

GamerDubs GiD: One ID. Every game. Yours forever.

Launch whitepaper. Draft v0.1, October 30, 2026. GamerDubs, a brand of Game Networking Solutions LLC.

Status of this document. This is a working draft. It describes software that is built and running on public **test networks** (XRP Ledger testnet and Hedera testnet) as of October 2026. Nothing described here runs on mainnet yet. Items marked **TBD (Joseph)** are open decisions. They are not commitments. This document is not an offer to sell, or a solicitation to buy, any token, security or other financial product. See [Risks and disclaimers](#).

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1. Summary

GamerDubs GiD (Gamer ID) aims to be the #1 place for gamers to bring together all of their gaming accounts, gaming data and social data.

- A gamer creates one GiD, for free, in the GamerDubs app.
- They link the accounts they already have: Steam, Twitch, an XRPL wallet through Xaman, and, as they come online, Xbox, Battle.net, Discord and others.
- They get one profile with their games, playtime, achievements and badges.
- Every link and every stats snapshot is stamped on a permanent, public, timestamped log, so the history can be proven later. The log contains **no personal data**.

The product is **app-first**. The iOS and Android app is the main product. The website at gamerdubs.com is a companion for viewing profiles, verifying records and signing in on a desktop.

Under the hood, two public ledgers each do the job they are best at:

- **XRP Ledger (XRPL):** identity (DIDs and the GiD token), GTT points and item/badge NFTs.
- **Hedera Consensus Service (HCS):** the permanent log of account links and stats hashes.

Users never need to own crypto, hold XRP or pay a network fee. GamerDubs sponsors the on-chain costs.

2. The problem

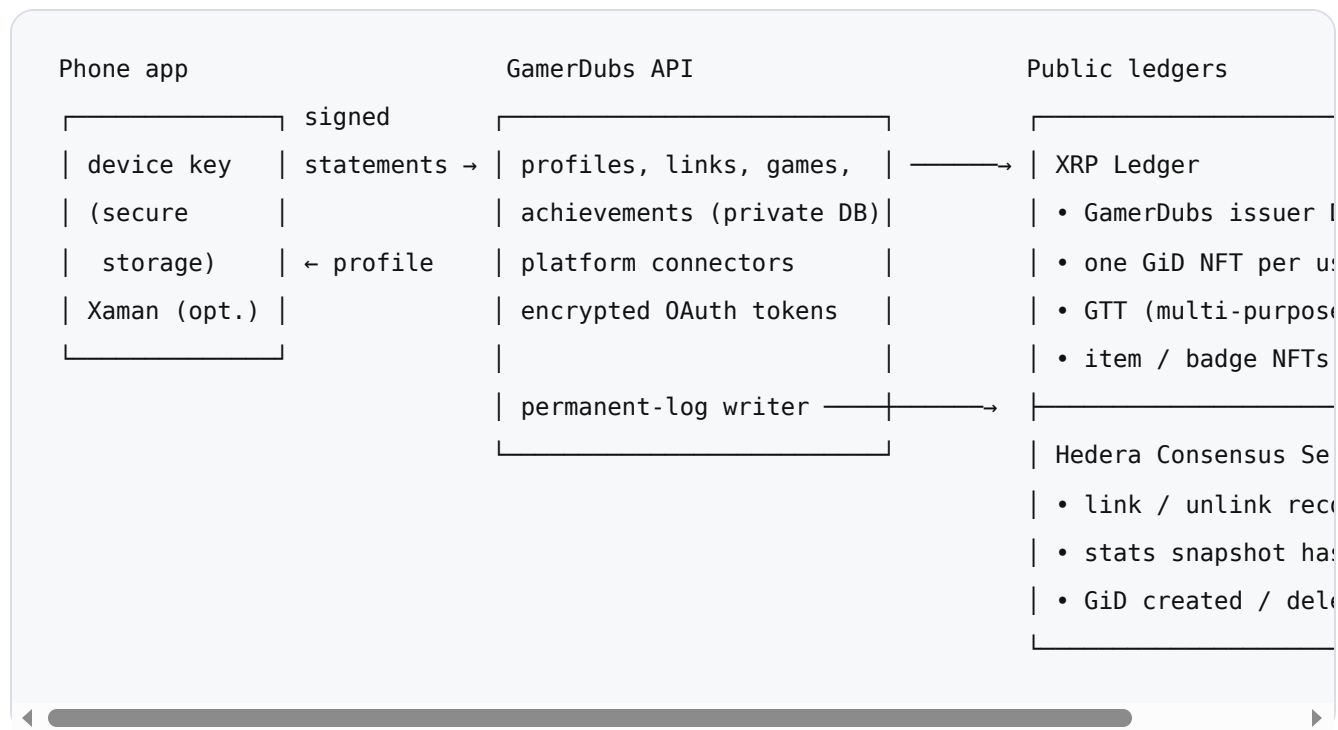
- A gamer's identity is split across platforms: Steam, Xbox, PlayStation, Battle.net, Epic, Discord, Twitch and more. Each holds a slice of their history, and none of them shows the whole picture.
- Gamers cannot easily prove what they have played or achieved, or that two accounts belong to the same person. Screenshots can be faked, and platform profiles can be changed, made private or deleted.
- Communities, streamers, teams and studios that want to recognise real players have no neutral, portable record to check against.
- Gamers rarely get a full, portable copy of their own data.

3. The product: GiD

What the gamer gets	How it works today (testnet)
One Gamer ID	Sign up in the app with a handle. A key pair is created on the phone and kept in the phone's secure storage (iOS Keychain / Android Keystore). No password, no email required, no crypto required.
An on-chain identity	GamerDubs mints a GiD token (a non-transferable XRPL NFT) for the user and gives them a W3C DID (<code>did:web</code>) whose document lists the user's device key.
Linked accounts	Steam (OpenID), Twitch (OAuth), Xaman wallet (signed SignIn). Each link is approved by a signature from the user's key, verified with the platform, and recorded on the permanent log.
A unified profile	Games, playtime (lifetime and last two weeks), achievements with icons, linked accounts, badges, and an optional public page.
Provable history	Stats snapshots are hashed, and the hash is written to Hedera. Anyone holding the snapshot can check it on the public verify page.
Ownership and exit	Full JSON data export at any time; one-tap delete; an optional move of the GiD token into the user's own XRPL wallet (self-custody).

App-first, web as companion. The mobile app (built with Expo / React Native for iOS and Android) covers the whole journey: sign-up, key backup, linking, profile, records and data. The website mirrors the profile, hosts public profile pages and the verify page, and supports desktop sign-in with a device key or Xaman.

4. Architecture: XRP Ledger + Hedera



4.1 XRP Ledger: identity, GTT and NFTs

- **Issuer identity.** The GamerDubs issuer account carries an XLS-40 DID (`did:xrpl:1:<issuer>`). Every GiD token traces back to this root of trust.
- **The GiD token.** For each user the issuer mints one NFT.
 - It is burnable but **not transferable**, so it cannot be sold or traded.
 - It uses a fixed taxon and points to the user's DID document.
- **Self-custody.** A user can move their GiD token into their own XRPL wallet (for example Xaman) at any time. This is the one transfer a non-transferable NFT allows (issuer → holder). Once moved, the user can also write their own XLS-40 DID on their account.
- **GTT** is an XRPL Multi-Purpose Token (XLS-33). See section 7.
- **Items and badges** are XRPL NFTs, non-transferable by default.

4.2 Hedera Consensus Service: the permanent log

- HCS is an append-only message log with consensus timestamps. Hedera publishes fees in US dollars, and anyone can read every message for free through the public mirror node.

- GiD uses one topic. On testnet this is `0.0.11231366`, created with a submit key held by GamerDubs and **no admin key**, so nobody, GamerDubs included, can edit or delete the topic.
- Each message is a small canonical JSON record containing only ids, hashes and salted commitments. Examples are "GiD created", "account linked", "stats snapshot (sha256 ...)" and "GiD deleted".

4.3 Why two ledgers

Need	Best fit	Reason
Identity, tokens, NFTs, wallets	XRPL	Native NFTs, DIDs, Multi-Purpose Tokens and credentials with no smart-contract risk. Wide wallet support (Xaman).
High-volume, low-cost permanent records	Hedera HCS	Very low fees published in USD and consensus timestamps. Records do not occupy ledger state, so there is no per-record reserve.

We decided against an EVM sidechain or a cross-chain bridge. GiD stays native to XRPL and uses Hedera only for the log.

4.4 What is on-chain and what is not

Data	Where
Issuer DID, GiD NFT (id, serial, link to DID document)	XRPL (public)
"Account linked / unlinked"	Hedera (public), as a salted commitment only. The platform account id is never written.
Stats snapshot	Hedera (public), hash only
Games, playtime, achievements, profile details, platform tokens	Off-chain, in GamerDubs' database. Platform tokens are encrypted.
Salts and snapshot documents (the keys that tie a public record to a person)	Off-chain, and included in the user's data export
Private keys	The user's phone (or the user's own wallet). GamerDubs never sees them.

5. Free, sponsored sign-up, and keeping it cheap

Users pay nothing and need no crypto. GamerDubs sponsors the on-chain cost of each GiD.

5.1 What a sign-up costs on-chain (current network parameters)

- **XRPL:** about **0.0063 XRP per GiD**.
 - An NFT page holds up to 32 NFTs and carries a 0.2 XRP owner reserve, so each NFT carries about 1/32 of that reserve.
 - Add a minimal transaction fee.
 - The reserve is **recoverable**. It is released when a GiD is burned or moved to the user's own wallet.
- **Hedera:** about **\$0.0008 per message** at the published mainnet price. A new user generates a handful of messages (created, links, a first snapshot).

At about \$1.25 per XRP, the XRPL share is under one US cent per user. These figures are planning estimates and are re-checked before any purchase.

5.2 How onboarding stays cheap even if the XRP price rises

These are design decisions already built into the product:

1. **One NFT per user, not one ledger account per user.** A dedicated XRPL account per user would lock about 1.2 XRP each (base plus owner reserve). An NFT locks about 1/190th of that. This is the biggest lever, and it was chosen with XRP price risk in mind.
2. **Recoverable reserves.** XRP locked as reserve is not spent. It comes back when GiDs are burned or move to self-custody, so it behaves like a working-capital deposit rather than a fee.
3. **High-volume writes go to Hedera.** Links, unlinks and snapshots, the events that grow with activity, are priced by Hedera in USD, so they are unaffected by the XRP price.
4. **Raw data stays off-chain.** Stats change constantly. Only hashes are written, at one small fee per event, never per data point.
5. **GTT points stay off-chain for sponsored users** (section 7). There is no per-user token object on XRPL unless the user opts in from their own wallet, in which case the holder covers that object's reserve.

6. **Self-custody is optional and user-funded.** Users who want their GiD in their own wallet use their own XRP.
7. **XRPL reserve levels are set by validator voting** and have been lowered in the past. Every cost in the code is computed from the live network values, not hard-coded.

Further options for a price spike (for example a sign-up budget cap, deferring the mint until the first linked account, or a treasury policy for buying XRP) are listed as **TBD (Joseph)** in section 13.

6. Account linking

Every link follows the same pattern:

1. The user approves it with a signature from their GiD key.
2. GamerDubs verifies the account with the platform itself.
3. A salted commitment is written to the permanent log.

The user can unlink at any time. Unlinking is also logged, and the stored platform data is deleted.

Platform	Status (testnet build, Oct 2026)	What is read
Steam	Live. OpenID sign-in checked with Steam, plus the Steam Web API.	Persona and avatar, owned games and lifetime playtime, last-two-weeks playtime, achievements with names and icons. Private profiles are handled gracefully.
Twitch	Live (public client). Upgrades automatically to the standard flow when the client secret is configured.	Channel profile, broadcaster type, follower count
Xaman (XRPL wallet)	Live. Xaman SignIn shown as a QR code or deep link. It proves wallet ownership and never submits a transaction.	Wallet address. Can be used to sign in, to create a GiD, or to bind a wallet to an existing GiD.
Discord	Built, with a demo account until app credentials are configured	Profile; connected accounts
Battle.net	Built, with a demo account until app credentials are configured	BattleTag; game profiles where Blizzard offers an API
Xbox	Planned, through the OpenXBL gateway (built behind a flag)	Gamertag, achievements
Epic, YouTube, Kick, X	Planned	Depends on each platform's API terms (X API access is paid)
PlayStation	No public API. Built behind a partner flag, off.	Needs a Sony partnership or legal sign-off
Riot Games	Off. Riot's developer policy prohibits blockchain products.	Only with written approval from Riot

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7. GTT points

GTT is a rewards point for the GiD ecosystem. It is implemented as an XRPL Multi-Purpose Token (MPT, XLS-33) issued by GamerDubs. The testnet metadata uses the name "GamerTech Token (points)". The final name is **TBD (Joseph)**.

7.1 Design (as built on testnet)

- **Non-transferable by default.**
 - The issuance does not set the MPT "can transfer" flag, so holders cannot send GTT to each other.
 - The ledger only allows issuer ↔ holder movements.
 - The issuer keeps the ability to lock and claw back for compliance.
- **Two ways to hold GTT.**
 1. **Sponsored (default): custodial, off-chain points.**
 - Points are tracked by GamerDubs in an append-only points ledger.
 - At regular intervals a **Merkle root of all balances** is written to Hedera HCS, so anyone can check later that a balance was included, and that history was not quietly rewritten.
 - The user pays nothing and needs no wallet.
 2. **Self-custody (opt-in): on-chain MPT.**
 - A user whose GiD is in their own XRPL wallet opts in with `MPTokenAuthorize`.
 - They can then receive GTT on-chain from the issuer, and their off-chain balance goes down by the same amount.
- **How points are earned.** Today, a studio can award points through the partner API (behind the partner flag). There is a per-studio daily cap, and an admin award exists for testing. Linking milestones, snapshots and events are planned earning paths.
- **What points are for.** Recognition, unlocks, studio rewards and community events. Specific spend options are **TBD (Joseph)**.

7.2 What GTT is not

- **No token sale. No exchange listing. No cash value. No user-to-user transfers.** These are switched off in code. They cannot be enabled by configuration alone. Each needs an attorney's written sign-off and a reviewed code change (section 10).

7.3 Tokenomics: TBD (Joseph)

Parameter	Status
Final token name and ticker	TBD (Joseph). Testnet uses "GTT".
Maximum supply	TBD (Joseph). The testnet issuance uses a placeholder cap of 5,000,000,000. This is not a decision.
Earning rates (per link, snapshot, event)	TBD (Joseph)
Studio award caps	TBD (Joseph). The testnet placeholder is 10,000 points per studio per day.
Anchoring frequency of the balances root	TBD (Joseph)
Allocation to GamerDubs / treasury / community	TBD (Joseph). None is defined.
Mainnet issuance date	TBD (Joseph), after legal review
Transferability, trading, fees	Off. Only after legal sign-off. Any fee figures in the code are testnet placeholders.

8. Badges, items and the profile

- **Badges (built).** Badges are computed from what a GiD can prove. Examples:
 - Multi-platform (linked accounts)
 - Steam verified
 - XRPL wallet holder
 - Twitch affiliate / partner
 - Collector (games owned)
 - Veteran (hours played)
 - Achievement hunter
 - Completionist (games at 100%)
 - On the record (snapshots on the public log)
 - Self-custody

Each badge has bronze / silver / gold tiers. Badges earned from demo data are clearly marked as unverified. Badges appear in the app, on the web dashboard, on public profiles and in the data export. Writing badges as hashed attestations on HCS, and minting badge NFTs, are planned.

- **Items (built, behind a partner flag).** Studios can mint non-transferable item NFTs to a GiD on XRPL, for example a cosmetic or a commemorative item. Transferable items, marketplaces and converting publisher items are legal-gated and off.
- **Profile.** The profile shows games, playtime, recent achievements with icons, linked accounts with their verification status, the permanent-log history with links to the public explorer, and an opt-in public page.

9. Privacy, data ownership and export

- **Nothing personal on any chain.** Public ledgers are permanent, so GiD writes only ids, hashes and salted commitments to them. Platform account ids, names and stats are never written on-chain.
- **The user holds the key.** The GiD key is created on the user's phone and never leaves it. GamerDubs cannot sign for a user.
- **Full export, any time.** One tap downloads everything GamerDubs stores about the user as JSON:
 - profile
 - linked accounts
 - games and achievements
 - snapshots and their documents
 - badges
 - the permanent-log history
 - the **salts** that let the user (and only the user) prove which public record is theirs.

Platform tokens are left out for security.

- **Right to be forgotten.** Deleting a GiD:
 - unlinks every account and deletes the stored data
 - destroys the salts ("crypto-shredding"), so the commitments left on the log become meaningless numbers nobody can tie back to the person
 - burns the GiD token.
- **Verification without exposure.** Anyone holding a snapshot can check it against the public log on the verify page, without GamerDubs publishing the stats.
- A formal privacy policy and terms of service are **TBD (Joseph)**, with counsel.

10. Feature flags and future features

GamerDubs built the more ambitious features now, so they are ready when the business, partners and lawyers are. **Every one is off by default** behind a feature flag. There are three classes:

- **Soft:** GamerDubs-only features that are safe to enable for testing. Examples are GiD names, GTT points, stat-gated free tournaments, launchpad voting (no money), assisted account recovery and social import.
- **Partner:** features that work on GamerDubs' own surfaces but need a platform or studio agreement for real value.
 - **Sign in with GiD, passwordless 1-tap login for partner sites and games.**
 - Websites use OpenID Connect with PKCE.
 - Consoles use the OAuth device flow.
 - The user approves on their phone by matching a number and signing with their GiD key.
 - An anonymous audit hash of each approval goes on the public log.
 - Others in this class: console sign-in, cross-platform name reservation, studio items, studio points, match history, and the Xbox / PlayStation connectors.
- **Legal (hard-disabled):** features that cannot be turned on by configuration. Each needs an attorney's (or licence holder's) written sign-off **and** a reviewed code change naming that approval. Until then the server answers *451 Unavailable For Legal Reasons*. This class covers:
 - transferable GTT and GTT trading
 - any token sale
 - fiat on/off-ramp
 - transferable items, publisher item conversion and the marketplace
 - paid tournaments and prizes
 - wagering
 - launchpad funding
 - custodial key escrow
 - the Riot connector.

11. Risks and disclaimers

- **Testnet software.** Everything described runs on test networks. Testnet assets have no value. Testnets can be reset, which may erase test records.
- **Not an investment.** GTT is designed as non-transferable rewards points with no cash value. Nothing in this document is an offer or solicitation to buy or sell any token or security. GamerDubs does not promise any price, return, listing or redemption. Plans may change.
- **Regulatory risk.** Laws on digital assets, rewards programs, sweepstakes and gaming differ by jurisdiction and change over time. Features may be delayed, changed or never launched, depending on legal advice.
- **Platform dependency.** Linking depends on third-party APIs and policies (Valve, Twitch, Microsoft, Blizzard, Discord, XRPL Labs and others). They can change terms, rate-limit or withdraw access at any time. Some platforms (PlayStation, Riot) currently do not allow what GiD needs.
- **Network risk.** XRPL and Hedera are third-party networks. Fees, reserves, amendments and availability are outside GamerDubs' control. XRP and HBAR prices affect GamerDubs' operating costs (section 5).
- **Key loss.** In the default model the GiD key lives on the user's phone. Losing the phone without the recovery key can mean losing access. Assisted recovery is built but not yet launched. Passkey / biometric protection and word-list backups are planned.
- **Security.** The software has not yet had an independent security audit. One is planned before mainnet.
- **Permanence.** Records on public ledgers cannot be deleted. GiD writes only hashes and commitments for this reason, but users should understand that the fact a record exists is permanent.
- **Forward-looking statements.** Roadmap items, dates and features are intentions, not guarantees.

12. Roadmap

Phase	Status	Scope
1. Core GiD on testnet	Done (Oct 2026)	App and web sign-up, GiD NFT and DIDs, Steam / Twitch / Xaman live, permanent log on Hedera testnet, profile, verify, export, delete, self-custody. A full end-to-end test on Oct 30, 2026 passed 31/31 checks, independently verified on public XRPL testnet and Hedera infrastructure.
1.6 Labs on testnet	Done (Oct 2026)	Every future feature built behind flags (section 10). GTT and items proven on testnet.
1.5 Remaining free keys	In progress	Discord and Battle.net credentials, Xbox via OpenXBL, Expo account and internal test builds, passkey / biometric unlock, word-list key backup.
2. More platforms, better profile	Next	Epic, YouTube, Kick; background sync; privacy controls per field; badge attestations on the log.
3. GTT points and items on mainnet	After legal review	Non-transferable points and items only. Attorney review first.
4. Mainnet and hosting	Date TBD (Joseph)	Production domain (gamerdubs.com), hosting, mainnet XRPL issuer and Hedera topic, App Store and Google Play release, security review, issuer-key hardening (hardware key / multisig).

13. Decisions needed from Joseph

Money and launch

1. Mainnet launch date and public announcement date.
2. Hosting provider and monthly budget.
3. Mainnet treasury: how much XRP and HBAR to buy, from which exchange, and the replenishment policy.
4. Sponsorship policy if XRP rises sharply: a sign-up budget cap, deferring the mint to the first link, or other options.
5. App store accounts: Apple Developer Program (\$99/yr) and Google Play (\$25 one-time). Also an Expo account.
6. Independent security review or pen test: scope and budget.

GTT

7. Final token name and ticker (testnet: "GTT", "GamerTech Token (points)").
8. Maximum supply (the testnet placeholder 5,000,000,000 is not a decision).
9. Earning rules and rates; studio caps; what points can be spent on.
10. Any allocation to the company, treasury or community (none defined today).
11. Anchoring frequency for the balances Merkle root.
12. Whether GTT should ever become transferable. This is attorney-gated, and the default is no.

Legal and policy

13. Engage an attorney: privacy policy, terms of service, rewards and sweepstakes rules, and an opinion on GTT and items.
14. Privacy contact and data-request process (GDPR/CCPA).
15. Which legal-gated features, if any, to pursue with counsel.

Product and brand

16. Confirm the whitepaper URL (gamerdubs.com/gid/whitepaper) and the final domain for DIDs. `did:web` identifiers depend on it.
17. Which platforms to prioritise next (Xbox via OpenXBL paid tiers, X API paid access).
18. Whether to name the company team or advisors in the whitepaper. None are listed in this draft.

19. Official social and community links to print in the whitepaper (Discord invite, X, etc.).

Appendix A: Glossary

- **GiD:** GamerDubs Gamer ID. A user's identity, made up of a device key, a DID and a non-transferable GiD NFT.
- **DID:** Decentralized Identifier (W3C). GiD uses `did:web` for users and `did:xrpl` (XLS-40) for the issuer.
- **XRPL:** the XRP Ledger. **MPT:** Multi-Purpose Token (XLS-33). **NFT:** XLS-20 non-fungible token.
- **HCS:** Hedera Consensus Service, an ordered, timestamped public message log.
- **Salted commitment:** `sha256("gid-link:v1:" + platform + ":" + accountId + ":" + salt)`. It proves a link without revealing the account.
- **Merkle root:** a single hash that commits to a whole list of balances. Any single balance can be proven against it.
- **Xaman:** a popular XRPL wallet app (formerly XUMM) by XRPL Labs.

Appendix B: Testnet proof references

- XRPL testnet issuer: `rh9gJ2c88FYS5zmENWkV4xAGng8migAwTX` (DID `did:xrpl:1:rh9gJ2c88FYS5zmENWkV4xAGng8migAwTX`).
- Hedera testnet log topic: `0.0.11231366`.
- GTT testnet issuance: `014E90BB228C837C8042C673F02B92443BFF9E746517F8CA`.
- End-to-end rundown: 31/31 checks, October 30, 2026 (internal report `docs/e2e-rundown-2026-10-30.md`).