

Futmatrix – Tokenomics & Incentive Design

Version 2.0 – LangGraph & Platform-Aligned

1. Overview

Futmatrix is a competitive gaming platform focused on EA Sports FC 25, combining AI-powered coaching, skill-matched PvP battles (Rivalizer), and a non-custodial token economy. Players subscribe with fiat and interact with the platform using their crypto wallets for in-game actions like betting, staking, and training commitments.

The token model incentivizes skill, consistency, and fair behavior through game-theoretic design, all executed via smart contracts and LangGraph-based AI agents.

2. Monetization & Revenue Strategy

- **Subscriptions:**
 - Basic: \$19.63/month (limited matches)
 - Advanced: \$29.63/month (unlimited matches, AI training plan)
- **Fiat onboarding via Whop**
- **No ICO or token sale**
- **DEX Listing:** Initial liquidity on PancakeSwap (TOKEN/BNB)

A fixed portion of monthly revenue (e.g. 10%) is funneled into token buybacks and rewards.

3. Token Supply & Allocation

Allocation	%	Purpose
Player Rewards Pool	50%	Match wins, training, streaming
Treasury & Reserve	20%	Backstop rewards, platform growth
Team & Foundation	15%	Vested 24–36 months

Ecosystem Growth & MKT	10%	Airdrops, referrals, partnerships
DEX Liquidity Provision	5%	PancakeSwap LP, locked liquidity

- **Total Supply:** Fixed at 10,000,000 tokens
 - **No inflation or reminting**
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4. Token Utilities

4.1 Match-Based Mechanics

- **Self-Betting** (via Match Escrow Contract)
 - Each player stakes tokens on their own victory
 - Winner gets 95% of pot; 5% goes to treasury
- **Bonus from Treasury:**
 - Winner may receive a fixed or % bonus (e.g. +5 tokens)

4.2 Streaming Incentives

- **Streamed Match Verification (via Twitch API)**
 - Winner: +20 tokens; Loser: +10 tokens (optional)
 - Distributed from `streaming_rewards` table and contract

4.3 Post-Match AI Data

- Uploading image/video clips after loss (for AI analysis)
- Bonus varies based on data complexity (10–30 tokens)
- Recorded in `replay_uploads` table

4.4 Training Plan Incentives

- Users stake tokens into a 4-week training plan
- Success: stake returned + bonus (e.g., +20%)
- Failure: partial or full slash (sent to treasury or burned)
- Managed via `training_plans` table and smart contract

4.5 Penalty Enforcement

- Yellow Card: 50-token fine + 1-day match ban
- Red Card: 200-token fine + 7-day match/AI ban
- Logged in `penalties` table
- User must pay fine via smart contract to regain access

5. Game-Theoretic Incentive Design

Behavior	Incentive Flow
Winning Match	Gets opponent stake + treasury bonus
Losing Match	Loses stake; can earn from data upload
Streaming Match	Earns fixed reward from treasury
Training Compliance	Earns bonus; failed plans are penalized
Misbehavior (spam, abuse)	Pays fine; may be temporarily banned

The token system discourages collusion, encourages skill improvement, and ensures fair play.

6. Smart Contract Design

Contract	Functionality
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Token Contract (BEP-20)	Fixed-supply token
Match Escrow Contract	Manages bets and winner payouts
Reward Distributor	Streams bonuses, stream incentives
Penalty Enforcement	Logs and enforces yellow/red fines
Training Plan Contract	Stakes, rewards, slashes based on performance

Role of LangGraph Agents

All smart contract interactions are triggered by LangGraph agents (Coach and Rivalizer) or the backend system. These agents:

- Assess compliance and match outcomes
- Log behavior
- Trigger payouts, slashes, or suggestions based on token rules

Example:

- CoachAgent checks weekly checkpoints in `training_plans` and triggers payout or penalty
- RivalizerAgent handles staking, matchmaking, and outcome resolution via oracle/backend result

7. Emission & Sustainability Model

- Reward pool is distributed over 4–5 years
- Initial emission: ~1,000,000 tokens/year (flexible)
- Unused tokens roll over to next periods
- Reward pacing adjusts to:
 - Active user count
 - Treasury reserves

- Weekly rankings (optional bonus layer)
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8. Rankings & Seasonal Bonuses

Two dynamic rankings are computed weekly:

- `week_on_fire`: Top 50 users overall
- `rivalizer_arena`: Top 50 rivalizer-only match performers

Stored in `weekly_rankings` and exposed via frontend.

Optional use:

- Top 10 players each week receive a fixed bonus (e.g. 50 tokens)
 - Triggered by backend job + RewardDistributor contract
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9. Liquidity Strategy

- Initial DEX listing on PancakeSwap
 - 5% of token supply paired with \$50k–\$100k BNB or BUSD
 - Liquidity locked for at least 1 year
 - Optional LP rewards from ecosystem allocation
 - Price stabilization via:
 - Buybacks with revenue
 - Manual treasury sell pressure when overheated
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10. Security & Custody

- No user custody — all wallets are user-controlled
 - Smart contracts audited before launch
 - Admin privileges gated via multisig
 - Penalties and rewards are transparent and tracked via Supabase
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11. Final Note

Futmatrix's token model is not designed for speculation. It's a loyalty and performance-based economic layer that rewards players for growth, discipline, and contribution. Combined with LangGraph agents and a hybrid backend, the system offers a complete loop of:

1. Gameplay
2. Feedback
3. Progress
4. Rewards
5. Governance (optional in the future)

This model is extensible, secure, non-inflationary — and designed to last as long as the game itself evolves.
