GEX - ADD/REMOVE LIQUIDITY

Objective

To create the world's first truly decentralized exchange. Hosting, runtime, application, messaging, DAO governance.

Success metrics

Goal	Metric
User engagement	 Daily active users Monthly active users
Adoption in the market	 Amount of liquidity added Number of adding liquidity txn Average liquidity volume Total liquidity volume

Assumptions

All the functionality defined in this documents are based on the initial business ideas in this document https://docs.google.com/document/d/10wDIIIeXUwX0A5klBHXPpI022-lxJFjUF4-EnIADeak/edit#

***** Milestones

To be defined after we agree on an agency working on this

Wireframe and Diagram:

GEX Diagram Created by Lieu Ngo (PM) Glitch (configurable) K = X * Y = 10* 5 = 50 Add liquidity 1.998 token X + 0.002 Swap fee LP 1 = SQRT (K) - Minimum LP = SQRT (50) -1 = 6.07 Users Swap 2 Token X 10 Token X + 5 Token Y Receive 0.83 Token Y 50 =(10+2)*(5-out) Minimum LP Shares : 1 --> Swapped amount = 5 -(50/(10+2+0.002)) Receive 6.07 LP Shares token (Configurable)

User interaction and design

https://www.figma.com/file/V87m6hdo5s8ytFmtKSP7Rn/GEX?node-id=76%3A7812

Requirements

Requirement	User Story
<u>GEX-144</u>	Description
<u>GEX-145</u>	Description
GEX-146	Description
<u>GEX-147</u>	Description

<u>GEX-148</u>	Description
<u>GEX-149</u>	Description
GEX-150	Description
GEX-151	Description
GEX-152	Description
<u>GEX-153</u>	Description

Open Questions

Question	Answer	Date Answered

△ Out of Scope

•