

Colorado OS

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USE CASE NO. 1: CPW DIGITAL PARKS PASS
Colorado OS solves three generally problems that CPW has to deal with:

Physical form factors of CPW parks passes are slow

The licensing system is overly urdensome on state resources.

Big opportunity to use revenue from licensing to pay the expenses of administering the licensing program using DeFi models/features.







SOLUTION



Pass registry system is outmoded and terrible because it relies on physical/ paper/traditional databases and manual verification systems.

Using Colorado OS, parksgoers and state administrators can be happier.



- Applicant goes to the state licensing office.
- Park administrator issues a Web3 digital parks pass to the applicant's selfsovereign identity. The digital parks
- When a parksgoer wants to visits the park, they can mint & write record of the proof to a self sovereign data store like **Ceramic & IDX**, and/or issue a zkProof* to the contract registry with their CO digital parks pass, which is an NFT Token with all of the cool attributes of NFTs.

Current system uses lots of resources inefficiently.

- Need another form factor apart from vehicle stickers
- Paper passes lead to overutilization of resources (transferrable)

We're missing out on a big opportunity for the parks pass systems to become self- sustaining, *revenue-generating* funds that will benefit the state of Colorado. Colorado OS will be streamlined and efficient

- Can be carried with a person or a vehicle.
- With NFTs as the new "pass" form factor, no paper is no problem

Parksgoers can be incentivized at the moment of registration to (1) donate their money to the state of Colorado.

This fund generates recurring APY revenue for Colorado Parks. ☆





- First Colorado OS ssues a Web3 digital gaming license NFT to the player. This license allows it's holder to access a Web3 CoinFlip non-profit game of chance on Rinkeby.
- We demo a betting bot simulator that explores how long it might take to generate 10 Million dollars for Colorado Public Goods with the CoinFlip.sol game.
- All gaming profits are pooled into a public goods and infrastructure contract. This could help establish a foundation for quadratic funds distribution though self sovereign IDs.
- You can find the contracts and deployment scripts for the GamingLicense & GamingToken contracts on the GAMING README here.





- Web3 Business Entity Registry
 - New FINCEN regulations require verification of IDs for new business creation. Here we show how Grasshopper and Colorado OS can be used to check ID & deploy a business registry contract to Ethereum that mints and distributes a signed digital business license NFT. <u>Currently in development</u>
- Web3 Outdoor Licensing
 Hunting, fishing, other licenses.
- Web3 Professional or Occupational Licensing
 Any licenses which must be displayed publicly can instantly be verified as unique (non-counterfeit) and valid/updated
 - Web3 State Tax System
 - Web3 public GPS network
 Decentralized satellite network feeds self sovereign GPS beacon maps



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