

Nexira Criteria Checklist for Game Integration



1. Core Requirements

- Game is launched or MVP-ready (must be playable and feature a functioning in-game economy).
- Team is reachable and communicative with at least one technical point of contact.
- Game supports wallet integration (e.g., MetaMask, WalletConnect).
- Game is built on or compatible with supported blockchains (e.g. Ethereum or Polygon)

2. Currency & Token Compliance

- Game uses or is ready to adopt Ruby 2.0 as its default cross-game currency.
- Any native token is bridgeable to Ruby 2.0 via smart contracts.
- Game economy supports token burning, staking, and liquidity provisioning where applicable.
- Native tokenomics must be documented and submitted for review.

3. Smart Contract & Technical Integration

- Smart contracts follow DAEP's provided templates (includes functions for reward distribution, anti-cheat measures, and cross-game transfers).
- Game backend can connect to Nexira's REST API and WebSocket services
- Game integrates the Nexira SDK for asset exchange, wallet linking, and token swap functionality.
- Order submission and asset listing endpoints are functioning and tested.

4. Game Economy & Reward System

Game Implements at least one of the approved earning models:

- Level-based
- Time-based
- Task/quest-based
- DAU-based
- High-value contributor scaling

Implements anti-inflation mechanisms, such as:

- Token caps
- Reward staling
- Token burning

Staking and referral features (if present) follow Nexira's guidelines.

5. Reporting & Transparency

Game backend can generate and submit:

- Total rewards distributed
- DALU/MAU and retention data
- Token burn/mint rates

Supports real-time or periodic reporting via API

Agrees to participate in the 3-month trial period with full performance monitoring.

6. Security & Fair Play

- Implements anti-cheating measures (bot detection, playtime limits, quest abuse prevention),
- Supports multi-factor authentication or other basic security for user logins.
- Smart contracts are audited or scheduled for audit prior to launch.
- Any detected exploits must be patchable within a defined SLA.

7. Developer & Community Readiness

You agree not to:

- Team has reviewed Nexira's Developer Docs, API references, and SDK guides.
- Dedicated developer resources are assigned to integration work
- Game is prepared to promote Nexira compatibility through in-game tutorials, UI cues, and community updates

8. Go/No-Go Checklist

- All critical integration endpoints tested in sandbox/staging.
- Passed initial QA from Nexira integration team.
- Integration contract signed and scheduled for full mainnet deployment.