
Web POV

Intuitive Learning & Gamified Investing

3D Web-Based Game Framework that optimizes learning and simplifies investing through automated processes and immersive browser experiences.

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IMPORTANT LINKS

Our team is looking to grow. If you are interested in being a part of the Web POV / Byte City ecosystem, follow the links below to reach us.

- [Ecosystem](#)
 - bytC.vercel.app - WebPOV.vercel.app
 - twitter.com/wbytecity - twitter.com/webpov - webpov.gitbook.io
- [Team](#)
 - twitter.com/tresduno

What is WebPOV

Game Framework

WebPOV is a 3D web-based energy trading game template where you can paper-trade assets from the cave ages to post-human civilizations and more. The framework's open-source approach allows anyone in the world to create their own game faster and for free. The backend game logic is taken care of by the SDK, which simulates modern asset trading and recognizes it as the most basic action any human can take throughout history in order to evolve.

The player's goal is to evolve throughout past and future eras. For example, a player at the current modern-level civilization, as a retail investor, should aim to level up and become an angel investor. Settler-level players' goals should be to trade food for other resources to expand their village, and so on. The core of the game/framework is that all goals require an exchange of energy to be fulfilled in order to develop as a civilization.

Players can win rewards, engage in trade battles, build community villages, and simulate on centralized and decentralized exchanges. By consistently profiting from energy trades, players can expand the world and build communities with friends. Players can unlock multiplayer property acquisition, minigames, and offline downloadable features.

The game offers the highest level of accessibility through web-based interfaces, which are inherently multi-platform. It also introduces a new concept of 3D trading interfaces called "Trading Box". Trading boxes were designed to accommodate most features that a trading desk with 9 monitors could have and package them in the most presentable form invented by humans—games. Gamification enables intuitive learning and is often the highest form of research.

Players aim to become the most successful energy investors in the region, aided by AI assistants and friends. By maintaining a high investing elo score throughout all the timelines, they can achieve a better global ranking

FAQ

Frequently asked questions:

What problem does WebPOV solve?

WebPOV addresses the need for learning to trade in a gamified educational environment. It combines the excitement of gaming with the educational aspects of asset trading, allowing users to learn and improve their trading skills in a fun and engaging way.

Is real money involved in WebPOV?

No, WebPOV does not involve real-world assets or real money transactions. It operates on a paper-trading basis, providing users with a simulated trading experience without any actual financial risk.

Who are WebPOV's main users?

WebPOV caters to retail investors and idle-game players. It appeals to individuals interested in both trading and gaming, providing them with an innovative platform to explore the world of energy trading and progress through different eras.

How is WebPOV different from competitors in the market?

WebPOV differentiates itself from competitors through its intuitive 3D interface, known as "Trading Boxes." These 3D trading interfaces offer a unique and visually engaging way for users to interact with the game. Trading Boxes are designed to accommodate various features and functionalities found in traditional trading desks, presenting them in a captivating and presentable gaming format. This innovative approach sets WebPOV apart from other platforms, providing users with an immersive trading experience that combines the excitement of gaming with the intricacies of asset trading. Additionally, WebPOV embraces an open-source model, allowing for greater customization and the creation of unique game experiences by users worldwide.

What happens if WebPOV doesn't exist?

Without WebPOV, there would be a missed opportunity to harness intuitive intelligence and gamification for trading education. The fintech industry might experience a decline in adoption, as the platform offers a unique and engaging way to learn about energy trading and its associated concepts.

How secure and data-sensitive is WebPOV?

WebPOV ensures security by implementing standard encryption measures and protecting sensitive data. User information is safeguarded, and local sessions are used to enhance data protection and privacy.

How often is the game updated?

WebPOV is developed and maintained by a one-person team. Updates are released as frequently as possible, driven by the efforts of this dedicated developer to provide the best experience and address user feedback.

Can players collaborate or compete with each other?

Absolutely! WebPOV allows players to engage in trade battles and build community villages. Users can collaborate with each other, sharing knowledge and strategies, or compete against one another to test their trading skills and achieve higher rankings within the game.

Roadmap

Civilization Hierarchy



Act
Go 1

Each game consists of 4 stages that need to be achieved, the main game context (Byte City) is located in the adaptive eon, inside the city era, at the start of the banking system period. Each period is also divided in 4 epochs which help the player understand the context of the current game-loop cycle. Taking all of this into account WebPOV will only focus on building the core game features to be used by all stages.

WIP Features:

- Trade-battles: build communities with friends and multiplayer property acquisition
- Websocket: Receive instant market data for accurate scalping decisions
- GPT-4: Help of an investment-focused AI
- Web3: Access exclusive content tailored for advanced decentralized users
- Copy-trading: analyze live market trends and other players trading performances

User roles

1. Guest User (Unauthenticated):

- Access to the landing page, demo game, discord server and general platform information.
- Browse through the available features, tutorials, and simulated trading environment (with 30s delay).
- Sign up or log in to access additional functionalities.

2. Registered User (Free Tier):

- **Create an account using Google auth.**
- Explore advanced comprehensive tutorials to learn trading concepts and strategies.
- Access to the AI prompter billboard.
- Track progress and achievement badges on discord and within the platform.
- Personal market data config database and 5 daily trading recommendations per daily streak.
- *****Multiplayer environment and perform simulated competitions (trade-battles).**

3. Paying User (from any payment platform) (Basic Tier):

- **Choose a paid subscription plan (monthly or annual) at the first Tier pricing level.**
- Gain access to all features available in the Free Tier.
- *****Receive instant (websocket) market data for accurate scalping decisions. (to-do)**
- *****Benefit from personalized trading recommendations based on advanced algorithms and the help of an investment-focused AI (GPT-4). (to-do)**
- Track progress more extensively with detailed analytics, reports and performance metrics. (read binance order history through user-linked api keys)

4. Sponsor (for defi-verified payments) (Krypt Tier):

- **Opt for the Gold Tier subscription plan (incremental) with a higher pricing level.**
- Enjoy all the features provided in the basic Tier subscription.
- Access exclusive content tailored for advanced decentralized users. **(to-do)**
- Utilize advanced analytics tools to analyze live market trends and other players trading performances. **(to-do)**
- Receive priority customer support for prompt assistance and issue resolution. **(to-do)**

5. Add-Ons (Optional): **(to-do)**

- **Users at any subscription level (Free, Basic, or Krypt) can opt for additional add-ons to enhance their experience.**
- I.e personalized one-on-one coaching sessions or exclusive educational resources, and advanced trading strategies.
- The add-ons would have a separate pricing structure and can be selected based on the user's preferences.

Budget Plan

Marketing Activities:

- Social Media Advertising: Allocate 10% for running targeted ad campaigns on platforms like Facebook and Instagram to reach the intended audience.
- Content Marketing: Allocate 15% to develop high-quality educational content, including blog articles, tutorials, and guides, and promote them through social media channels and online communities.
- App Store Optimization (ASO): Allocate 5% for optimizing the Byte City app's listing on app stores, including keyword research, optimizing app metadata, and creating eye-catching visuals.

Development and Improvements:

- Allocate 40% to invest in the development and improvement of the Byte City and Byte Town DApps. This can include bug fixes, adding new features, enhancing the user interface, and improving overall gameplay experience.

DEX Liquidity:

- Allocate 15% as a liquidity fund.

Contingency:

- Allocate 15% as a contingency fund to handle any unforeseen expenses or opportunities that may arise during the development and marketing process.

A big portion of the budget goes to development and improvements to ensure that the app continues to evolve and provide a better user experience. Additionally, having a contingency fund allows for flexibility in addressing unexpected needs or opportunities that may arise during the project.

Byte City

Game Description

Gamified Paper-Trading Simulation

A 3D web-based trading simulation game that helps you level up from retail investing to angel investor, win rewards while sim-trading and trade-battling in both centralized and decentralized exchanges. Profit consistently to build a village with your friends in order to open up the whole new world of possibilities and gain access to multiplayer property acquisition and minigames.

- “Paper-trading” reproduces behavior and features of an asset market that allows users to practice trading without financial risk. Paper-trading = Trading simulation.
- Web-based game interfaces lead to the highest level of accessibility thanks to the multi-platform benefits that the web offers.
- 3D trading interfaces are a new proposed concept where users interact in an analogous world to a trading dashboard with all actions mapped for each trading step to a “real world” human idea or object.

Experience the life journey of becoming an Angel Investor, as a trader you execute low and high-risk trades on a web-based 3d interface, you start as a rookie investor that learns to trade and profit, after acquiring knowledge and enough in-game balance, you can build and expand the city based on your previous profitable investments and with the help of friends and ai-assistants.

- You need to send daily paper-trade orders to keep your streak and move up the stages
- Join trade-battle events to learn, level up and earn more

Battles are designed for player vs player engagement, the battle outcomes provide variables for an elo-like rating system. This scoreboard serves as one of many low level core relationship keys or archetypes that are essential in building alliances. Alliances are based upon coincidences of relationship keys or archetypes, more information about this will be found inside the archetypes section.

The goal of the game is to become the most successful investor in the nearby cities and experience the serendipity of winning a life-changing trade between a sea of coincidences. The use of an AI assistant if the player permission level is sufficient, greatly helps young venture capitalists make good trade decisions.

As players make profitable investments, they can build on the outskirts of the city based on their profits and balances. They can also link their trading journal and maintain a high elo score (based on the elo rating system) for a good global ranking position.

Mutability and speed of data expands the stages of which a game can exist on, the first data-level is the browser client. The browser's local storage enables standalone and even offline paper-trading sessions, allowing you to send unlinked buy/sell orders and keep your daily practice even without a real internet connection.

- Local storage stations are set to their default values once the web page is reloaded or manually refreshed by a player.

You can also track your trading session by connecting with the official Byte City API, upgrade from guest to player and unlock new dashboard and stats, this action puts you on the second data-level.

Additionally you can enter the third data-level and sync your cex api keys to read from your spot account and review your real account order history.

- Binance api keys will only be used to read data, Byte City will never write or send new orders or trades.

First tutorial speech script:

Byte City. A 3D, Web-Based, Game.

How to play.

First, enter the URL; Byte, C; dot ver cel; dot app.

Great.

Once the website has loaded; you'll see the start button, on the middle of the screen. Click, or tap on the "Start" button, to start playing.

Stage 1 - Level 1!.

To complete this stage, follow the next 4 steps;

Demo: Off. Click Buy!. Wait, for Profit. And finally, Sell.

Now, let's go into detail:

Step 1: Set "Demo mode"; off.

Click the "DEMO" button to continue. This, turns off the demo mode; it also activates the live mode. Allowing the Buy/Sell, button; For simulated virtual orders.

Step 2: Click Buy, to send an order.

Click the green button to BUY. This action, creates a simulated virtual "ORDER," saving the price at the moment, while also constantly calculating the PnL feature, for every selected asset. Remember; plan your exit prices before-hand. Specifically; implement, stop-loss and take-profit strategies.

Step 3: Wait for profit.

Wait for the price, to be higher, than your initial buy order, or "ENTRY" price. It's important, to stick to your planned targets, to avoid, emotional sell orders.

Now.

Step 4: Once in profit, or else. Click the Sell button.

This action, will close your "order round", or buy/sell trade.

Lastly.

You need to repeat this process, and take profit; 4 times, in order for you, to upgrade to Stage 2!.

Note that the profit percentage, is rounded up to the third decimal place. Meaning, a profit of "0.004" rounds down to 0; AKA, a loss.

Keep up the good work, as you continue your progress, through the game!

How to play

Stage 1

To begin with, simply find the game on this page URL: bytc.vercel.app

Or download the desktop version from here: ~~(available soon)~~

The Start Screen

Once the website has loaded, you'll see the **start button** on the screen. You can then click/tap on the **Start button** or any part of the red text to start playing.

Connect with your webgamed account to sync your profiles and get extra features.



Click "Start" or the **start button** to start

Welcome to Stage 1 - Level 1/4!

This first stage is all about learning the core concepts about trading and investing, and the differences about them.

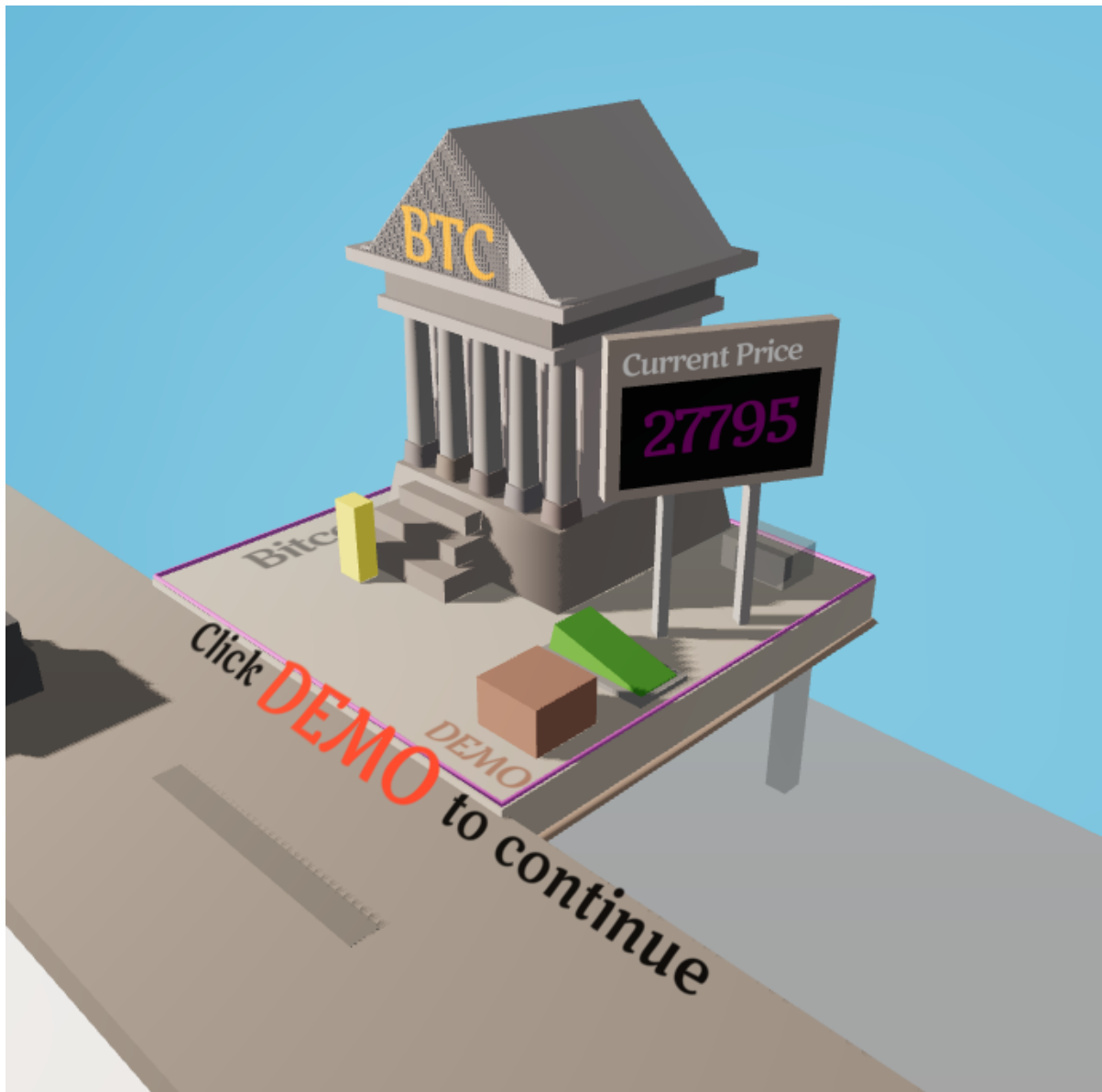
Here you have a list of actions, that you can complete to advance from this first stage, simply follow the instructions below:

- 1 | Set **Demo** off (turn Live on)
- 2 | Send **Buy** order (simulated)
- 3 | wait... for profit

- 4 | Send **Sell** order (profit/loss)
- ...repeat and profit 4 times
- Upgrade to Stage 2!

1.1. Click the **DEMO** button to continue

- This action turns the "DEMO" mode off and "LIVE" mode on, enabling the Buy/Sell button feature (simulated virtual order).



1.2. Click the green button to **BUY**

- This action add a simulated virtual "ORDER", saving the price price at the moment of action and calculates the PnL feature every ticker. Always plan your exit price in both

directions. Always set a stop-loss and take-profit.

**in-game stop-loss and take-profit will be available in the near future*

1.3. Wait for PROFIT

Wait for the price to be higher than the price you "bought", only sell at a loss if the price goes down over the threshold of a pre-planned "stop limit".

1.4. Click the SELL button

Once the price reached either your take-profit or stop-loss targets click SELL.

Ticket Dispenser shown inside red circle

1.4.2 PROFIT PERCENT IS ROUNDED UP TO THE THIRD DECIMAL

A profit of "0.004" rounds down to 0 (loss)

Read more on the

Stage 2 Tutorial

profit of "0.004" with 0% fees; rounds down to 0 (loss)

Stage 2 and Beyond

This stage goes over the regular cycle of a retail investor, who keeps a consistent and profitable trade history, on this stage profit percent amounts are not as important as a steady green order streak.

Read more here: [How to Win at Byte City](#)

Stage 2

WIP

Continue playing

Multiplayer Battles

Mode 1

- ☐ WIP
- ☐ WIP

Mode 2

- ☐ WIP

About us

Important Links

Byte City: bytc.vercel.app

Game Tutorials

- Gitbook: Stage 1: How to Play
- <https://www.youtube.com/watch?v=EQk-6z9mK-I&t=2s>

Contact

- Framework: [Twitter @webgamed](#)
- Byte City: [Twitter @wbytecite](#)
- Developer: [Twitter @tresduno](#)

Gameplay & Screenshots

- Youtube: <https://www.youtube.com/@webgamed>

More Links

Game Url (alpha): <https://bytc.vercel.app/>

Byte Town (alpha): <https://bytc.vercel.app/w>

WebPOV Dashboard Url: <https://webpov.vercel.app/>

Glossary

WIP