

ARC Whitepaper

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1 Mission Statement

Play is an integral component of daily activity for humans. We believe that entertainment is far from a trivial addition to life and is instead something which helps give life greater depth of meaning. Entertainment relieves stress and inspires people. Arcadium seeks to utilize blockchain technologies to make it easier for people to access from entertainment and benefit from it.

2 Resources

Email: contact@danielgoldman.us

Project Website: arcadium.fun

Twitter: [@arcadium0](https://twitter.com/arcadium0)

Telegram: World Builder

3 Projects

3.1 Twitch Assets and Stream

One immediate goal is to create and commission various assets for Twitch streamers, especially VTubers. These assets would include background music, overlays, and other simple products that streamers can use. Most of these products will be free, with the goal in mind that they would draw in a larger audience to the Arcadium Project, while also supporting the entertainment industry.

3.1.1 Twitch Bot and Channel

Arcadium is developing a new Twitch bot that will be available for free use by streamers. This bot utilizes an internal point system independent of channel points. These points can be used to access various functions offered by the bot, including a battle system.

Arcadium also has its on Twitch channel, which will eventually run almost 24/7. The stream will be interactive, with the bot controlling various elements on the stream. Users will be able to use silver and channel points to interact

with the bot and thus the stream, and the silver from Arcadium's stream will be needed to perform advanced bot functions in other channels.

3.2 Visual Novel Engine

Another project in development is our custom visual novel engine. The engine utilizes a simple markup language that allows for the rapid development of visual novels with little coding skills. We plan on releasing two visual novels initially, as proofs of concept for the engine.

3.3 MUD Engine

Related to the Visual Novel Engine is the MUD engine. "MUD" stands for multiuser dungeon or multiuser domain. These kinds of games were popular before graphics intensive games became the norm. They are fairly easy to develop and bring about a certain sense of nostalgia. Even though they are text based, MUDs can be fairly sophisticated, and Arcadium's MUD engine will be. Not only will there be numerous maps on the core server, but we plan on implementing artificial life algorithms for creatures in the domain. These creatures will evolve as users interact with them. Even we do not know how these artificial lifeforms will evolve.

3.4 The BCU Times

The BCU Times is a publication focused on blockchain gaming, along with stories on the overall blockchain revolution. The publication is largely distributed through Medium and has a growing follower base on Medium, Facebook, and Twitter.

3.5 Puzzle Game

The puzzle game is a prototype game that will be used as the foundation for a larger game project. It will feature numerous mental puzzles of different kinds. There will be four overall kinds of puzzles. A user can select which kind of puzzle they want to play. A resource for each puzzle kind will be given out based on how quickly the puzzle was solved and difficulty of the puzzle.

3.6 Elementarius

A game of creation involving the seven elements: Nature, Water, Fire, Earth, Light, Darkness, and Spirit. To generate mana of these elements, players will utilize the puzzle system mentioned in the previous subsection, which will be integrated into Elementarius. Players may generate the element themselves or purchase it from others in the item market. Only Earth, Fire, Air, and Water will be generated from the puzzle games. The others will be generated by combining those elements together in different ways.