

Uplink: Updates from Community Feedback

Based on a [community call May 24](#), and discussion with the community on Discord, EPs have arranged the following updates with ChainSafe for the grant proposal:

1. Marketplace fee share for ChainSafe changed from 50% to 25%. This represents 0.5%, instead of 1%, of the targeted 2% fee.
2. Marketplace fee for Chainsafe expires after 3 years.
3. Up to 40% of total cost, payable in PRIME, has been moved forward to December 2023. This cost is dollar-denominated – the corresponding PRIME amount is determined by market price at the time of transfer.

Uplink: Scope of Work

Uplink is a web application for the Echelon ecosystem. It is a hub for products that utilize PRIME. The first two components in Uplink are a marketplace and the Bond system.

- Marketplace
- Bond system: smart contracts / web application

Component 1: Marketplace

- On all listings, marketplace fee split between Echelon and ChainSafe.
- Marketplace searchable by: publisher or studio, game, game-specific metadata such as keyword, energy cost, Parallel, etc.
- Trustless swaps card for cards (API provided by Parallel Studios).
- Checkout shopping cart.
- Native support for PRIME and ETH.
- Built to run on a layer 2 scaling network.
- Only displays digital assets within the PRIME ecosystem, keeping user experience tailored to the needs of PRIME users.

Component 2: Bonds (Gaming Guilds)

Overview

Parallel Studios is building the card lending API. Bonds are a permissioned layer on top of card lending to allow users to lend cards to specific players in their guilds.

Onchain (Sub-component 1)

- Bond factory contract - anybody can deploy a bond by paying a fee in PRIME, which is automatically routed to the PRIME sink schedule.
- Deploying a Bond requires a list of administrators. A list of whitelisted member addresses can be included upon creation or added later by executing a method on the contract.
- Whitelisted (invited) members must sign txn to accept membership request and join a Bond.
- Administrators can add and remove members.
- Adding an administrator requires x/n signatures from other administrators [configurable].
- Bond members choose which assets to make available for lending (Parallel assets only to start).
- Lending is handled off-chain but contract stores state, e.g. which asset from which member is allocated to another member.
- Earnings from card lending are received by the bond contract and split to the Bond, lender, and Echelon [percentages TBD].

WebApp (Sub-component 2)

- Administrator should be able to:
 - Decide which member assets are lent to member players.
 - Assign assets to members from the Bond lending pool manually.
 - Allow other users to have admin access to the Bond "account".
 - View all assets collectively pooled by the Bond.
 - See basic info on Bond players i.e. win/loss record, matchmaking rank, earned PRIME.
 - Remove players from the Bond.
- Bond member should be able to:
 - Accept Bond invite.
 - Put assets up for lending to the Bond.
 - View, accept, and return early assets lent to them.

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- Receive a rake of PRIME emissions from wins with lended cards.
- View Bond info (collective win percentage, assets pooled, member list, etc.).
- Leave Bond.