



Fundamental Report - Metaverse

Prime Fundamental Metavera Report V1.1

Protocol: STARL Metaverse
Category: Virtual World
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Previous Report: None

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Season/competition: Metaverse Rate-athon

Scorecard

1. Value Proposition	Points
a) Novelty of the solution	5 / 15
b) Target market size	13 / 15
c) Product-market fit	6 / 15
Total Points - Value Proposition	24 / 45
2. Competitive moat	Points
a) Integrations & partnerships	2 / 10
b) Intellectual property	1 / 10
c) Infrastructure - security	10 / 10
d) Infrastructure - fees and ancillary infrastructure	2 / 10
e) Treasury management	0 / 10
Total Points - Value Proposition	15 / 50
3. Tokenomics	Points
a) Genesis token distribution	12 / 15
b) Purpose of the token	4 / 10
c) Ongoing token issuance / inflation	2 / 10
d) Value capture	5 / 10
e) Token liquidity	3 / 5



f) Extrinsic productivity	4 / 5
Total Points - Tokenomics	30 / 55
4. Team	Points
a) Credibility and reputation	8 / 10
b) Relevant experience	13 / 15
c) Thought leadership and public presence	4 / 10
d) Ability to foster a community and coordinate resources	11 / 15
Total Points - Team	36 / 50
5. Governance	Points
a) Extent of governance capabilities	0 / 10
b) Active governance contributors	0 / 5
c) Governance infrastructure	0 / 5
d) Robustness of the governance process	0 / 10
Total Points - Governance	0 / 30
Total	105 / 230

For gaming projects only:

6. In-game economy	Points
a) Ease of use / Onboarding	N/A / 15
b) Sustainability of P2E or in-game economy	N/A / 20
c) Utilisation of NFTs	N/A / 15
Total Points - In-game economy	N/A / 50
Total	105 / 230



1. Value Proposition

The "Value Proposition" section assesses the value a protocol delivers to its users. The rating is based on the size of the problem a protocol addresses and the product/market fit of the protocol's solution.

a) Novelty of the solution (15 points)

This score evaluates the novelty (uniqueness) of the protocol. Has the protocol introduced any innovations that help solve users' problems, either technical or organisational? Or has it just forked someone else's code?

Answer:

[STARL Metaverse](#) is a decentralized and expansive 3D social universe where users can explore, discover and create whatever they want without limitation. STARL as a virtual world with a blockchain based economy will enable users to fully own digital assets as fungible and non-fungible tokens and develop the infrastructure on which they will be able to use those assets. The STARL ecosystem will consist of:

- **User virtual space profile** -
- **STARL Universe** - a gamified 3D virtual space metaverse which is a part of STARL ecosystem
- **Marketplace** - enables users to manage and exchange NFTs
- **STARL NFTs** - transferable digital assets representing virtual estates in STARL Metaverse
- **Gaming portal** - STARL is gaming based metaverse with game Warp Nexus - space MMORPG
- **STARL token** - utility token within STARL metaverse

In STARL [project documentation](#) is stated that the biggest advantage of the protocol is complete decentralization, the protocol is 100% community controlled without pre-sale events and initial team allocation. The community-first approach in the metaverse sector is actually unique, because leaders in space like Decentraland, Sandbox, Illuvium, and Enjin opted for a safer variant through VC funding and full team control over the protocol in the initial development period. Also, it should be noted that StarLink (rebranded in STARL metaverse) was launched as a [meme coin](#) on Elon Musk's tweets same as SHIBA and UFO tokens

STARL protocol is not the only community-owned gaming metaverse with Shiba "pumpamentals" token economics. [UFO Gaming](#) was launched on July 1, 2021, and the market cap of UFO tokens even exceeded \$1b. However, the UFO protocol has not yet launched a single product, while the STARL protocol has a live [marketplace](#) and offers 4 STARL NFT collections (Pixelnaut, Satellites, Living modules, and Living modules vX) on it.

The STARL protocol has a unique approach to developing gaming metaverse and although it was launched as a meme coin, the protocol seems much more serious at the moment. STARL protocol was merged with Warp Nexus - an [AAA](#) game developed by Wyrmbite developers.

The score is lower by -5 because the protocol code isn't public and is not possible to verify innovation from a technical side. Additional -5 on score because the STARL metaverse concept does not represent an innovation from the organizational side.

Score: 5



b) Target market size (15 points)

The target market size evaluates the current and future size of the problem a protocol aims to solve. While the term Metaverse is all-encompassing, what is the target market size for the relevant sector? For example, NFT games are trying to disrupt the traditional gaming industry, which is reported to be worth roughly \$175 billion.

Answer:

STARL metaverse's long-term target market is the global gaming and eSport market with size [\\$1.98 trillion](#). Although presented by the team as a complete metaverse solution, STARL metaverse has so far focused exclusively on the gaming segment and can be best described as a community-owned gaming launchpad.

In the short term, the target market is limited within the blockchain sector to blockchain gaming users and NFT collectors/investors. The number of these users is shown in the figure below as well as the user base of related sectors:

Characteristic	Number of users
Web 3.0 virtual worlds	50,000
Non-fungible tokens	412,578
Blockchain gaming	2,364,576
Decentralized finance	3,450,000
Global crypto	220,000,000
Gaming/eSports	250,000,000
Facebook	2,970,000,000

(source: [Statista](#))

Facebook's user base serves as a higher level benchmark when assessing the target market as this will be the user base of the Meta project. Web3 virtual worlds category has the smallest user base, which is expected given the still underdeveloped infrastructure and weak offer.

It is still too early to predict what the market structure of the Web 3 metaverse gaming sector might look like and how long it will take for decentralized protocols to become competitive with current centralized solutions. But even so, the protocol target market is huge with sustainable growth.

Score: 13



c) Product-market fit (15 points)

Product-market fit evaluates the degree to which a protocol satisfies market demand in their specific sector. How many users does a protocol have? What is the trading or transaction volume on a platform? Is there growth on both the buy and sell side of the market? Is the protocol targeting the right product segment at all?

Answer:

Starl Metaverse virtual world and gaming portal are not live at this moment so it is possible to analyze only the protocol market-fit based on STARL token holders, social media followers, and user activities through the purchase of STARL NFTs.

STARL launched 4 NFT collections:

- Pixelnaut
- Satellites
- Living modules
- Living modules vX

Compared to the 3 largest metaverse protocols - Decentraland, Sandbox, Enjin, and gaming launchpads Gala Games and UFO Gaming, the STARL protocol does not look completely inferior if we take into account that the mentioned protocols have been active on the scene for a longer time period. The table below compares some basic data mainly based on native tokens and activities on social media networks:

Protocol	Market Cap	Holders	mcap/holders	Twitter followers	Reddit members	Medium members and posts
Starl metaverse	\$127,451,649	32,663	3902.01	77.5K	3065	688
Sandbox	\$3,215,246,195	135,573	23715.97	978.3K	16441	54K
Decentraland	\$3,916,291,857	235,477	16631.31	608.2K	86840	1.2K
Enjin	\$1,308,145,938	171,392	7632.47	526.8K	48420	2K
Gala Games	\$1,520,273,236	125,744	12090.22	352.6K	7576	14.2K
UFO Gaming	\$202,552,977	64,178	3156.11	144.6K	716	2.4K

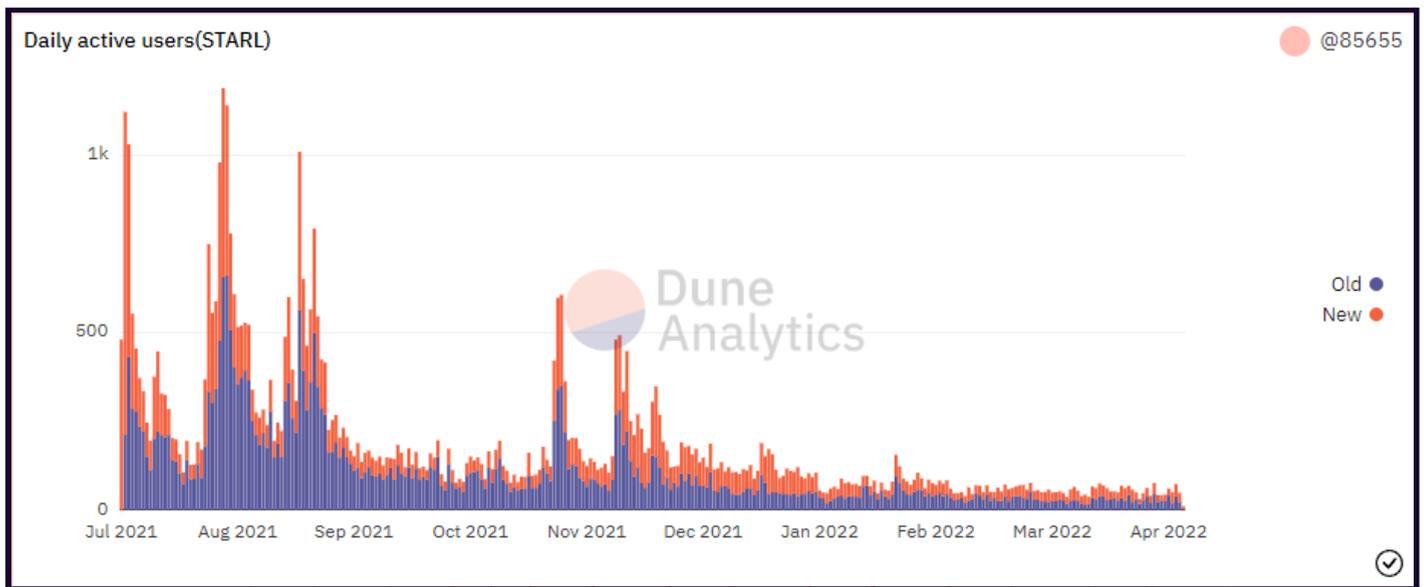
(source: [CoingGecko](#), [Etherscan](#), [Twitter](#), [Reddit](#) and [Medium](#))

Based on the data shown in the table, it is obvious that STARL Metaverse has much weaker numbers than the leading metaverse protocols Sandbox, Decentraland and Enjin, and the gaming launchpad Gala Games. These projects already offer usable products, developed infrastructure (marketplace, tools, scaling solutions) and an adapted incentive mechanism for users (not fully implemented, but usable) and last much longer than the STARL protocol (Decentraland from 2016).

UFO Gaming is a protocol that is very similar to the STARL and was founded at about the same time (in summer 2021). Both protocols emerged as a meme on Elon Musk's influence on cryptocurrency market prices, where Musk controlled the crypto market sentiment with [tweets](#) about Bitcoin and Dogecoin. Both protocols (STARL and UFO) have used the already proven SHIBA INU [launching template](#), which is characterized by "fair" initial allocation (near 100% tokens on IDO), total supply with very high number (trillions) and rapid formation of a large community. With the token economy model designed in this way, the protocols reach a very high market cap, so that the UFO Gaming market cap



at some points exceeded \$ 1billion and STARL ~ \$854 million([source](#)). The characteristic of protocols with such a token launch system is that they focus on trends and create an appropriate narrative around it, targeting seasonal and amateur traders. Since the founders (or protocol) with a high initial IDO raise significant funds, and the created trend is short-lived, the protocol is focused on a specific crypto niche. In the case of STARL and UFO protocols it is a gaming metaverse niche. It seems that the STARL protocol has a much better strategy than the UFO protocol, considering that after merging with the Wrap Nexus and [Wyrabyte](#) team, STARL got an adapted product and an experienced game developing team.



(source: [Dune Analytics](#))

Starl protocol [daily active users](#) has been in decline since December 2021, and the ratio of old and new users is very volatile at the moment. At intervals of up to 7 days is visible a huge jump in the number of users, and then over a period of 30 or more days, there is a constant decline. The causes of such dynamics are very likely [STARL NFT drop](#) events and [Elon Musk effect](#).

STARL metaverse, unlike its competitors, did not yet define a potential scaling solution for protocol, and if it stays only on Ethereum certainly a portion of the users will be lost. It will also be interesting to see how much the inability to implement incentive programs with the STARL token will affect market competitiveness, given that most protocols in space rely on this mechanism.

The score is 8 due to the fact that STARL metaverses will find it difficult to compete with top protocols from the metaverse sector, primarily in terms of ecosystem size, which is perhaps the most important factor when it comes to metaverses building.

Score: 6



2. Competitive moat

The "Competitiveness" section looks at a protocol's competitive moat in the space and its unforkable assets. This includes integrations and partnerships, intellectual property, the underlying infrastructure being used, and treasury management.

a) Integrations & partnerships (10 points)

Due to crypto's open-source nature, the code of most protocols can easily be forked. This score represents one piece of unforkable value. Some indicators are the number of applications built on top of the protocol (vertical integration) and other entities integrating the protocol's services (horizontal integration).

Answer:

The most significant integration (merge) of the STARL metaverse is the one with the [Warp Nexus](#) MMORPG [game](#) developed by Wyrabyte studio. STARL protocol also has joined the Play-to-Earn gaming guild to work together with the E-sports team and entertainment organization [Mazer Gaming](#). But there are no integrations, which is not a good indicator, especially for a protocol which should be a gaming hub and maybe a metaverse, and therefore the score is 2 (because two partnerships). The score is -2 because the STARL protocol is currently closed for integrations.

Score: 2

b) Intellectual property (10 points)

Intellectual property is and will continue to be a crucial part of the metaverse. This score considers if a project, for example, developed a unique IP that creates a sustainable competitive moat around it or, as an alternative, secured IP through agreements with outside parties.

Answer:

STARL metaverse project is known in the crypto space as an association with the Elon Musk and Starlink [pump event](#). The Warp Nexus MMORPG game is also always mentioned in the project presentations as AAA STARL metaverse game, which developed the recognizability of the protocol. Currently, STARL has a no developed IP.

Score: 1

c) Infrastructure - security (10 points)



Metaverse projects make all kinds of choices when it comes to infrastructure. Some build their own solutions, whether Ethereum side-chains or a new blockchain entirely, and some deploy to an existing sidechain or a level 1 blockchain. These decisions have significant trade-offs across security, maintenance, ease of use, costs and scalability, etc. This score assesses specifically the security of the chosen infrastructure solution.

Answer:

Currently, STARL protocol uses the most secure possible solution - Ethereum mainnet, however, it is also the most expensive one.

Score: 10

d) Infrastructure - fees and ancillary infrastructure (10 points)

The section above assessed specifically the security of the chosen infrastructure solution. This score, however, looks at the other side of the scalability trilemma - fees and the ancillary infrastructure like bridges, wallets, etc.

Answer:

Since the protocol operates on Ethereum network, gas fees are at a very high level, but Ethereum has largest infrastructure ecosystem. In STARL documentation team mentioned that will protocol be deployed on more than one scaling solution but they did not decide yet.

The score is 2 because Ethereum has the most expensive [gas fees](#) in the blockchain space.

Score: 2

e) Treasury management (10 points)

Treasury management refers to the project's management of its assets and balance sheet. How diversified is its treasury? If diversified, are the assets productive? For example, does the project own its liquidity? Are there procedures and plans in place for managing the treasury?

Answer:

STARL Metaverse does not have treasury management because at this moment the protocol does not have a DAO structured governance system and the protocol wallet (treasury/reserve) isn't public.

Score: 0



3. Token Economics

The "Token Economics" section assesses the function of a protocol's token. This includes the token distribution, its functionality, the ability of the token to incentivise desired behaviours and value capture potential.

a) Genesis token distribution (15 points)

Token distribution can be an indicator of a healthy protocol and, if done well, can improve coordination and alignment among different stakeholders. Was the initial distribution fair and balanced? Are the tokens distributed widely or is the ownership concentrated?

Answer:

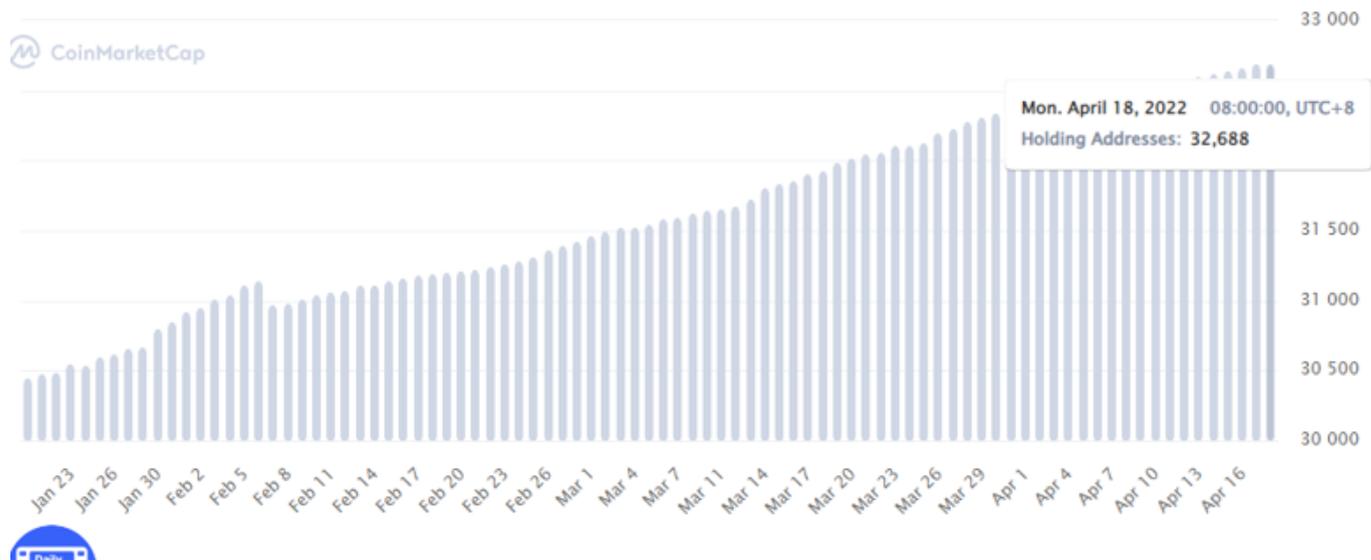
STARL is an ERC-20 token with a [total supply of 10 trillion](#). All tokens are in circulation, with the initial liquidity and contract ownership burned. This means that no further STARL tokens can be minted into circulation. Also, as STARL was 100% fair-launched, all tokens have always been publicly tradable. Unlike most projects, there are no token unlocks for private investors to dilute the current circulating supply, which often results in more stagnant price action as increased buying power is needed after each unlock to further increase the price per token. STARL is fully transparent, completely safe, and 100% community owned and driven.

As at the time of writing the total number of unique addresses that hold STARL token is currently above [32,600](#) and the top [100 holders](#) collectively own 76.69% (7,669,066,395,055.46 Tokens) of StarLink.

Total Addresses

The total number of unique addresses that hold assets in the network.

7D 1M 3M

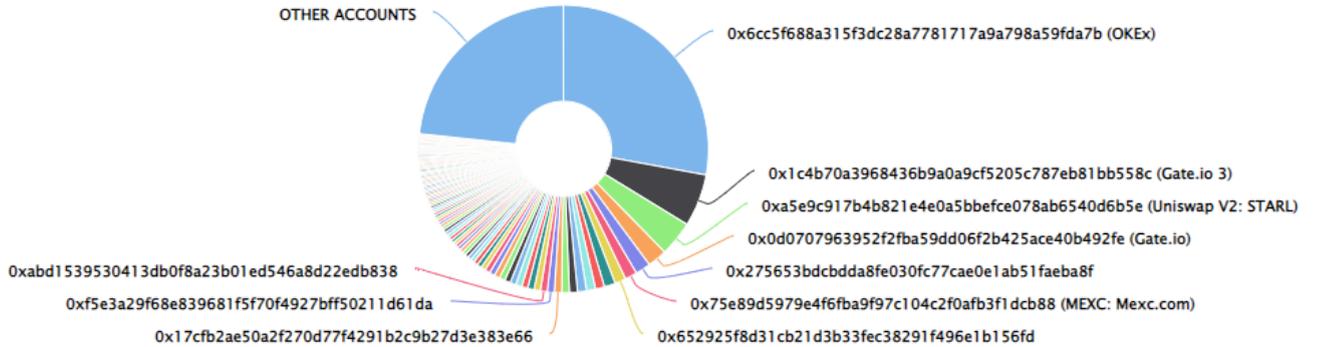


(Source: [coinmarketcap](https://coinmarketcap.com))



StarLink Top 100 Token Holders

Source: Etherscan.io



Source: [Etherscan](#)

Score: 12

b) Purpose of the token (10 points)

This score evaluates the purpose of a token in the project's ecosystem. For example, does it provide utility? Does it have governance rights attached to it or a built-in value capture mechanism?

Answer:

The STARL token will be [used](#):

- as the currency for transactions in the metaverse
- allowing users to purchase their own slice of the space station, satellites that they can monetize through advertising, buying and selling NFTs, trading items to customize avatars and space.

Score: 4

c) Ongoing token issuance / inflation (10 points)

Most tokens have built-in inflation. This section evaluates the purpose of that inflation. Is it justifiable? Does it help improve the coordination and alignment of incentives for the protocol? Does it incentivise positive-sum behaviour? Are the benefits flowing to all relevant stakeholders or just select groups?

Answer:



All STARL tokens are in circulation so there is no inflation. STARL is based on the so-called fair token economics and launch, but in the long run, it only benefits token holders. Given that STARL is planned to be used as the main currency in the STARL metaverse system, a model of elastic supply (i.e. Bancor BNT model) would be much more appropriate. The score is 2 because the STARL issuance model cant be used as an incentive mechanism and only benefits STARL token holders.

Score: 2

d) Value capture (10 points)

The ability to accrue value and consequently distribute it to stakeholders can be an effective coordination mechanism and deliver long-term benefits to a project.

Answer:

STARL protocol captures value through various activities on STARL metaverse [protocol](#) like minting NFTs, playing P2E games on STARL protocol, using STARL marketplace, and other services in the metaverse. [STARL token](#) is the main currency and utility token used in the STARL Metaverse and is the main mechanism for capturing and distributing protocol value to STARL token holders. The more users will use the STARL metaverse the value of the protocol economy will increase which will affect the price of STARL token. Since STARL token was [launched](#) completely fair with 100% token supply in Uniswap liquidity pool, there will not be inflation which means that the price of the token is directly related to protocol performance.

Score: 5

e) Token liquidity (5 points)

Is the token widely available and is there sufficient liquidity to facilitate all protocol functionalities?

Answer:

Starlink token STARL is available on Decentralised exchange DEX [Uniswap \(v2\)](#) and it is also widely available on centralised exchanges CEX like [OKX](#), [BKEX](#), [Hoo.com](#) and [MEXC Global](#) with sufficient liquidity as seen in the image below.



1	Uniswap (v2)	STARL/WETH Live Chart	\$0.00001223	0.6%	\$197,744	\$197,150	\$981,773	17.28%	Recently	●
2	OKX	STARL/USDT	\$0.00001224	0.15%	\$32,264	\$24,720	\$2,239,817	39.43%	Recently	●
3	BKEX	STARL/USDT	\$0.00001225	0.16%	\$10,871	\$37,269	\$514,735	9.06%	Recently	●
4	Hoo.com	STARL/USDT	\$0.00001227	0.13%	\$22,733	\$19,736	\$561,624	9.89%	Recently	●
5	MEXC Global	STARL/USDT	\$0.00001222	0.24%	\$17,497	\$23,481	\$251,465	4.43%	Recently	●

(Source: [CoinGecko](#))

Score: 3

f) Extrinsic productivity (5 points)

Can the token be used outside of the project's ecosystem? For example, can it be used as collateral elsewhere, be staked for yield or rewards, etc.

Answer:

STARL token can be used to provide liquidity on [Uniswap](#) to earn LPing fees and on Shibaswap where in addition to the trading fee liquidity providers also earn [49.72%](#) in BONE token for liquidity provision. It is also possible to [stake STARL](#) token on vEmpire DDAO protocol and earn 40% of vEmpire staking strategy profits in STARL tokens and VEMP tokens.

Score: 4

4. Team

The "Team" section describes the quality of the team behind the protocol. The current version of Prime Rating favours teams that are publicly identifiable. In the case of an anon team, the track record of the specific anons involved can be taken into account.

a) Credibility and reputation (10 points)

Are the identities of the core team public? In the case of anon team members, do they have a track record or reputation in the crypto space?

Answer:

Core team members:

- [Woof Decentra](#) - Founder and Solidity Developer



- [Moe Larson](#) - Concept Creator
- [Shahid Ahmad](#) - Metaverse & Game Producer / Advisor
- [Scott Brown](#) - Metaverse & Game Development Lead
- Data Karma - Head of Engineering
- [Naomi Salazar \(iamnaomidesign\)](#) - Creative Director
- Ken - Logistic Manager
- Johnny Utah - Music and Audio / General Operations / Testing

The Identity of Starl Metaverse team is publicly available on there [website](#)

The team's professional capabilities and knowledge are as diverse as their backgrounds and locations, with members from all over the world and from all walks of life all bringing a diverse and robust perspective that feeds into all aspects of the STARL project. However, they all share a common vision for the future, fueling their enthusiasm and solidifying their commitment to the project.

Score: 8

b) Relevant experience? (15 points)

Does the team have a track record of execution? Have individual team members built a product or a business before? Does the team have the necessary skills? For example, if a project is making a game, do they have a game developer?

Answer:

The co-founders and core team have significant relevant expertise. To give some examples:

- [Shahid Ahmad, Producer and Advisor](#)
Shahid is a multi-award winning games industry veteran best known for his key role at PlayStation in transforming the relationship between console manufacturers and developers, where he helped to propel indie games into the public consciousness through successes with the likes of Hotline Miami through to No Man's Sky. Today he's a developer, an adviser, a coach and the author of the widely praised "Code is Just" thread.
- [Markus Krichel, Design Team Lead](#)
Markus entered the video games industry in 1989 as a localization expert. He worked for Interplay, Activision, and Walt Disney. In 1997 he joined Scott Brown at Netdevil to develop Jumpgate: TRI. After a stint as the US Editor for PC Games Magazine, he returned to Netdevil in 2005 to establish a casual games division. Subsequently he accepted the position of Producer on LEGO Universe and that of Executive Producer and Studio Head at the Walt Disney Company. He was actively involved in such classics as The Lost Vikings, Decent, SimCity, and more.
- [Scott Brown, Senior Engineer](#)
Scott began his career as a web developer in 2001 and made the leap to the gaming industry in 2006, where he has 15 years of experience as a programmer on a wide range of projects from AAA to indie on multiple platforms. As a generalist, he enjoys tackling any types of problems but finds



himself most at home programming gameplay systems. In recent years Scott worked on a variety of interactive experience installations for Sony Pictures Entertainment, NFL Experience Times Square, Lionsgate Entertainment, and Disney.

- [Jim Stigall, Concept Artist](#)

Jim is a Colorado-born and based artist with decades of professional art experience. He has made a career out of conceptual illustration and character design in the video game and connected toy industries since 2002. Jim has played many different creative roles while working with teams of exceptional talent to bring large-scale projects to life. This includes character development, environment & industrial design, graphic design, story art, UI art, and art leadership & direction. Jim has worked on projects for companies like Backflip Studios, Sphero, Disney, Lucasfilm, Pixar, and The LEGO Group. Outside of the industry, Jim's work stretches beyond conceptual design. Graphic design and branding, editorial cartooning, caricature, and graffiti writing are other areas Jim loves to explore.

- [Jerry Meyer, Graphic Artist](#)

Jerry is a 3rd generation Colorado Native with a BS degree in Industrial Design from Art Center College, Pasadena, California. With 20 plus years in the gaming and entertainment arts field. Jerry has produced concept art for several shipped titles, including Auto Assault, Lego Universe, Dragon Vale, to name a few. His additional design background includes tradeshow and interactive museum installations.

- [Matthew Magginnis, Programmer](#)

Matthew entered the technology sector as a programmer/developer in the early '90s. His first work was with Sierra on You Don't Know Jack. He's worked on enterprise-level software with Cisco, IBM, Microsoft, and Novell. In 2010 he joined Mesa Mundi to help build a virtual tabletop application, D20Pro. He was one of the developers and audio technicians for Assault Dice, the official Warhammer 40K mobile app. In 2018 he worked with Enjin, a crypto-based company that created the ERC 1155 standard. There he developed SDK's for Unity and Unreal to allow developers to use Fungible and Non-Fungible Tokens.

Score: 13

c) Thought leadership and public presence (10 points)

To what extent do the protocol contributors participate in the public debate around the metaverse? Are the team members giving presentations, sharing their thoughts and opinions, and do they help raise the industry's collective intelligence?

Answer:

The founder [Woof Decentra](#) is active on twitter with more than 16k followers. The core team and contributors are active on [Twitter](#). However, the team have little participation in public debate

Score: 4



d) Ability to foster a community and coordinate resources (15 points)

How effective is the team at attracting and coordinating resources for the benefit of the protocol? Do they manage the community well, fostering a welcoming and positive environment? Does the community represent the project well externally?

Answer:

Considering that STARL (former Starlink) originated as a meme token, the STARL protocol team is doing a very good job so far. The STARL team did a very good job of the following:

- Efficient foster community as [meme coin](#)
- The market cap of the STARL token at one point was over [\\$840m](#)
- Merge with AAA MMORPG game - [Wrap Nexus](#) brought the protocol credibility and with skilled team with experience from gaming industry, protocol become a serious competitor in blockchain gaming space
- Team launched [STARL marketplace](#) very quickly and enabled continuous protocol funding from NFT sales
- A [partnership](#) was concluded with the eSport team Mazer Gaming, which certainly promoted the protocol on a professional level

However certain things are not done properly, like:

- there is a lack of partnerships with protocols from sector
- there is no onboarding process for community members
- there is no public mention of scaling solution which would in addition to infrastructural benefits would have a positive effect on the community and further promoted the credibility of the protocol. From [STARL documentation](#): "We will have access to bridge as soon as a decision is made, although as mentioned it is best not to rush this decision. The "how" part of bridging has already been finalised, but the "where", "when", and "why" are what is being examined at the moment. While we will certainly try and pick the most appropriate and popular decision, any decision made will likely not unanimously please everyone, so keep in mind that multiple bridges may be available in the future, but securing our project on ETH is the priority now."
- lack of transparency - which doesn't quite fit into the narrative about community owned protocol

STARL protocol team showed ability in protocol management, and due to the mentioned shortcomings the score is lower by -4.

Score: 11

5. Governance

The "Governance" section evaluates all aspects of the protocol's governance, from infrastructure to processes and distribution of governance power.

a) Extent of governance capabilities (10 points)

Distributed governance should allow token holders to participate in the governance process. How much influence does the current governance process have when everything works as intended? What parts of the protocol does



governance touch? Who can put forward a vote, and are there any limits or requirements (number of tokens, only the team can queue votes up, etc.)?

Answer:

STARL will utilize its token to eventually launch a process allowing all holders to vote ([STARL DAO](#)) on the project's future direction or changes that will be implemented as the metaverse evolves. This will ensure that the metaverse remains relevant and enjoyable for the people it serves and maintains the core tenant of decentralization. Currently there are no governance capabilities.

Score: 0

b) Active governance contributors (5 points)

Governance is time-consuming, and governance apathy is a common problem in most democratic systems, including crypto. Therefore, it's essential to have a sufficient number of community members allocate resources to the governance process of the protocol. How many individuals participate in the debate around the protocol? How active are voters? Is delegation enabled?

Answer:

No governance exists.

Score: 0

c) Governance infrastructure robustness (10 points)

Robust infrastructure relates to how well the technology, software, and models used by the protocol's governance withstand actual use cases. Does the protocol have a reliable voting mechanism? How robust is the governance process, and does it facilitate good governance? Are the votes binding, or do they function solely as signals to the team?

Answer:

No governance exists.

Score: 0

d) Process and ease of use (5 points)

This score is based on the documentation and process for governance. More specifically, how easy it is to participate



in governance. Does the protocol have a formal governance process? Is sufficient documentation available? Is there a basic framework to establish social consensus? Are there channels dedicated to governance debate?

Answer:

No governance exists.

Score: 0

6. Gaming Specific - In-game Economy

Gaming is and will continue to be an essential part of the metaverse. One of the benefits of NFT gaming and blockchain technology more broadly is authentic verifiable digital ownership. For games, that enables the creation of open in-game economies. However, these economies need to be well balanced through token economics and token design. The “Gaming” section focuses on the analysis of in-game economies and their sustainability.

a) Ease of use / Onboarding (15 points)

Gaming projects are introducing crypto to a lot of people in a short space of time. How easy is it for players to get to grips with the game, token economics, and onboard funds from the traditional financial system? Can the game be played on mobile, PC (browser or install) or both?

Answer:

First STARL metaverse game Wrap Nexus is still [in development](#) and it's uncertain when it can be released, so on questions in this section is impossible to answer with some based facts.

Score: N/A

b) Sustainability of P2E or in-game economy (20 points)

This section scores the sustainability of the in-game economy. Does it rely on the ever-increasing growth to sustain the ecosystem? Are there multiple levers the team can pull to balance the economy?

Answer:

Score: N/A

c) Utilisation of NFTs (15 points)



NFTs are the fundamental building block of NFT gaming projects and enable open and transparent in-game economies. Can everything in the game be owned by players (Land, Character, Items) as an NFT, or is it limited? Once owned, can items be traded freely?

Answer:

In the first [STARL metaverse game](#), Warp Nexus, everything will be owned by players in the form of NFT. Currently, protocol launched only NFTs, but when Warp Nexus will be live that NFT will have in-game utilities. STARL protocols [NFTs](#):

- Satellites
- Living modules - present virtual real estates in STARL metaverse
- Pixelnauts - 'Artist Profile Series' of character avatars

According to the STARL metaverse [documentation](#), these NFTs form the basic in-game infrastructure and new in-game items will be gradually added: *“Vehicles, spaceships, custom skins, and in-game items such as tools, weapons, power ups, and other assets can and will be NFTs, and all will be tradeable and have value in the metaverse. Anything that is in the physical world can and will be an asset in the STARL Metaverse, and it will be tradable on the market.”*

Score: N/A

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