Fanz Unlimited Network (FUN) — ViserLab Master Requirements (v3)

Adds: Live/Post/Story/Comment/Chat Moderation • GetStream Chat/Live/Feed • Infinite Scroll + Ad Insertion • Interactive Toys • Tube + Fans Parity • Wallet XCash • Virtual Cards

0) Context

This v3 update extends the FUN Master Requirements to include comprehensive moderation across all surfaces, a GetStream-based real-time stack (chat, live, activity feeds), a social feed with infinite scroll and ad insertion, interactive licensed-toy control during live sessions, parity with ViserLab Tube & Fans scripts feature sets, and Wallet (XCash) integration alongside Virtual Cards. All items inherit compliance/security from v2.

21) Universal Moderation Suite (Live, Posts, Stories, Comments, Chat)

- Policy Engine: central ruleset (prohibited content, language, age, geo) with per-tenant overrides.

- ML/Filters: toxicity, spam, nudity-classifier flags (review queues); custom banned word lists; URL filtering.

- Live Moderation: pre-stream checklist (KYC verified, camera test, network test); real-time mod console (mute/kick, slow mode, follower-only chat, tip-only chat); auto-hide flagged frames; instant stream end on critical flags; capture VOD for post-review.

- Post Moderation: queued review for first-time creators, auto-approve for trusted; hash-matching for known bad media; DMCA queue.

- Stories Moderation: 24–48h ephemerals; auto-scan on upload; report → takedown timer; story-reply rate limits.

- Comment Moderation: rate limits, shadowban, auto-collapse low-reputation comments; emoji/sticker whitelists.

- Chat Moderation: flood control, link protection, profanity filters, per-user timeouts, per-room bans; escalation to human mod; audit logs for every action.

- Transparency: creator & reporter notifications; appeals workflow; immutable audit trail with timestamps & actor IDs.

22) GetStream.io Integration (Chat, Live, Activity Feeds)

- Chat: Stream Chat SDK for 1:1, group, and live-room chat; channels per stream; threads, reactions, polls; moderation hooks (ban, mute, slow mode, block).

- Live: Stream Video/Calls SDK for WebRTC live streams (1:many, many:many collabs); recording to VOD; HLS output into CDN; in-call tipping webhooks.

- Feeds: Stream Activity Feeds for social timelines (Home, Following, Niche); reaction counters (likes, reposts, comments); rank by recency/engagement; fan/creator posts and cross-posts from Tube/Fans modules.

- Identity: SSO token exchange to Stream; server-side signing; per-tenant app keys.

- Moderation: use Stream's moderation endpoints for profanity lists, blocklists, flagged content; ingest events to our audit log.

- Scalability: backpressure & pagination; presence indicators; typing events; retries & offline queue on mobile clients.

23) Social Media Feed (Infinite Scroll) + Ad Insertion

- Infinite Scroll: server-driven pagination (cursor-based) with prefetch; skeleton loaders for UX.

- Content Types: creator posts, free creator previews, Tube clips, Stories previews, live-now cards.

- Ad Strategy: insert sponsored post every 4th slot (configurable); frequency capping per user; category targeting by niche/language/geo; disclosure labels.

- Eligibility: ads respect geoblocks and age gates; brand-safety filters; creative validation (aspect ratio, length, safe area).

- Analytics: viewability, CTR, scroll depth, dwell time; A/B testing; ROAS dashboards.

- Monetization: allow creators to boost posts (self-serve) with budget caps and pacing; auction or fixed-rate options.

24) Licensed Interactive Toy Control (Live Streams)

- Device Support: integrate with major interactive toy SDKs (e.g., Lovense/Kiiroo or vendor-provided APIs); sandbox keys & production keys managed per tenant.

- Control Mapping: tips/events → vibration patterns/intensity; chat commands with cooldowns; preset patterns for goals/milestones; safety max-duration.

- Permissions: opt-in at creator level; viewer consent prompts; region/legal restrictions enforcement.

- Telemetry: event logs (tip amount, pattern, duration) linked to stream; export for analytics and disputes.

- Fail-safes: loss-of-connection handlers; panic-stop; hardware status indicator in UI.

25) Feature Parity — Tube Script + Fans Script + Forum + Influencer + VIP

- Tube Parity: categories/tags, channels, playlists, likes/dislikes, watch later, history, subtitles/CC, reports, related videos, autoplay, ad campaigns (intro/mid/outro), reels/shorts, trending & most-viewed, age gates, SEO pages.

- Fans Parity: subscriptions, PPV, bundles, paid DMs, tips, custom requests (escrow), live events, messaging, wishlists, coupons, referral links, multi-currency, tax/VAT, payouts.

- Forum Parity: categories, topics, replies, votes, badges, pinned AMAs, media attachments, spam filters, mod tools.

- Influencer/Campaign Parity: campaign creation & briefs, influencer discovery, applications, deliverables, reviews/ratings, withdrawals/KYC, campaign analytics.

- VIP (ViserTube) Parity: cross-niche feed, playlists, reels/shorts, premium access, ad-boost, analytics.

26) Wallet (XCash) + Virtual Cards

- Wallet: deposit via gateways (card, crypto), internal transfers (tips, gifts, PPV, subs), escrow holds, refunds, statements; coin/credit abstraction optional.

- XCash Integration: API-based balance sync, transaction webhooks, fraud checks; multi-currency display; daily reconciliation jobs.

- Virtual Cards: issue tiered VIP cards (Gold/Platinum/Diamond); perks & access rules; spend notifications; ledger + statements; KYC/AML hooks.

- Linkages: wallet ↔ virtual card funding; loyalty points ↔ perks; affiliate earnings payout to wallet.

27) Stories (Ephemeral) — Creation, Viewing, Moderation

- Creation: photo/video (up to configurable length), stickers, captions, music (licensed), link stickers to profiles/products.

- Viewing: sequential viewer with swipe; view counters; skip/mute; story highlights to profile.

- Monetization: sponsored stories; VIP-only stories; upsell banners to subscriptions/PPV.

- Moderation: auto-scan on upload; report button; story-level takedown; comment/reply rate-limits; block/ban controls.

28) Chat (GetStream) — Feature Depth

- 1:1 and group chats; read receipts; typing indicators; reactions; replies and threads; pinned messages.

- Attachments: photos, videos, voice notes; paid-attachment paywalls; ephemeral media with view-once option.

- Safety: profanity filters, URL previews whitelist, image moderation queue, anti-spam velocity checks.

- Commerce: in-chat tipping; pay-to-unlock messages; inline checkout for PPV links.

29) Acceptance Criteria — New Features

- Live stream starts only if creator passes pre-check; mod can enable slow mode and ban user; all actions appear in audit log.

- A flagged comment is auto-hidden for other users (shadowban) while queued for mod review; decision recorded with timestamp.

- Social feed inserts an ad at every 4th position, respects frequency cap, and logs impressions/clicks for analytics.

- Interactive toy triggers pattern upon tip event; cooldown enforced; panic-stop works; all events logged.

- GetStream chat bans a user; ban propagates to live room; user can no longer send messages; log displays reason and moderator ID.

30) Data Model & Event Telemetry (Additions)

- Tables: stories, story_views, story_reports; ad_campaigns, ad_creatives, ad_impressions, ad_clicks; live_sessions, live_moderation_events; toy_events.

- Streams: chat_message.created, chat_user.banned, live_session.started/ended, moderation.flagged/acted, feed.ad.impression/click.

- Privacy: PII minimization; hashed identifiers for analytics; opt-out mechanisms by region.

31) Rollout Addendum

- Phase 2.5: Chat/Live/Feed via GetStream; social feed infinite scroll; basic ad insertion and reporting.

- Phase 2.6: Interactive toy SDK; expanded moderation dashboards; shadowban and appeals workflows.

- Phase 3.1: Advanced ad targeting & creator boost; loyalty/points with wallet $\leftrightarrow$ perks; campaign-level attribution.

— End of v3 Update — Ready for ticketization (epics → stories → ACs).