

# World of Telegram Whitepaper

October 2024

## 1 Abstract

World of Telegram is an onchain, World of Warcraft inspired MMORPG. It is the first MMORPG to be played on Telegram. Users will level up their characters together in a single group chat, primarily using keyboard based button commands to engage in PvE combat. The World of Telegram team firmly believes that a Telegram group chat is the perfect environment to cultivate a social MMORPG, and that Telegram's native interfaces are more than sufficient to power a fully fledged on-chain game.

## 2 Introduction

Our team used to be obsessed with World of Warcraft back in its hey day. We participated in massive 40 man raids, competed in PvP arena at the highest levels, and leveled up many toons across many expansions. The MMORPG genre used to be the pinnacle of gaming - complete with a never ending variety of content that always kept us logging in every day for more. However, this genre has almost entirely fizzled out in favor of generally more casual games. We see this particularly in crypto, where hyper casual gaming has grown rampant (ie Tap 2 Earn, idle RPGs, multiplayer party games etc).

Enter World of Telegram - a recreation of the magical MMORPG experience on a much more accessible and casual platform, Telegram. A single group chat can be viewed analogously to a server - with players working together in real time to kill mobs (and eventually dungeons, raids etc) to level up and strengthen their characters. Our team believes crypto pairs perfectly with an MMORPG as such, because we can properly tokenize the economy and governance of our world.

## 3 Game Mechanics

This whitepaper does not aim to go into incredible detail regarding precise game mechanics. Our docs will serve as a better medium for that. However this

whitepaper will give a general overview on how a MMORPG on Telegram can exist and function. Note that all information represents the base MVP game, and new classes and abilities will be consistently added.

Users must join our World of Telegram group chat where all combats and action take place. They will first use the `/begin` command to create a character and choose a class: **Warrior**, **Mage** or **Priest**. Each class comes with different base stats and abilities.

Enemies (mobs) will be automatically spawned by our Telegram bot in a new fight. Users can opt into a fight, with up to 6 users participating at once. You work together as a team to kill all the mobs. Combat takes place in a turn based system, with the party members taking one turn, then the enemies, and repeat. Experience is gained after each fight won, and users will level up after certain XP benchmarks. After a fight ends, our bot will automatically spawn a random assortment of new mobs, and the cycle begins again.

### 3.1 Base Stats

- **Strength:** This stat only applies to classes which wield physical strength, currently only Warrior. Strength increases the damage of their attacks.
- **Intelligence:** This stat only applies to classes which wield magical powers, currently Mages and Priests. Intelligence increases the damage of their attacks.
- **Stamina:** Stamina affects all classes and is responsible for determining the max HP a character can have. A character's HP is determined as:

$$HP = Stamina * 5 \tag{1}$$

**Damage for base attacks** is calculated using the following formula:

$$DMG = base + power * 0.1 + Rand(0, var + power * 0.5) \tag{2}$$

Where:

- **base:** Hardcoded base damage, varies per attack.
- **power:** Strength for warriors and intelligence for mages and priests.
- **var:** Hardcoded variance damage, varies per attack.

### 3.2 Classes

#### 3.2.1 Warrior

Warriors are sturdy specimens of massive physical strength, meant to bear the brunt of the party's incoming damage. They satisfy the archetypal Tank role in

a classic MMORPG.

**Abilities:**

- **Heroic Strike:** Basic attack. **base** = 15, **var** = 10
- **Taunt:** Forces all enemies to attack you for the duration of the fight.

**Base Stats:** 15 STR, 4 INT, 17 STA

### 3.2.2 Mage

Mages are masters of the arcane, adept at dishing out flurries of magical frost damage. They traditionally serve the DPS role.

**Abilities**

- **Frost Bolt:** Basic attack. **base** = 25, **var** = 15
- **Arcane Intellect:** Increase the intelligence of your party members by 40

**Base Stats:** 2 STR, 20 INT, 10 STA

### 3.2.3 Priest

Priests are devoted wielders of holy magic, specializing in restoring health and shielding their allies from harm. They traditionally serve the healer role, ensuring the survival of their party with powerful healing spells. Their base stats are: 3 Strength, 16 Intelligence, 12 Stamina

**Abilities**

- **Mind Blast:** Basic attack. **base** = 10, **var** = 15
- **Heal:** Heal a single party member. HP healed is calculated using the same formula as damage. **base** = 10, **var** = 15

**Base Stats:** 2 STR, 20 INT, 10 STA

## 4 Tokenomics

The token for this project has not been named yet, but its economic model will be designed to support sustainable growth and incentivize long-term holders. We have not decided the exact chain we wish to launch on are but we are targeting a chain with a strong community and reliably high throughput. Exact percentages and details have not been finalized, but note that key aspects of the tokenomics will include:

- **Utility:** Although the vast majority of the game will be free to play, our token will be used to unlock some special content. It may be used to upgrade your character and purchase special equipment.
- **Deflationary Mechanisms:** Tokens will be required to participate in certain raids and boss fights, which will lead to a deflationary burning.
- **Airdrop:** We will heavily rely on our early community to shape the mechanics of our early MVP, so we will be rewarding early testers and supporters with a sizeable distribution of the coin.
- **Governance:** World of Telegram aims to achieve full decentralization, which means the token will be used to vote on all future upcoming changes and developments. We want the game to be owned entirely by the player-base.

## 5 Conclusion

Our first and foremost goal at World of Telegram is to provide a fun and casual gaming experience for the crypto native audience. We see Telegram as a burgeoning ecosystem rife with opportunity. One of our core principles is building in public. We are aware of just how difficult it is to build an engaging game, which is why we are shipping a base MVP of World of Telegram as soon as possible and then letting our community guide us in how we develop the game.