What we have here is a peer-to-peer system, a student - funders system.

Funders donate fund for the students for a special reason.

Student can play intellectual games of different types which help them to earn their reward which is the fund donated by funders. Games can have different challenges which are completed by students to earn additional rewards.

Other than study, student can earn their expenditures by playing games. Games have some challenges. If a student completes a challenge, reward is transferred to student account. Students have their unique ID, name, email, details about studies and amount of funds received. Funds help the student to get their rewards, and these are made by funders respectively.

Diagram

Description automatically generated