PrimeRating

Fundamental Report - Metaverse

Prime Rating Report V1.2

Protocol: Star Atlas
Category: Gaming
Version: 1
Date: 27/04/2022
Previous Report: N/A

Author: TheFrenchie
Reviewed by: OriginalSK
Season/competition: Metaverse Rate-athon

Scorecard

1. Value Proposition	Points
a) Novelty of the solution	10 / 15
b) Target market size	12 / 15
c) Product-market fit	11 / 15
Total Points - Value Proposition	**33 / 45**
2. Competitive moat	**Points**
a) Integrations & partnerships	5 / 10
b) Intellectual property	5 / 10
c) Infrastructure - security	6 / 10
d) Infrastructure - fees and ancillary infrastructure	5 / 10
e) Treasury management	0 / 10
Total Points - Value Proposition	**21 / 50**
3. Tokeneconomics	**Points**
a) Genesis token distribution	8 / 15
b) Purpose of the token	8 / 10

metaportal | PrimeDAO

c) Ongoing token issuance / inflation	**8 / 10**
d) Value capture	**7 / 10**
e) Token liquidity	**3 / 5**
f) Extrinsic productivity	**3 / 5**
Total Points - Tokenomics	**37 / 55**
4. Team	**Points**
a) Credibility and reputation	**5 / 10**
b) Relevant experience	**5 / 15**
c) Thought leadership and public presence	**6 / 10**
d) Ability to foster a community and coordinate resources	**14 / 15**
Total Points - Team	**30 / 50**
5. Governance	**Points**
a) Extent of governance capabilities	**5 / 10**
b) Active governance contributors	**0 / 5**
c) Governance infrastructure robustness	**0 / 10**
d) Process and ease of use	**1 / 5**
Total Points - Governance	**6 / 30**
Total	**127 / 230**

For gaming projects only:

6. In-game economy	Points
a) Ease of use / Onboarding	12 / 15
b) Sustainability of P2E or in-game economy	12 / 20
c) Utilisation of NFTs	15 / 15
Total Points - In-game economy	**39 / 50**
Total	**166 / 280**

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 organizational? Or has it just forked someone else's code?

Answer: Star Atlas aims to implement a hierarchy of DAOs owned by the players in order to make the governance of the protocol fully embedded into the game politics and its dynamics. There is a novel aspect to this hierarchical structure, where in-game strategies & politics will directly impact the game's governance.

When it comes to the gameplay, Star Atlas's promises are high. The game will be powered by Unreal Engine 5 (UE5) and will be one of the first of its kind. But the development is still early so we cannot assess the novelty of the gameplay at the time this report is written.

Lastly, Star Atlas relies on innovative third-parties that result in an enhanced user experience. The team integrated with Serum and Stardust's API, which enables users to trade in-game assets easily with almost no fees. For a game with a complexe economy and regular transactions between players, this innovation will make the in-game experience much more accessible for new players (source: whitepaper - 08 Tools).

Score: 10

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: While it's hard to estimate precisely, the game market generated a staggering revenue of $180bn in 2021 according to NewZoo. In addition, a Statista report estimates this number to reach $268bn by 2025.

If we narrow it down to the blockchain gaming market, the last DappRadar x BGA Games Report leaves no room for doubts, the market is growing fast:

- "Investments keep pouring into blockchain games as $2.5 billion were raised in Q1; at this pace, 2022 investments will be 150% higher than last year.
- Blockchain games attracted 1.22 million UAW in March, accounting for 52% of the industry's activity; while the short term usage seems steady, the use of blockchain games has increased 2,000% from Q1 2021."

Therefore, Star Atlas is evolving in a high-growing yet competitive market where both offer and demand grow quickly.

But the fact that Star Atlas aims to create an "AAA-quality" game powered by Unreal Engine 5 reduces the target market size. The system requirements to run a game powered by UE5 are still uncertain, but what is sure is that not everyone will have a computer powerful enough to run Star Atlas.

Score: 12

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: Star Atlas launched Faction Fleet (SCORE), a browser-based mini-game. SCORE allows users to stake their ships in a game loop that rewards them with $ATLAS (their utility token) over time. It is a good proxy for product-market-fit, as the game shows great early traction. At the time this report is written, there are about 95k players (source: Star Atlas's leaderboard).

On the community side, their Discord counts 171K members and their Twitter page is followed by 314K followers. As a means of comparison, one of the hottest projects at the time this report is written, STEPN, counts 324K followers on Twitter.

In addition, the project has already attracted structured guilds with dedicated members, which is a good sign of product-market fit in a context where some P2E games attract more speculators than gamers.

(As the game has not fully launched, the use of proxy measures discounts the level of product-market-fit).

Score: 11

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: At this stage, there are no direct integrations as the game is not launched yet.

However, three types of partnerships are worth mentioning:

- Star Atlas partnered with Sperasoft, a studio that co-developed well-known video games like Halo.
- A feature to purchase NFTs assets in bulk attracted well-known organizations like Yield Guild Games, which committed to buy $1M worth of assets, or Animoca Brands more recently with a $3M commitment.
- Limited NFT collection, in partnership with FTX as well as The Fabricant.

In addition, the long term vision of Star Atlas is to implement "Additional Universe Zones with Additional Blockchains". Although the white paper gives very little information regarding how this will be achieved, a recent article from Animoca Brand announced a partnership between Star Atlas and The Sandbox, which is a first step towards interoperability between the Ethereum and Solana blockchains. But as of today, the protocol is not open and interoperable yet, limiting the score given to this section.

Partnership announcement - Source: Animoca Brands

Score: 5

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: Through the development of its game powered by Unreal Engine 5, Star Atlas will develop a sustainable competitive moat through its IP. However, it is still unclear whether Sperasoft will have some IP based on its involvement in the game's co-development. Moreover, the

Regarding in-game assets, Star Atlas wants to incentivize users to create content on their metaverse with what they call the Intergalactic Transmission.

In addition, the partnership between Star Atlas and The Sandbox mentioned previously will make the game interoperable, and might have a positive impact on Star Atlas's competitive moat.

Score: 5

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: Star Atlas is built on Solana. This blockchain used a hybrid consensus model combining a proof-of-history algorithm with an alternative version of proof-of-stake.

Solana has a lengthy history of operations and no meaningful security incidents at the blockchain level. However, one of the most popular bridges linking the Ethereum and Solana blockchains lost more than $320m in a recent exploit.

Score: 6

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: Solana has a booming ecosystem. A growing number of wallets, exchanges, tools and more makes it easier for users to navigate the ecosystem.

However, Solana suffers from recurring network congestion creating friction for users and limiting its growth potential. Recently, Binance announced that withdrawals from their platform via the Solana (SOL) network may be paused from time to time.

Regarding transaction fees, they are particularly low. However, Solana uses a deterministic transaction fees model that prioritizes transactions offering higher fees when the network is congested. And because the network is regularly, not to say always congested, this scalability issue is yet to be resolved.

Score: 5

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: Nothing is said about treasury management or how the team plans to manage it. At the time this report is written, 100% of the treasury is in protocol's own token, with no public plan to diversify assets.

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 behaviors 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: Star Atlas has two fungible tokens. POLIS, its governance token and ATLAS, the in-game token used as a medium of exchange. Let's look at the governance token first.

The total supply of the POLIS token is 360,000,000 and distributed as follows:

GROUP	ALLOCATION (%)	ALLOCATION (POLIS)	TGE UNLOCK (%)	VESTING PERIOD (WEEKS)
PRIVATE TOKEN SALES	22.5%	81,000,000	5%	104
PUBLIC PRE-SALE	1.5%	5,400,000	5%	104
PUBLIC TOKEN SALES[1]	2%	7,200,000	100%	0
LISTINGS/ LIQUIDITY POOLS[2]	4%	14,400,000	100%	0
REWARDS/ EMISSION	40%	144,000,000	0%	416
TEAM[3]	30%	108,000,000	100%	104

[1] 1.0% FTX; 0.5% Raydium/AcceleRaytor; 0.5% Apollo X

[2] 2% CEX; 2% DEX

[3] Unlocked exclusively for staking in the DAO. 2 year vesting with daily linear unlock otherwise.

Source: Economics Paper

As for the ATLAS token, the total supply equals 36,000,000,000 and is distributed as follows:

GROUP	ALLOCATION (%)	ALLOCATION (ATLAS)	TGE UNLOCK (%)	VESTING PERIOD (WEEKS)
PRIVATE TOKEN SALES	22.5%	8,100,000,000	5%	104
PUBLIC PRE-SALE	1.5%	540,000,000	5%	104
PUBLIC TOKEN SALES[1]	2%	720,000,000	100%	0
LISTINGS/ LIQUIDITY POOLS[2]	4%	1,440,000,000	100%	0
REWARDS/ EMISSION	65%	23,400,000,000	0%	416
TEAM[3]	5%	1,800,000,000	100%	104

[1] 1.0% FTX; 0.5% Raydium/AcceleRaytor; 0.5% Apollo X

[2] 2% CEX; 2% DEX

[3] Unlocked exclusively for staking in the DAO. 2 year vesting with daily linear unlock otherwise.

Source: Economics Paper

The token distribution shows a significant portion going to the team and investors. The investor portion is fairly high at 22.5% while the public sales represent only 3.5%, balanced by a significant portion (40% of POLIS and 65% of ATLAS) allocated to token emission & rewards.

Regarding the private token sales, very little information is given. We know that Serum led their seed round, and we assume that some of the other partners showcased on Star Atlas's website took part in this funding round. PetRock capital also displays Star Atlas on its portfolio, and Crunchbase indicates that PetRock led the last funding round of Star Atlas.

In terms of lockups and vesting, investors and the team are both on a 2 year vesting with daily linear unlock. This vesting period can be considered short compared to other projects with 3+ years vesting, or to teams increasing the vesting period to show their belief in their project. In addition, building a game that matches Star Atlas's ambition takes time, and it is still unclear when the final game will be launched. What is sure is that it won't happen in the next

months, which can be a concern if we compare the vesting schedule with the game's complexity and its [roadmap](#). To put it simply, there is no guarantee that the game will be launched by the time the vesting period is over.

Score: 8

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 governance token (POLIS) will play a major role considering Star Atlas's vision of its governance system, relying on a group of players reunited within a faction to influence the game's development, as illustrated below.
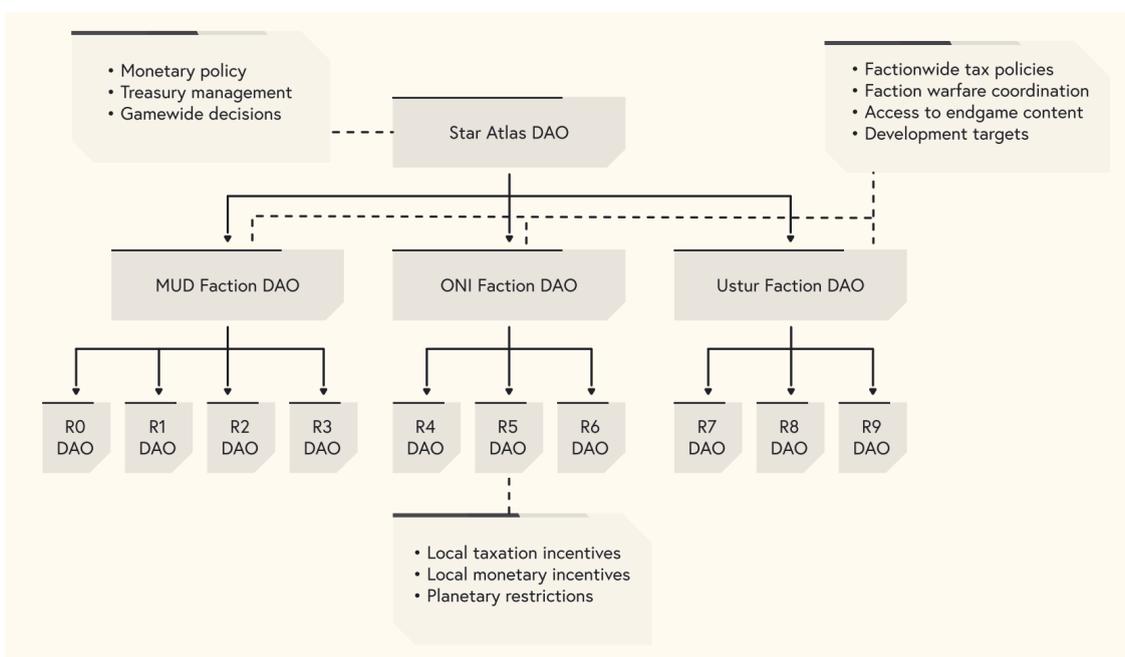
Source: [Economics Paper](#)

Therefore, the role of this governance token will be central to the Faction-level DAOs. However, very little is said about revenue distribution, beside in the [Economics Paper](#) where it is specified that the team "*do intend to allocate some of the emission from A/P to staking and yield farming*".

Regarding the ATLAS token, its purpose is to be an in-game means of exchange and allow players to perform different activities that will generate a return on investment. The built-in value capture mechanism looks like this:
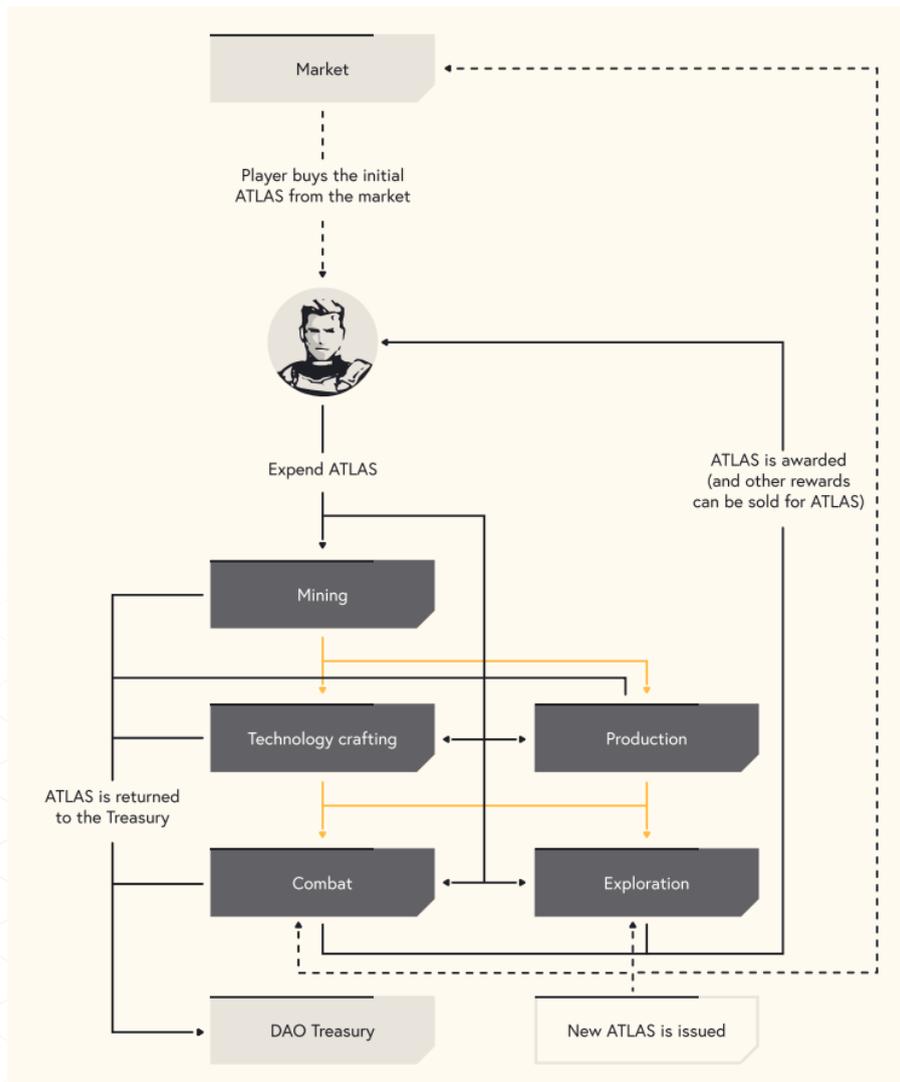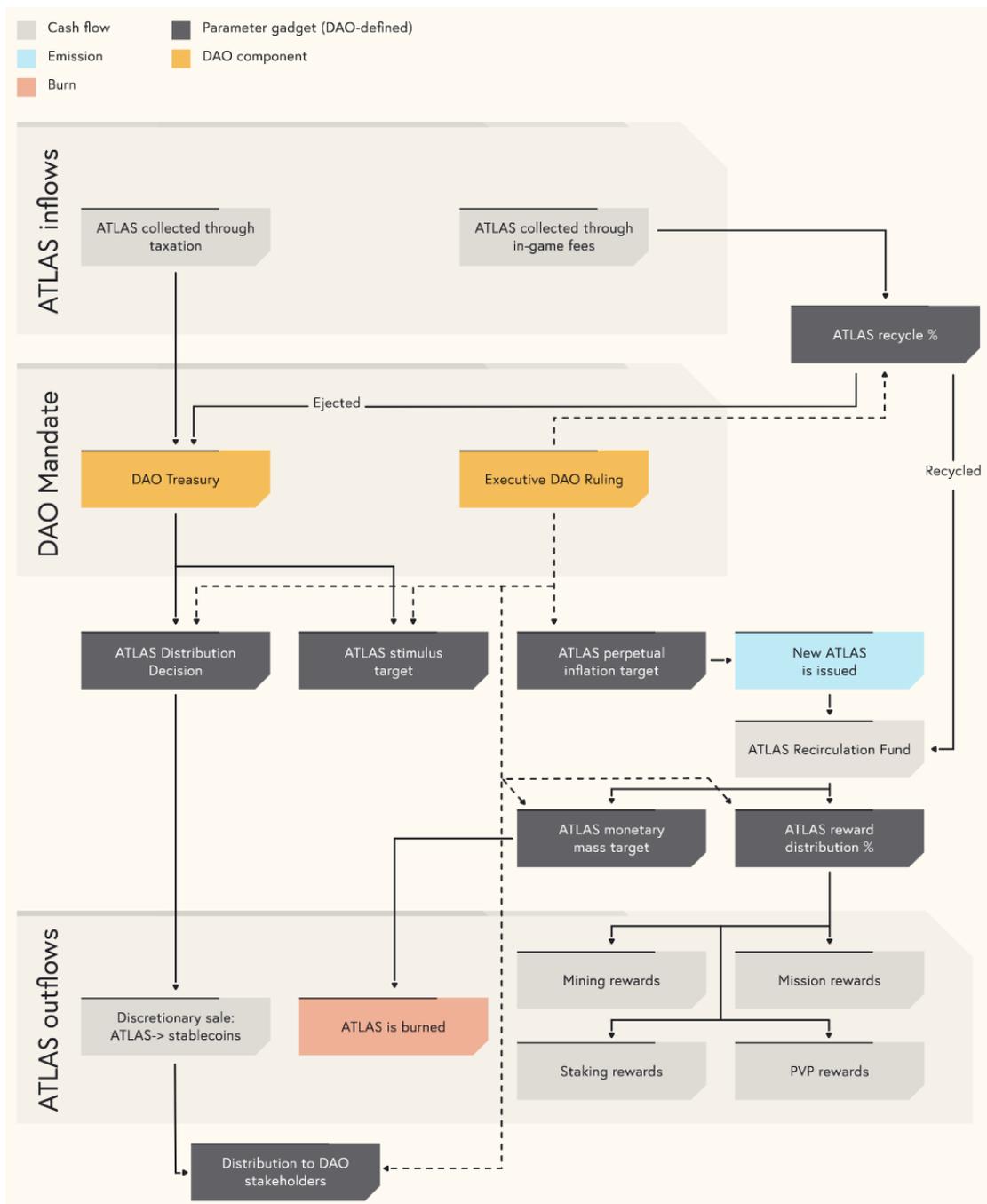
Source: [Economics Paper](#)

Score: 8

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 behavior? Are the benefits flowing to all relevant stakeholders or just select groups?

Answer: While the governance token (POLIS) has a max supply, the ATLAS token is inflatable (new ATLAS will only be created to reward in-game activities, as shown in the diagram above) and will grow at roughly the same rate as the in-game economy. The goal here is to control the supply and price to maintain reasonable in-game asset pricing while optimizing the entry-level for new users. The diagram below shows how Star Atlas plan to achieve this:

Source: Economics Paper

In addition, the monetary policy of ATLAS will go through three phases of decentralization:

1. Initially, the development team will act as a central bank to ensure the game is accessible and entry barriers are optimal for user growth.
2. Then, ATLAS's monetary policy will rely on decentralized governance where the DAO takes control.
3. During the last phase, the DAO will vote for an algorithmic stabilization model that automatically adjusts rewards and burn rates.

Score: 8

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: "The core loop flows between in-game fees (such as fuel costs for ships) and ingame rewards (such as mission payouts). There is a fixed % of currency recycling that fills the rewards fund (ATLAS Recirculation Fund) directly from fees, and sends the rest into the DAO Treasury" (source: Economics Paper - 03). Therefore, there is a direct link between revenue and user growth. More users leveling up, trading or refueling their ships leads to greater revenue generation going back to stakers.

However, it is still unclear where the threshold is to enable Star Atlas to capture enough value and be self-sufficient. Maintaining a game of such complexity powered by Unreal Engine 5 will require a considerable amount of resources, and it will be critical to gain sufficient traction after launch to support these costs.

Score: 7

e) Token liquidity (5 points)

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

Answer: Both ATLAS and POLIS are available on one Tier-1 CEX (FTX) and also available on popular DEXs such as Raydium or Serum.

At the time this report is written, there is:
- $7.3m in the ATLAS-USDC pool
- $7.2m in the POLIS-USDC pool

To put in comparison, the GST-USDC from Stepn game has $10m currently in his pool (source: Raydium).

Therefore, Star Atlas's tokens are easily accessible on popular exchanges and have sufficient liquidity.

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: Currently, the only thing that holders can do is to earn yield on trading fees by providing liquidity on DEXs.

Pool	Liquidity	Volume 30D	Fees 30D	APR 30D
⭐ ⬢⬢ ATLAS-SOL ⓘ	$31,537	$370,016	$814	31.41%
⭐ ⬢⑤ ATLAS-USDC	$7,026,147	$16,402,327	$36,085	6.25%
⭐ ⬢Ⓡ ATLAS-RAY	$8,241,097	$16,928,247	$37,242	5.50%

Snapshot of the different liquidity pools for the ATLAS token - Source: Raydium

Score: 3
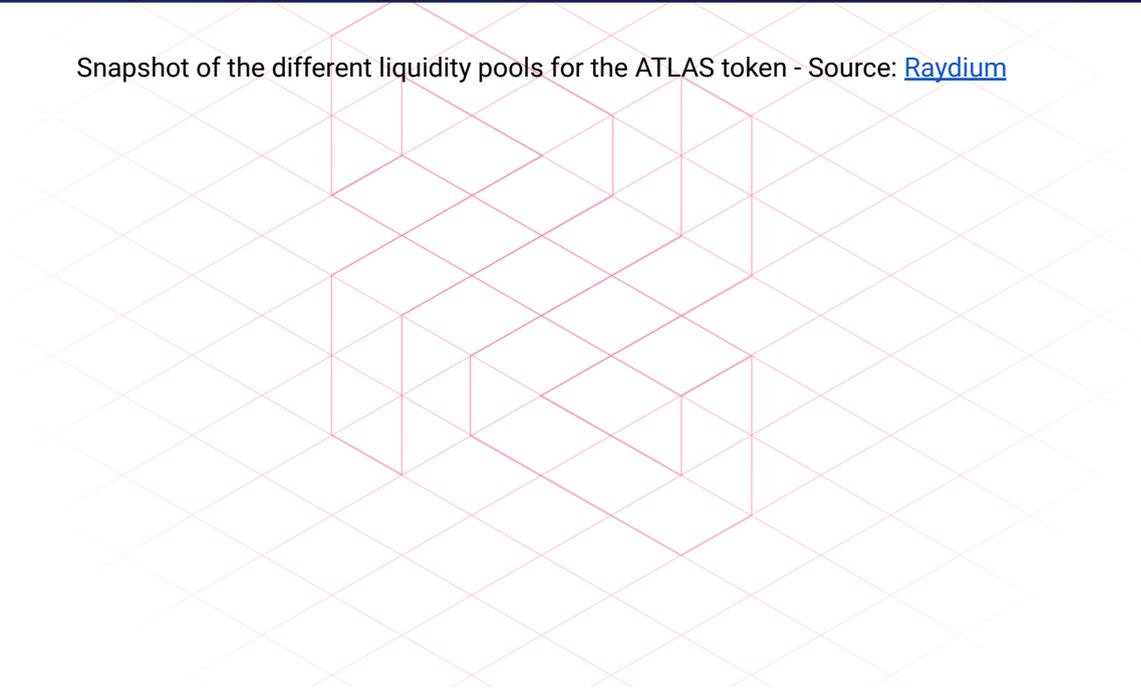
4. Team

The "Team" section describes the quality of the team behind the protocol. The current version of Prime Rating favors 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: The identity of the core team is known and available on their website. The team is public and credible, but there is no previous significant achievement that makes it possible to put a high score here.

There are 80 employees listed on Star Atlas's LinkedIn page, but the number of active employees is unclear. On Discord, the Star Atlas Team counts 17 members. Also, the founding team is associated with ATMTA, Inc., the core development studio for Star Atlas.

Score: 5

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: Michael Wagner (CEO) co-founded two businesses before, including one in the blockchain space, Multichain Ventures. Very little information is available on the success of this project, but its token's activity doesn't give a positive signal about the project, nor does the social media activity.

Two other members of the core team were part of Multichain Ventures. Jacob Floyd, the CTO and Daniel Floyd, the CPO. For Jacob, there is no track record of successful experience as a CTO. Daniel, however, worked as a Computer Artist at Electronic Arts (EA) from 2002 to 2007, which could give him relevant skills for his role as CPO.

As for Pablo Quiroga, the CRO, his LinkedIn profile shows previous experience in relevant positions, but no significant achievements give confidence in his ability to scale a blockchain project.

That being said, the team partnered with Sperasoft who does have experience and previous track records of building successful games. Therefore, this partnership seems to be a key element of the project's success.

In short, Star Atlas has a skilled team, although deeply dependent on the expertise of a third-party (Sperasoft), and there is no clear evidence of having executed successfully in the past.

Score: 5

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: In that regard, Michael Wagner is quite active (with 32k followers on Twitter) and often participates in the public debate around the metaverse. He recently discussed how revolutionary the metaverse is when it comes to artists of all types in an article published by TechCrunch, and he often speaks during conferences.

Pablo Quiroga is also quite active on LinkedIn, sharing content that isn't necessarily centered around Star Atlas but more broadly around the metaverse, which is, in a sense, contributing to raising the industry's collective intelligence.

Score: 6

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: As mentioned before, the project has a large and active community with 171K members on Discord and 314K followers on Twitter. The team often organizes Town Hall on Twitter and shares comprehensive updates regularly.

In addition, their discord is well organized, and the core team has been able to successfully build an active community along the development journey. The fact that structured guilds are emerging is a strong signal and gives a good image externally.

Score: 14

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: "The long-term vision of Star Atlas is an autonomous, player-owned game, fully controlled and funded by decentralized governance. Therefore, from its early stages, the economy is architected to run through a hierarchy of DAOs (decentralized autonomous organizations), fueled by the governance token (POLIS) and cash flows of ATLAS." (Source: Economics Paper).

The diagram shared earlier shows the hierarchical-based governance made of three types of DAOs (Star Atlas DAO, Faction DAOs & Regional DAOs). All three levels will have to stake POLIS in order to have voting power, but the details of the limits or requirements are still unclear.

In addition, the Economics Paper specifies that the core team will keep a reasonable degree of control in the beginning. While there is a clear path to decentralization, the road is still long before Star Atlas's governance vision becomes a reality.

Score: 5

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: At the time this report is written, the project is still in a period of centralized decision making, likely to last for 2-3 years (source: whitepaper - 06.3.b).

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: As mentioned above, Star Atlas still relies on a centralized decision-making process. Therefore, there is no voting infrastructure in place.

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: Although the Economics Paper gives a detailed explanation of governance processes, this is yet to be implemented and functional. Currently, the closest thing to governance debate is the "Feature Request" channel on Discord.

Score: 1

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: Disclaimer - this section of the report focused on Star Atlas's browser-based mini-game (SCORE). Most of the gameplay is likely to be similar to the final game, but the report focuses on the current game's specificities.

SCORE is a browser-based game, therefore easy to access from a PC or a mobile. To get started, new players need two things:
-    A Solana wallet. The most popular wallets are supported.
-    Some ATLAS, that new players can swap against USDC easily on DEXs like Raydium.

Star Atlas offers a FTX Pay integration, which makes it easy for new players to directly buy some ATLAS via the platform. An FTX account is needed though, which can make the onboarding more complex.

The cheapest NFT assets can be bought for less than $20 dollars, making it easy for a new player to try the game with a low financial commitment.

There is no clear tutorial available when a new player connects his wallet for the first time, but high-quality documentation is available on Discord.

Score: 12

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: In Star Atlas's mini-game, there is a limited number of ships available on the market. Therefore, the team has to increase supply or release new collections in order to limit speculation and maintain the game accessible to new players. A sudden decrease in user base would also be a problem, as it is currently the case. At the time this report is written, most ships available on the marketplace are traded at an average 20% discount from the original price.

The team has another lever that can be pulled to make an adjustment. Currently, each ship offers a fixed daily reward in ATLAS, based on its rarity. Adjusting the reward (and improving the ROI for players) could balance the economy and influence demand.

Score: 12

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: All the ships, resources, collectibles and other assets available in-game can be traded on a marketplace. As mentioned earlier, Star Atlas uses Stardust's API which makes it possible to seamlessly integrate Solana-based NFTs for usage in their game client.
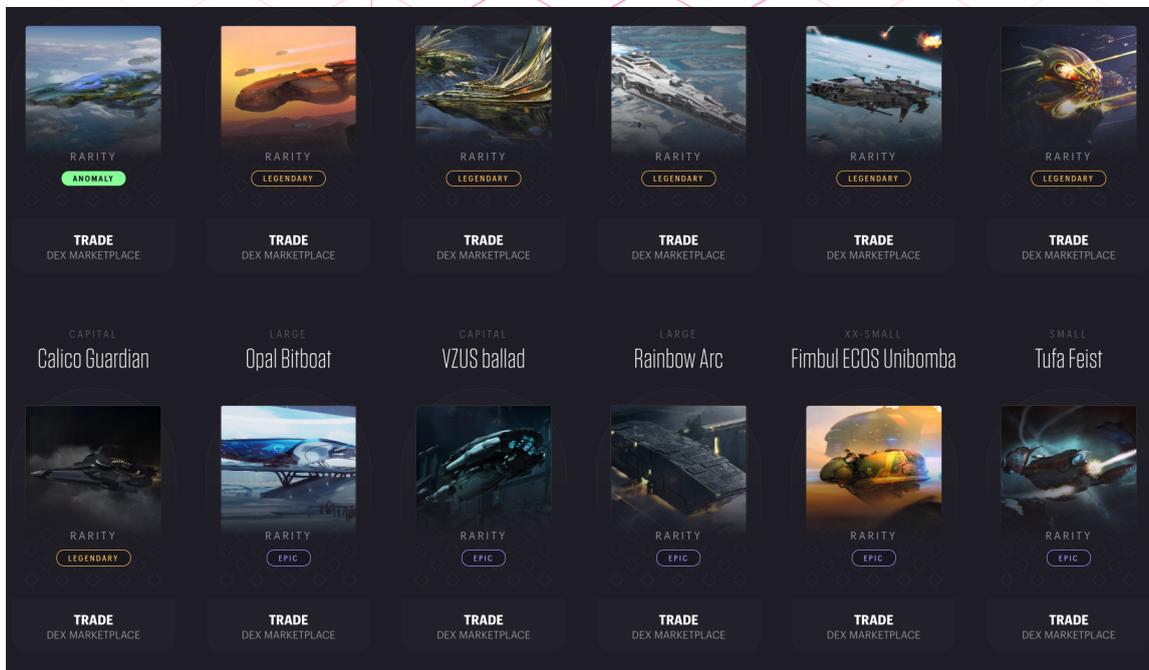
Source: Star Atlas Marketplace

Score: 15

About the Author:

In the Web3 space for over 5 years. Interested in all things DeFi and PlayFi. You can follow me on Twitter @Whois__F.