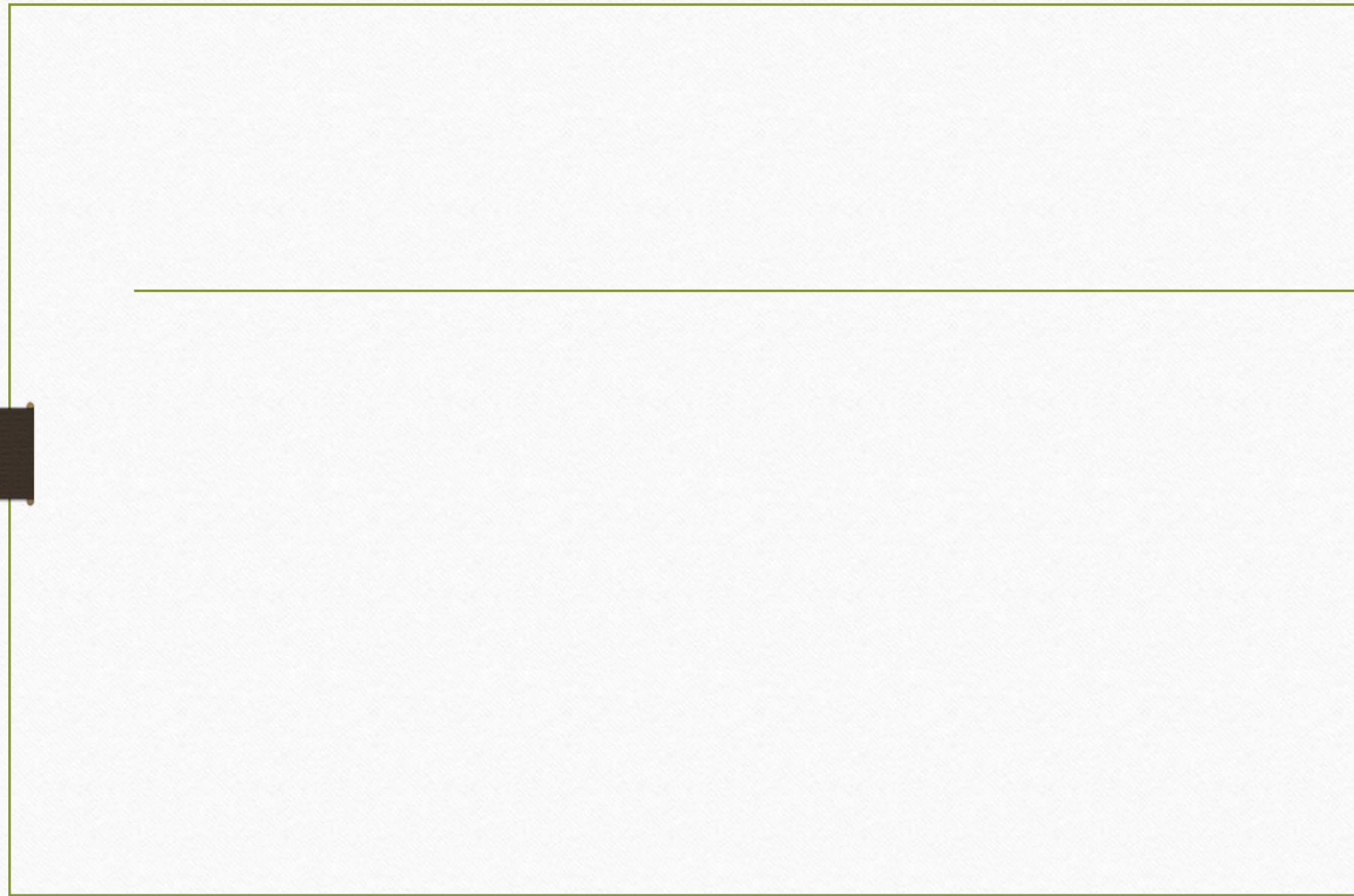


Title:

**CREATING IMPACT THROUGH
GAMING:
A CAPSTONE PROJECT ON USING
NFTS AND IN-GAME PURCHASES
TO BENEFIT EDUCATION AND BUILD
INFRASTRUCTURE**





BLOCKCHAIN OATH OF PROFESSION

As a Blockchain professional, I am completely conscious of my responsibility to contribute positively to the growth of my community, the world, and the Blockchain industry by utilizing my talents and knowledge.

I will always use my expertise for the greater good of society and remain accountable to the Blockchain Industry as a whole.

I will carry out all of my responsibilities as a Blockchain expert with the utmost Honesty, Competence, and Integrity.

I will continuously grow myself by consistent learning and networking in order to position myself to contribute to the public with the best standards.

I will help other Blockchain professionals without discrimination based on religion, color, sex, ethnicity, physical ability, etc. to guarantee that we all reach our common objective of contributing to the growth and development of the industry and the world.

I will be sensitive to the needs of society and industry, and I will utilize my talents and expertise to help satisfy those needs.

As a Blockchain professional, I voluntarily take this oath and shall abide by its tenets through my actions and engagements.

So help me, Go.

INTRODUCTIONS



Our mission:

To develop a visual game platform both in mobile app and website version that connects graduates and alumni from the school and provides a space for them to interact and engage with each other. The platform could feature a news feed, group chats, event listings, and other interactive features that encourage networking and engagement.

Our vision:

The vision of this work is to create a virtual game that allows players to connect and engage in a fun competitive environment. leverage the power of non-fungible tokens (NFTs) and in-game purchases to support education and infrastructure development. By creating a sustainable and transparent ecosystem, we aim to foster a community of gamers and educators who can work together to enhance learning outcomes and promote social progress.

GOALS:

To develop an innovative and engaging alumni engagement platform that overcomes the challenges faced by graduates and alumni in connecting and engaging with each other. The platform should provide a valuable and enjoyable experience for alumni, offer networking opportunities, and foster a sense of connection to the school community. Additionally, the platform should incentivize alumni to participate in alumni events and support the school through donations and other means.



OBJECTIVES

- Foster community involvement and social responsibility among players and supporters of the game.

- Create a sustainable funding model for education and reduce dependence on government funding and donation.

- Enhancing the gaming experience and increase engagement with the game

- Promote access to education: More people are encouraged to support education initiatives and promote access to education for all by making NFTs a membership access to a game.

- Increase funding for educational infrastructure: By using NFT sales to build and improve schools and supply teaching aids.

BACKGROUND OF THE STUDY

Non-fungible tokens (NFTs) have gained popularity in the world of blockchain technology. They are unique digital assets that are stored on a decentralized network, allowing for secure and transparent ownership. Recently, there has been a trend towards using NFTs as a membership access to games.

PROBLEM STATEMENT

1. Physical location and busy schedules make it difficult for graduates from a particular school and their alumni to connect and engage with each other.

2. Limited opportunities for graduates and alumni to connect and engage may lead to a lack of networking opportunities and a sense of disconnection from the school community.

3. Traditional methods of alumni engagement may not be effective or engaging enough to attract participation from a large number of graduates and alumni.

4. Graduates and alumni may not feel motivated or incentivized to participate in alumni events due to a lack of perceived value or enjoyment.

1. Develop a visual game platform both in mobile app and website version that connects graduates and alumni from the school and provides a space for them to interact and engage with each other. The platform could feature a news feed, group chats, event listings, and other interactive features that encourage networking and engagement.

2. Host engaging and interactive alumni events that provide value and entertainment to participants. These events could include networking opportunities, guest speakers, live music or entertainment, and interactive activities.

3. Develop a rewards or incentives program that motivates graduates and alumni to participate in alumni events and engage with the school community. For example, participants could earn points or rewards for attending events, sharing news and updates on social media, or contributing to school initiatives.



4. Partner with local businesses or organizations to create alumni-focused discounts or benefits programs. This could provide additional value to graduates and alumni while also supporting the local community.

5. Provide incentives for graduates and alumni to participate in alumni events and engage with each other. This could include exclusive access to job postings or career resources, discounts on school merchandise, or recognition for participation in alumni events.



FEASIBILITY STUDY

Technical Feasibility:

The project's technical feasibility would involve determining whether it is technically possible to create a game that uses NFTs to fund schools. By incorporating NFTs into a game, players can collect, trade, and sell them, potentially generating revenue for the schools.



Financial Feasibility :

The financial feasibility of creating an NFT-based game in Nigeria would depend on several factors, such as the market demand for such a game, the costs of development and marketing, and the regulatory environment.



Feasibility Analysis :

Market Analysis: The first step is to determine the market demand for the game project. Which I think is high. Considering that our target audience is people who are interested in video games.

TOKEN NAME



Edutoken is a name that effectively communicates the project's purpose and values, making it easy for potential users and investors to understand what the project is all about.

TOKEN TICKER

EDTX

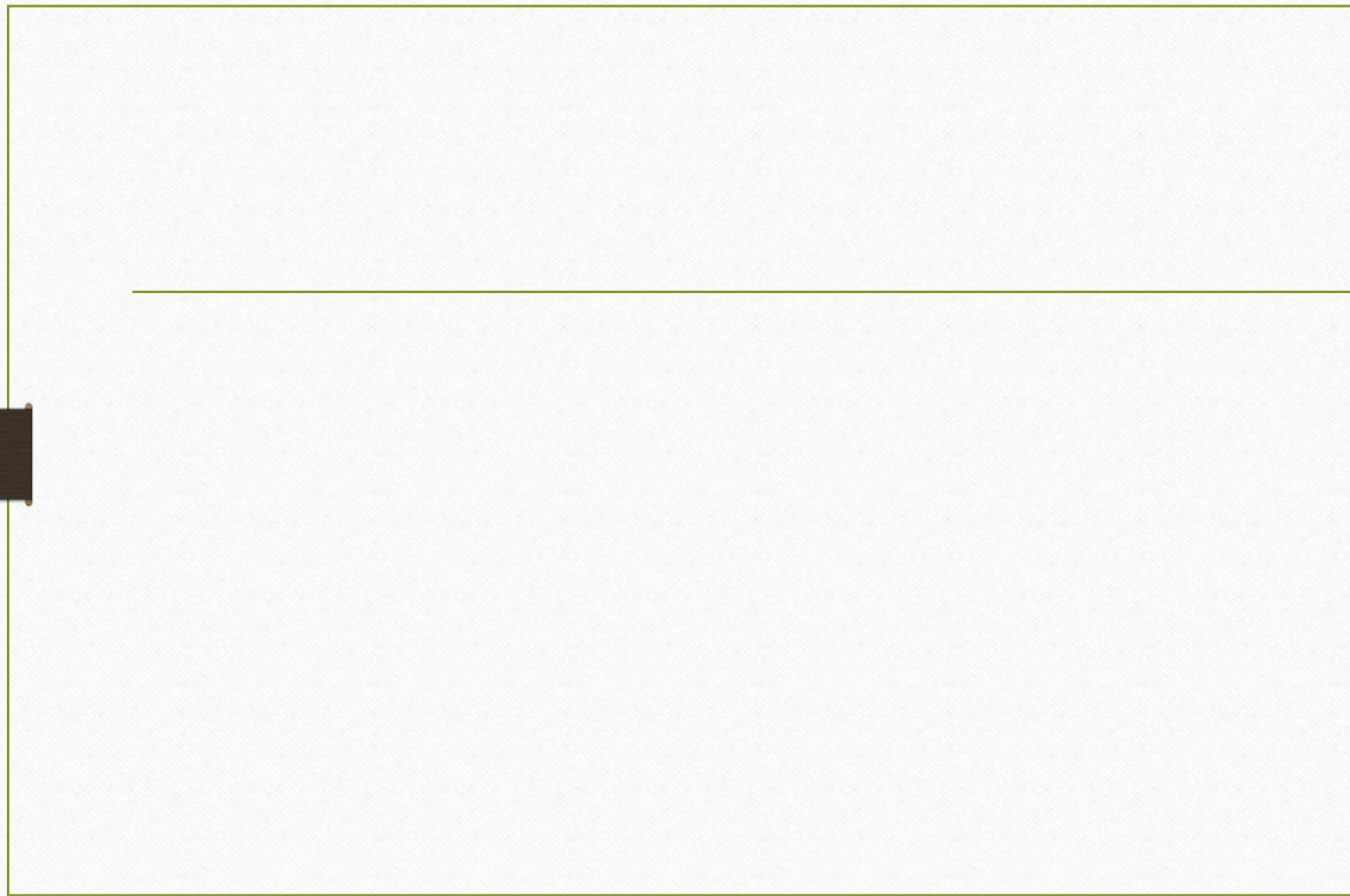
the use of a unique ticker symbol like EDTX will help the project to stand out and differentiate itself from other tokens and cryptocurrencies in the market. It also makes it easier for users to search for and track the token on cryptocurrency exchanges.



TOKEN DESCRIPTION



Edutoken (EDT) is a cryptocurrency designed to support educational initiatives and provide a secure, efficient way to conduct transactions in the education sector. Built on a robust blockchain infrastructure, Edutoken offers fast, secure, and transparent processing of payments and other transactions. The token is also designed to be used for minting NFTs, allowing educational institutions to offer unique digital assets to students and other stakeholders. With a focus on education, Edutoken aims to support schools and other educational organizations by providing a reliable, low-cost payment system that can be used for a range of educational purposes.



The token maximum supply is \$120,000,000,000 EDTX as this determines the total number of EDTX tokens that will ever be in circulation.

EDTX is fixed in maximum supply of 10 Billion EDTX tokens

which will always be its total and maximum supply across all blockchain networks



TOKEN BUDGET ALLOCATION

\$25k
for online advertising, including pay-per-click and social media ads

\$20k
for offline advertising, including print ads and event sponsorships

\$15k
for content creation, including blog posts, videos, and infographics

\$10k
for email marketing, including newsletters and drip campaigns

\$5k
for public relations, including press releases and media outreach

\$50k for a bug bounty program, incentivizing users to report any issues with the software
Rewards will be distributed based on the severity of the issue found

\$120k
for software development, including coding, testing, and debugging

\$70k
for hardware development, including building and testing prototypes

\$35k
for project management, including coordination, scheduling, and communication

\$40k
for the project manager

\$60k
for the development team (3 members)



To bring this project to fruition, we have a budget of \$500k, which includes the following expenses:

- **\$225k for project development**
- **\$100k for team salary**
- **\$75k for marketing**
- **\$50k for bounties**
- **\$50k for faucets and giveaways**

\$25k
for faucet rewards, allowing users to earn small amounts of the project's cryptocurrency by completing certain actions

\$25k
for giveaways, including social media contests and other promotions to increase awareness and engagement

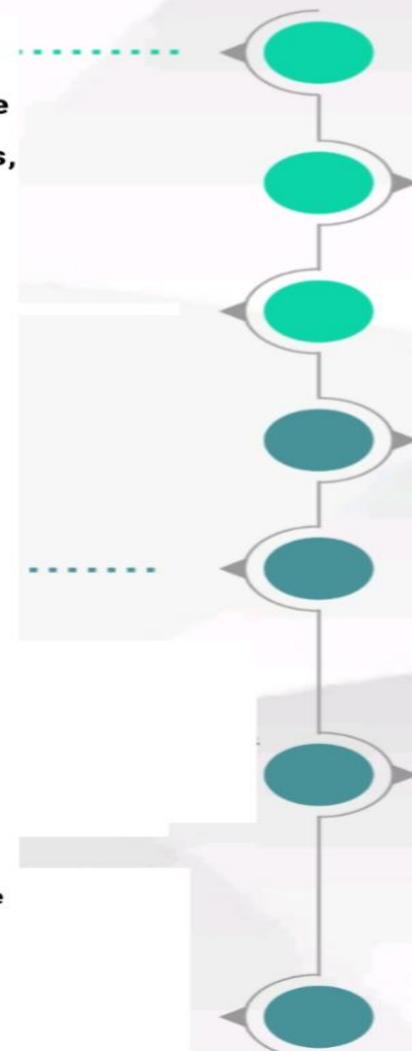
ROAD MAP (VISUAL GAME)

Phase 1 (Concept and Design):

- Q1 2023: Conceptualize the game and its features, as well as the target audience and market.
- Q2 2023: Design the game mechanics, user interface, and visual elements, and create a prototype of the game.

Phase 2 (Development):

- Q3 2023: Begin the development of the game, including programming, graphic design, and audio production.
- Q4 2023: Conduct internal testing and debugging to ensure the game functions properly and meets the desired quality standards.



Phase 3 (Beta Testing and Optimization):

- Q1 2024: Launch a beta version of the game to a limited audience to gather feedback and identify any bugs or issues that need to be addressed.
- Q2 2024: Make any necessary optimizations and improvements based on feedback from beta testers.
- Q3 2024: Conduct additional rounds of beta testing to ensure the game is fully optimized and ready for launch.

Phase 4 (Launch and Marketing):

- Q4 2024: Launch the game on both web and mobile platforms.
- Q1 2025: Conduct a comprehensive marketing campaign to promote the game, including social media marketing, influencer marketing, and paid advertising.
- Q2 2025: Analyze user feedback and data to make further optimizations and improvements to the game.

Phase 5 (Future Development and Growth):

- Q3 2025 and beyond: Continuously develop and enhance the game to keep it fresh and engaging for players. This include adding new levels, features, and game modes, as well as exploring opportunities for expansion into new markets and platforms.

ROAD MAP (Token)

PHASE 1

(Research and Development):

Q1 2025: Research and development of the Edutoken infrastructure begins.

Q2 2025: Design and development of the Edutoken smart contract and blockchain protocol.

Q3 2025: Internal testing and auditing of the Edutoken platform to ensure security and functionality.

PHASE 2

(Token Launch and ICO):

Q3 2026: Launch the Edutoken ICO, where individuals can purchase Edutoken in exchange for cryptocurrency or fiat currency.

Q4 2026: Begin the distribution of tokens to pre-sale and ICO participants.

PHASE 3

(Token Pre-Sale and Marketing):

Q4 2025: Launch of the Edutoken website and whitepaper.

Q1 2026: Initiate a pre-sale for early adopters, investors, and strategic partners to purchase Edutoken at a discounted rate.

Q2 2026: Launch a comprehensive marketing campaign to raise awareness about Edutoken and its potential benefits for the education sector.

PHASE 4

(Token Integration and Partnerships):

Q1 2027: Launch partnerships with educational organizations and offer incentives for schools to adopt Edutoken as a payment system.

Q2 2027: Begin negotiations with educational institutions to integrate Edutoken into their payment systems and explore the possibility of creating educational NFTs.

PHASE 5

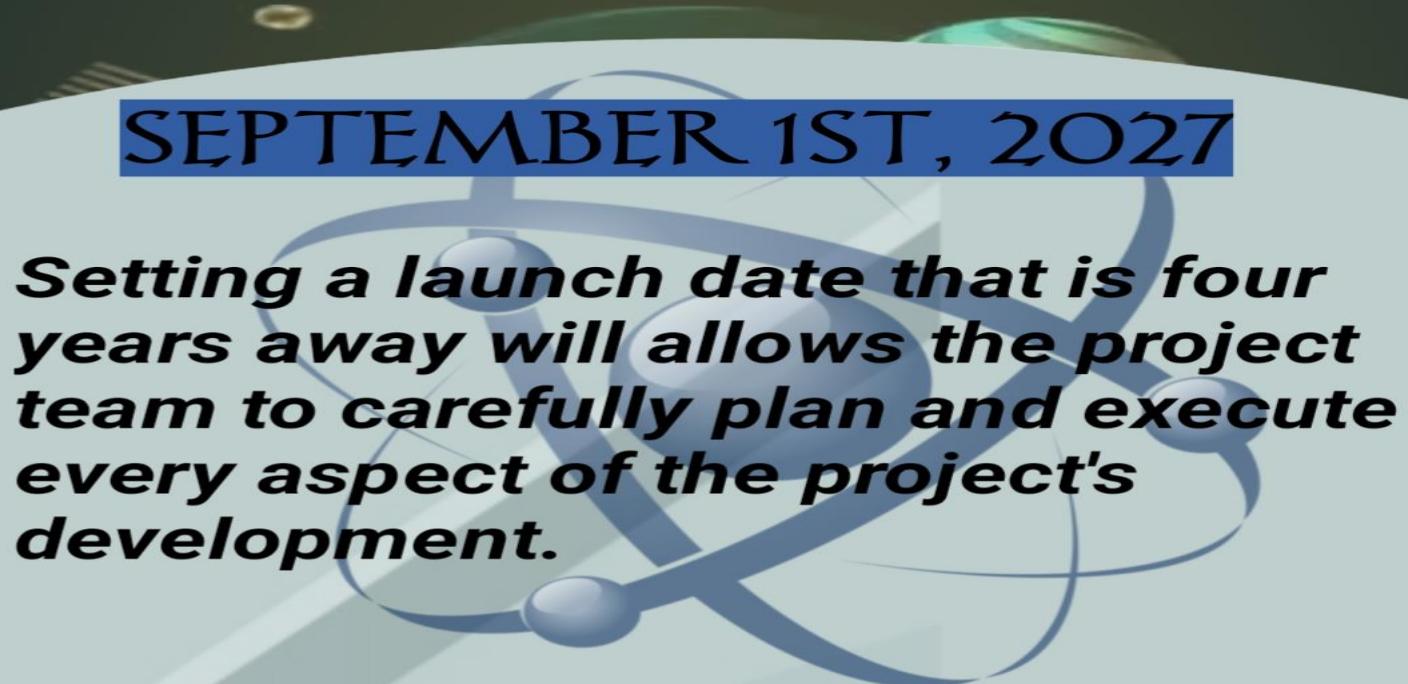
(Future Development and Growth):

Q3 2027 and beyond:

Continuously develop and enhance the Edutoken platform to meet the needs of the education sector. This include expanding the platform to offer additional services, such as student loans, scholarships, and grants. Additionally, continue to build partnerships and collaborations with educational institutions and other stakeholders to promote the adoption of Edutoken as a standard payment method within the education industry.

LAUNCH DATE

SEPTEMBER 1ST, 2027



Setting a launch date that is four years away will allow the project team to carefully plan and execute every aspect of the project's development.



TOKEN LOGO

Edutoken is a token that is focused on education and academic achievement, and will be used to reward and recognize students or educators who excel in their fields

The EDUTOKEN logo is an important part of its branding and can help to establish a recognizable visual identity for the project.



CONCLUSION

In conclusion, using NFT as membership access to a game and directing the utility towards building infrastructures for schools and supplying teaching aids is an innovative way to combine gaming and charity. This approach not only creates a unique experience for players but also contributes to improving the education sector by providing better facilities and resources for students. Such initiative can inspire more creative and impactful ways to leverage blockchain technology for social good.

THANK YOU

