Legends of Flow

Play your moments
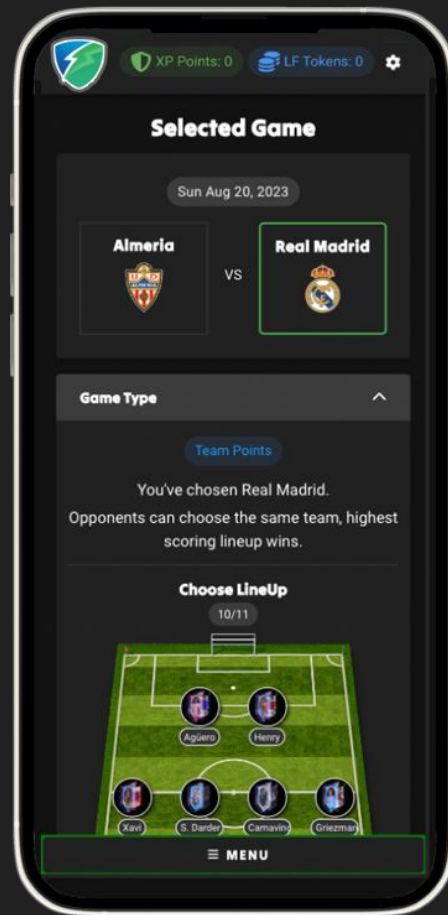
Test the alpha: https://LegendsOfFlow.web.app

Overview

Legends of Flow is a mobile app that gamifies Dapper Sports Collections.

Our main focus is on dapper global football products such as **La Liga Golazos** but we also have working PoCs using Top Shot & All Day.
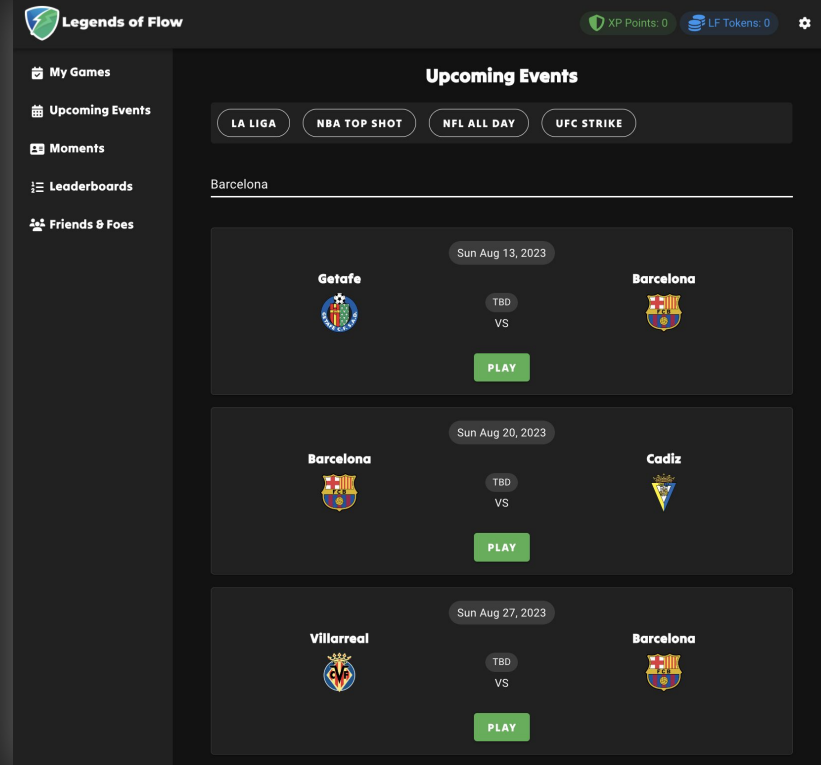
Compatible with:

Why & How?

As avid football (soccer) fans & collectors we created a wishlist combining our own wants + curated "feedback" from the Discord Channels.

We narrowed this down to 4 features:

1) Trading moments based on IRL outcomes
2) Fantasy/roster based game using moments
3) Improving engagement during off-seasons
4) Helping onboard new users (normies)

Game Modes

Win/Loss
Choose the team you think will win

Highest Score

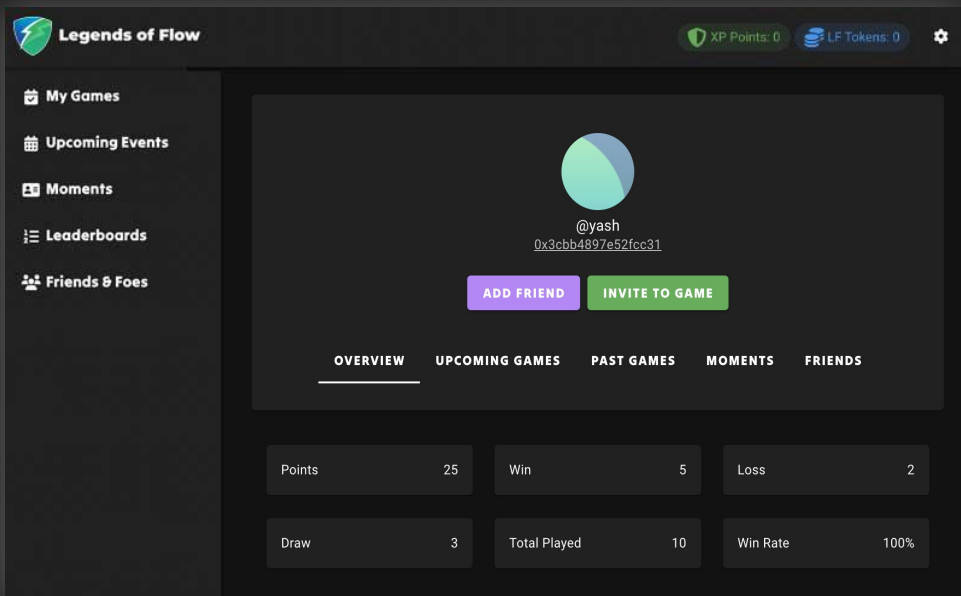Create a squad based on your collection, highest score wins (similar to fantasy football)

Game Type

Player vs Player (PVP)

Play friends or foe in head-to-head

Community

Play against the whole community

Outcome Based Trading

Once you've joined a game, you can optional decide to offer a trade of a moment based on the outcome.

We hold the moments until the outcome verified, the winner can then claim their moment. (both moments are returned in-case of a draw.)

There is also the option to enter the community pool winner will split the pool of moments randomly.
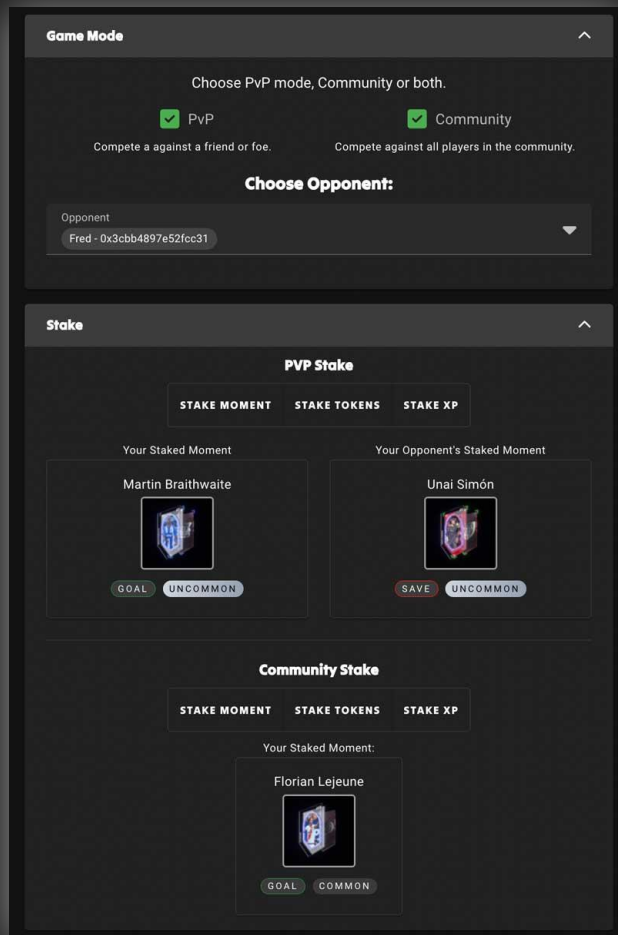
Off Season

During the off season, we'll run "Throwback Thursdays". Picking standout historical games.

Players will need to rely on their memories or research the scores and combine this with the best lineup based on their collections.

This will help drive transaction of moments and keep collectors engaged reliving some of the best past matches
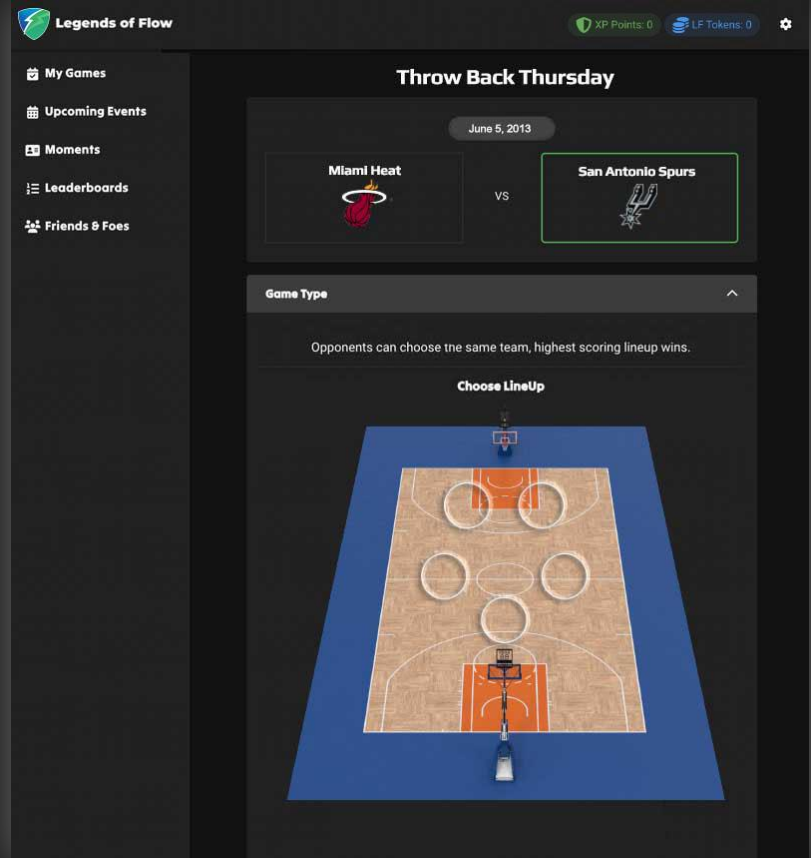

TopShot Example

Normies

Many of us still have friends who still on the fence or straight up resistant towards NFTs. We make it easy for new users to signup using hybrid custody. They can play with against their friends just like a web2 (no dapper account or moments required)

We defer the need to create a Dapper Account until they have a moment to claim or want to take advantage of the web3 features.
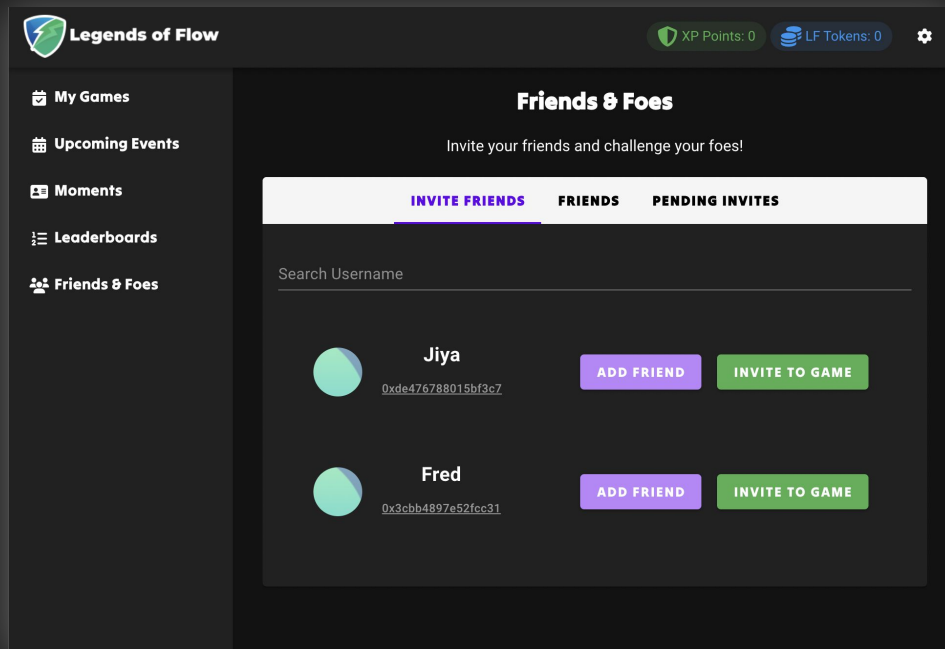
Business Model

Currently Legends of Flow is free to play (early Alpha) moment staking and transferring is still manual.

Once we go live we will be using a token based system similar (similar to Dave & Buster/Timezone). Players purchase packs of "Legend Tokens" each pack includes 5 Tokens + 1 Moment.

Playing a game costs 1 token (which will go to the winner), these tokens can then be redeemed for prizes such as additional moments or other in-game vanity NFTs.

Team

DanBot

Developer

Yash

Developer

Damochaprince

Adviser

Danbot and Yash are experienced full stack developers (we met in the first Flow Hackathon & liked each other's projects so decided to team up for season 2)

Damochaprince is a VIP collector who has advised us on the product/gameplay and business model. We got in touch after seeing his detailed suggestions for an off-season game.

Next steps

The overarching goal is to improve engagement, players are incentivized to collect more moments in order to field more competitive teams. We also hope to help onboard and educate new users already familiar with Fantasy sports games.

We also have a more ambitious goal to create a simulation leagued (based on a previous project we worked on but outside the scope of this hackathon)

3D Football Sim

Legends of Flow

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