 4.5% from the amount of Ether transferred on every deal made in the Market, seller pays that commission.

Every operation in the Ethereum blockchain also consumes gas that may cost additional Ether for the buyer (to receive the fish) and seller (to put a crypto fish token offer on the market).

**Modifiers**

There is an ability to temporarily increase initial values of the crypto fish token or apply a special ability for a limited period with modifiers (commonly referred to as “Boosters”). Every Modifier is an independent ERC-721 Token that may be transferred (gifted) to other players, applied to fish or traded on the market.

**Modifier types:**

- Power Booster — increases fish Power parameter for a limited time;
- Agility Booster — increases fish Agility parameter for a limited time;
- Freezer — protects fish from attack for a given period of time;
- Instant Attack — resets attack cooldown period, fish can attack again;
- Extra Time — prolongation of effect for the applied Modifier.

**Power and Agility boosters increase core fish characteristics for 2 days:**

- Big Booster adds +30% (or at least 5);
- Mid Booster adds +20% (or at least 3);
- Small Booster adds 10% (or at least 1).

**Freezer protect crypto fish token from being attacked for the limited period:**

- Big Freezer — 30 days;
- Mid Freezer — 14 days;
- Small Freezer — 7 day.

After using a Freezer player can perform an attack at every moment — but doing so will cancel the freeze status, crypto fish token will be available for attack again. In order to return fish the freeze status player will need to apply another Freezer after attack.
Extra Time boosters can prolong the effect of any applied booster for a certain period of time:

- Big Extra Time — 3 days;
- Mid Extra Time — 2 days;
- Small Extra Time — 12 hours.

Modifier Token is burned after being used. Every Modifier can be used only once.

Modifiers may be found in Chests.

**Chests**

Chest is the container for Modifiers. It is impossible to know what Modifiers are inside the Chest before opening it. Every Chest is an ERC-721 Token.

Chest types:

- Small Chest contains 1 Modifiers,
- Medium Chest contains 3 Modifiers,
- Large Chests contains 5 Modifiers.

Small Chests can be received by inviting a friend to join the game (after invited player catches a Fish in the ocean for the first time). Medium and Large Chests can be acquired for fixed amount of Ether.

After Chest is opened all contained Modifiers are transferred to Chest owner account and Chest token is burned. One Chest can be opened only once. Chests are not traded on the market.

**Core Functions**

Gameplay built on a number of smart contracts deployed on Ethereum network:

- Catch – receive random crypto Fish token
- Attack – any Fish may attack any other fish in network
- Sell/Buy the Fish – trade crypto Fish tokens on the global Market
- Open Chest – transfers all the Modifiers from the chest to the player
- Use Modifier – implements a Modifier for Player’s Fish
- Sell/Buy Booster – trade Boosters on the global open Market
- Gift the Fish/Booster/Chest – send token to another hash address
Fighting

The core of the Fishbank gameplay is the fight between two crypto Fish that results in the winner is gaining weight and the loser is losing weight. Any fish that is not asleep and not on sale may be attacked by any other fish in network.

Low level Fish are protected from attacks from high levels by a descending percent of weight redistribution, they only may lose only small part of their weight, and if they sometimes win their income will be huge. Likewise, on the top level Fish have more attractive targets, and are therefore not interested in attacking low-level fish since every attack costs gas.

There is an open formula to calculate the chance of attacker fish to win a fight.

\[
\text{AttackChance} = \frac{\text{Range} + \text{AF} - \text{DF}}{\text{Range} \times 2}
\]

Where:

- \( \text{AF} \) = Attacker’s Fish \((\text{Power} \times 60 + \text{Agility} \times 40) \times \text{Weight}\)
- \( \text{DF} \) = Victim’s Fish \((\text{Power} \times 40 + \text{Agility} \times 60) \times \text{Weight}\)

- \( \text{Range} \) = maximum from \( \text{AF} \) and \( \text{DF} \)
- \( \text{AttackChance} \) = chance to win (from 0 to 100%)

A random number \((\text{from 1 to } \text{Range} \times 2)\) is generated and if it is less or equal to \(\text{Range} + \text{AF} - \text{DF}\), attack is considered successful and attacker becomes a winner, otherwise victim wins.

Fighting Mechanics Description

Fishbank game is a pure game of skill, however a tiny element of luck is involved in the process. There is always a chance almost for every fish to win any other in fight. It is out of the question that chance for Common Corvina to win a Legendary Shark is near-to-nothing, but in fact it still exists.

Keeping that in mind, fighting formula was finely tuned during Alpha and Beta stages of game testing (from 20\(^{th}\) of January up to 18\(^{th}\) March 2018) to bring excitement and thrill. That is not a regular random function or measuring of flat characteristics to determine the winner.
Calculating Fighting Results

Only major fish parameters are used: Power, Agility, and Weight. Needless to say that Power is more important for the attacking fish, while Agility is more relevant for the victim’s defense. Weight is equally important for both of them.

In order to determine a winner **Attacker’s** and **Victim’s Strength** are calculated.

**Attacker’s Strength** = (Power x 60 + Agility x 40) x Weight

60/40 ratio is implemented to make a more influence of Power characteristic for the attacker's strength. The same formula with swapped Power and Agility is used to determine the Victim’s Strength (Agility is more important for defense):

**Victim’s Strength** = (Power x 40 + Agility x 60) x Weight

First, we shall choose the maximum value of two numbers (Attacker's Strength and Victim's Strength) and multiply it for 2 to define **Range**:

\[
\text{Range} = \max (\text{Attacker’s Strength}; \; \text{Victim’s Strength}) \cdot 2
\]

The same maximum value of these two numbers (Attacker's Strength and Victim's Strength) plus Attacker's Strength minus Victim's Strength will give **Attacker's Margin**.

\[
\text{Attacker’s Margin} = \max (\text{Attacker’s Strength}; \; \text{Victim’s Strength}) + \text{Attacker’s Strength} - \text{Victim’s Strength}
\]

In order to define the winner, we shall throw a random number (from 1 to **Range**) and then compare it to **Attacker's Margin**. If random is less or equal to the **Attacker's Margin**, attack is considered successful, otherwise the victim is victorious.

Finding a Chance of Success

It’s easy to find exact chance using formula above. It will be **Attacker's Margin** divided by **Range**.

\[
\text{Chance} = \frac{\text{Attacker’s Margin}}{\text{Range}}
\]
Calculations Example

Dascyllus with 25 Power, 25 Agility and 100 Oz of weight tries to attack Hog Fish with 45 Power, 45 Agility, and 100 Oz of weight.

Dascyllus’ chance to win is approx. 27.7(7)% — that will more likely lead to lose, but there is still has a chance. And if Hogfish will decide to attack, its chances to win will be 72.2(2)%.

If the attacker has twice the strength, it has 75% chances to win. If the attacker has 5 times victim's strength it has 90% chance to win. If it has 10 times more strength, it has 95% chance, and so on. It will never have 100% chance.

All the formulas are hardcoded in open sources smart contracts and can’t be changed in the future.

Calculation of the Weight to Bite

The amount of weight gained by the winner from the victim is calculated by the rule:

Take lesser value from ( Biter’s weight, Bite victim’s weight divided by 5, or Bite victim’s weight divided by square root of Biter weight ), and if it less than 1, round it to 1.

\[\text{bite} = \min (\text{Biter's weight}; \text{Bite victim's weight}; \text{round}(\frac{\text{Bite victim's weight}}{\sqrt{\text{Biter's weight}}}))\]

Biter - fish, which won the fight. And Bite victim is one being bitten.

Biting from own fish (Uniting Tokens)

Player can transfer the weight from his fish token to another fish token owned by him (on the same Ethereum wallet address) by using the "Unite" button in the game interface on the fish information page.

Recipient crypto fish token may take up to 100% of its current weight from the donor. If the weight of the donor fish is less or equal to amount of recipient’s weight, donor fish token will be burned.

In other words, player can feed his crypto fish with the same type of fish to double its weight. That action is recognized as attack with a standard cooldown timer applied for the recipient fish.
Cooldown Times

After each fight fish will take a rest for a cooldown period that is defined by Speed characteristic of the fish token. Speed varies from 1 to 100:

<table>
<thead>
<tr>
<th>Speed</th>
<th>Cooldown Period</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>12 hours</td>
</tr>
<tr>
<td>6-10</td>
<td>11 hours</td>
</tr>
<tr>
<td>11-15</td>
<td>10 hours</td>
</tr>
<tr>
<td>16-20</td>
<td>9 hours</td>
</tr>
<tr>
<td>21-25</td>
<td>8 hours</td>
</tr>
<tr>
<td>26-30</td>
<td>7 hours</td>
</tr>
<tr>
<td>31-35</td>
<td>6 hours</td>
</tr>
<tr>
<td>36-40</td>
<td>5 hours</td>
</tr>
<tr>
<td>41-45</td>
<td>4 hours</td>
</tr>
<tr>
<td>46-50</td>
<td>3 hours</td>
</tr>
<tr>
<td>51-55</td>
<td>2 hours</td>
</tr>
<tr>
<td>56-60</td>
<td>1 hour and 30 min</td>
</tr>
<tr>
<td>61-65</td>
<td>1 hour and 15 min</td>
</tr>
<tr>
<td>66-70</td>
<td>1 hour</td>
</tr>
<tr>
<td>71-75</td>
<td>50 min</td>
</tr>
<tr>
<td>76-80</td>
<td>40 min</td>
</tr>
<tr>
<td>81-85</td>
<td>30 min</td>
</tr>
<tr>
<td>86-90</td>
<td>20 min</td>
</tr>
<tr>
<td>91-95</td>
<td>10 min</td>
</tr>
<tr>
<td>96-100</td>
<td>5 min</td>
</tr>
</tbody>
</table>

Leaderboards

All crypto Fish tokens are rated by their weight in descending order. The heavier a fish is, the higher position it will take on the global “Food Chain” leaderboards.

All players’ achievements are stored in the decentralized Ethereum blockchain so that everyone can access them and check ratings.

In essence, the core aim for the player is to create an ultimate fish that can beat all others on her way to the global distributed deep blue ocean leadership.
Advantages

Frankly speaking, Fishbank is blockchain game for growing, fighting and trading unique digital fishes with community-driven economy and immutable assets stored in distributed ledger.

What’s so special about “Fishbank”?

- Game assets belong 100% to player that is assured by blockchain
- Player’s achievements can’t be destroyed or diminished
- No one can influence or change game economy after it’s launched
- Game assets can be traded freely between players on a global scale
- Ability to acquire and grow unique peace of fish crypto token art
- Teaches basics of cryptocurrency

We believe that “Fishbank” concept is much more than a funny little game. We recognize our mission as to discover the vast possibilities of how smart contracts and distributed ledger technology may change the way people play games and work.
Technical Considerations

This section covers general technical considerations in implementation of game model on smart contracts running in Ethereum blockchain.

Basic Requirements

To play Fishbank, the user needs Chrome or Firefox with the MetaMask digital wallet extension installed, and some Ether in the user’s MetaMask wallet.

Ethereum Blockchain

The Ethereum network runs on Ether, which acts like any other currency. Each player will need Ether to interact with smart contracts. Ether is used to acquire gas (fuel needed for running smart contracts) and to purchase fish.

The player can get Ether by converting his/her fiat currency in MetaMask (US only) or on currency exchange websites like Coinbase or trade for other cryptocurrency on Shapeshift.

MetaMask Digital Wallet

To play Fishbank, the player needs to install MetaMask. MetaMask is a browser extension available for Firefox and Chrome, that enables convenient storage and transfer of Ether along with secure authentication to services like Fishbank.

Fishbank does not represent a service to manage crypto tokens — that is handled by the MetaMask wallet. Please treat your MetaMask wallet with care and do not forget your password.
Roadmap

Fishbank is here to stay, that’s why we would like to run multiply tests of audited smart contracts and introduce complex deployment tactics to involve the audience. Fishbank launch is divided into four major stages:

Stage 1 — Alpha Bounty

On this stage we’d like to invite early adopters to join Alpha. One can acquire an Alpha Fish token during special incentivization event by inviting a friend through the special referrer link. Invitation considered accepted if a friend has followed your referral link and has activated his account (confirmed his e-mail).

Rewards are credited as follows:

- 3 accepted invitations for Common Alpha Fish
- 15 accepted invitations for Rare Alpha Fish
- 100 accepted invitations for Epic Fish
- 1000 accepted invitations for Legendary Fish

Epic and Legendary fish tokens acquired during Alpha Bounty stage are transferred to Fishbank Stable release. Top 1000 Common and Rare Alpha fish tokens with maximum weight achieved during Alpha will be transferred to Stable release as well. All Fish tokens transferred to Stable will have initial weight to maintain game balance.

Stage 2 — Early Preorder

Contribute Fishbank project development with Ether and get guaranteed type of fish asset on the Stable release. There will be no other chance to choose certain type of Fish Token after Stable version launched.

- Common Fish from 0.01 ETH
- Rare Fish from 0.05 ETH
- Epic Fish from 0.35 ETH
- Legendary Fish from 1.5 ETH

Preordered Fish tokens will be credited to your Ether digital wallet prior to game launch. If fish token ordered before 20th January 2018 the same Alpha fish token will be credited to the owner.
Stage 3 — Alpha Launch

The first version of smart contracts deployed to the Ethereum Rinkeby testnet. Only those who have Alpha fish tokens will be able to play Fishbank Alpha. There are two ways to obtain Alpha Fish token after Alpha launch:

- Catch random Fish in Aquarium (Common or better) 0.03 ETH
- Buy on the Market from other players (price defined by supply/demand)

Please be informed that fish bought on the Alpha Market or received as a gift in Alpha may not be transferred to Stable.

Not all functionality described in this document may be represented in Alpha.

Stage 4 — Stable Launch

After final version of smart contracts are deployed on the mainnet game logic and balance becomes immutable as no one can change the code later or do any changes. That makes Fishbank gameplay fully autonomous and independent.

The only way to get Fish is catching it (random one) from Aquarium or buying from other players.
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Conclusion

Cryptographic distributed ledger technology is still in its infancy.

Since the first whitepaper published in 2009 by the mysterious Satoshi Nakamoto, there was only one significant breakthrough that opened world of possibilities beyond speculative P2P open-source money concept – Ethereum smart contracts.

Games like Fishbank are using this breakthrough to make the blockchain technology accessible to a wider range of users through gamification.

The user can experience excitement playing a game in the high-tier environment of the Ethereum platform.

We believe that our game can pave the way for a broad range of users to learn how to use crypto wallets and step into a new era of advances in human communication and cooperation.

Sincerely Yours,

“CHATROBOTIC” Team

Visit website for more information
https://fishbank.io