

README FOR CRYPTOLEAGUE

Some hard and fast rules of the game:

- Can play with a max of 6 coins in a league, and a min of 3
- Has to invest a total of \$100,000 worth of crypto to build a league portfolio
- One coin can't make more than 40% of league portfolio
- Top 100 coins from coinmarketcap are considered
- One captain coin, 2x gains
- (add on): loser coin

Leaderboard: Judged based on the number of tokens a player has

Leagues:

- Weekly:
 - The game will start with players joining a waiting lobby to compete in a league. Once the waiting lobby has a minimum of 10 people a timer will start for 12 hours, in which other people can join, or existing players can review their coins and build their portfolio. Once the time is over, the lobby will be locked and no other players can join the existing lobby. After that, another counter for 12 hrs will start, in which all the players can make changes to their portfolios. After that, the league will start and 7x24 hours later, we will compare to determine the winners.
 - 10 min players
 - 100 max players
 - Lasts for 7 x 24 hours from the time league locks in.
 - Lock in can also happen when 100 players join in.
 - 1 day buffer after joining league
 - Allows you to make changes to portfolio
 - Allows other players to join in
- (add on) Friendly:

Prize:

From all the buy-in money, we will distribute it to the winners. It will be distributed the following way:

- 1% - 10% : get 20% of the pool - double the money
- 11% - 25% : get 30% of the pool - around 1.5 the money
- 26% - 50% : get 50% of the pool - break even
- 50% - 100%: loose their buy-in coins

Exceptions to be considered:

If a player gets <25 tokens (we are assuming that 25 is the least to participate in a league) we replenish it to 25 next week, allowing him to play again, but only after a week.

Add on's:

- Friendly league
- Loser coin in portfolio
- Two factor auth.