

# AllinONE Gaming Platform

## Contents

A Letter from Founder.....	1
Introduction .....	2
Game Center .....	2
Game Trading System.....	3
Community Reward System .....	4
A-Coin.....	4
O-Coin .....	5
Social System.....	6
Platform Management System.....	7
Transparent Financial System: Computing Power Center and Fund Pool .....	7
Open Community: Platform Management System .....	8
One-stop Solution: Personal Game Center .....	9
Business Model .....	10
Platform Commission Fee System.....	10
Official Store.....	10
Other Revenues.....	10
Summary .....	11
Acknowledgements.....	11
Test Account .....	12

## A Letter from Founder

After more than a month, the AllinONE gaming platform has taken initial shape. My feeling is a mix of pain and joy. The pain comes from my lack of programming ability, the AllinONE platform was built entirely relying on AI. The joy, however, comes from the future is bright even though many obstacles are in the way. No matter how hard it was, the indescribable happiness I felt upon seeing AllinONE basically completed and running is immense. I believe the era where everyone can be a product manager might be arriving at a galloping pace, where every great idea can be realized with the support of AI. AllinONE was born under this background where is full of opportunities and challenges.

However, relying mainly on AI to create products is not my goal. My aim is to build AllinONE into a "co-construction, co-governance, mutual benefit" play-to-earn gaming economic ecosystem. Although future competition among individuals will be fierce, cooperation and win-win outcomes are the bigger picture. Therefore, I am open-sourcing AllinONE, hoping to attract valuable contributions. Let us work together to build AllinONE and make it greater and better.

Joan  
Founder of AllinONE

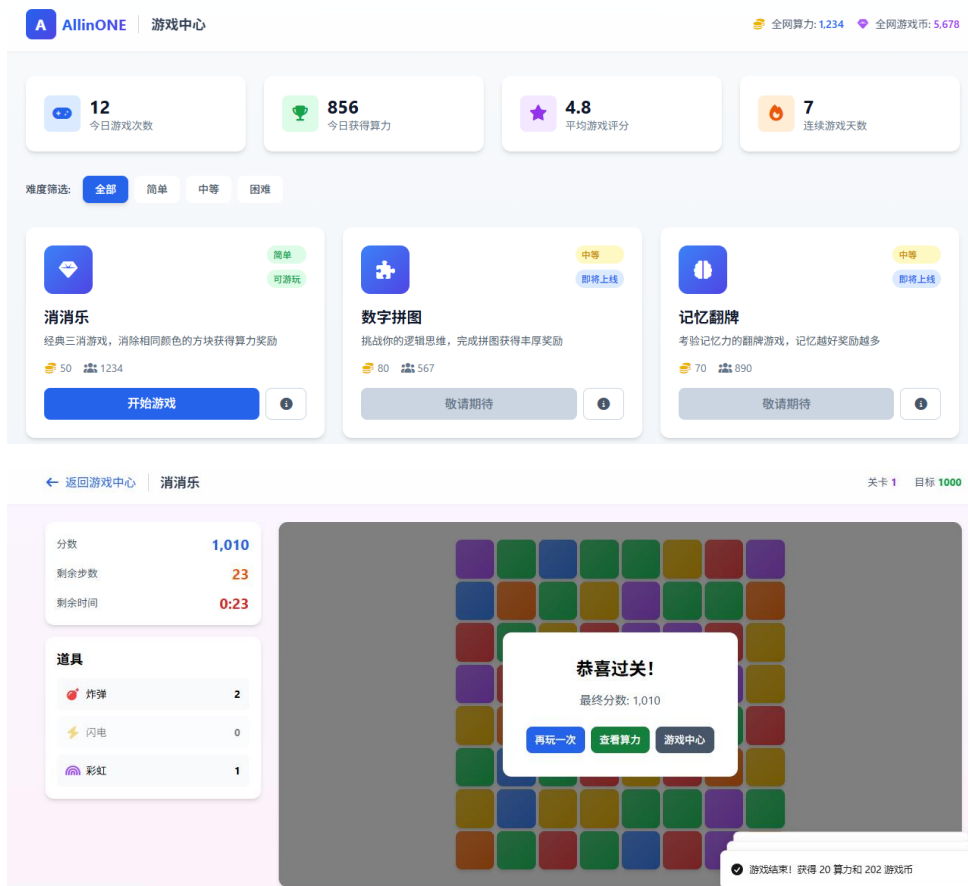
# Introduction

The AllinONE gaming platform is an integrated platform for playing games, development, trading, and community rewards, dedicated to building a play-to-earn gaming economic ecosystem with the purpose of "Co-construction, Co-governance and Mutual Benefit ". AllinONE is more than just games. The most significant features are open-source, profit sharing and community governance. Everyone, no matter players, developers, managers, or merchants, can gain substantial rewards on AllinONE. Our vision is to create a gaming ecosystem under fully compliant conditions, allowing everyone to earn money, shopping, socialize, entertain, etc., on the platform. Currently the main components include:



# Game Center

On the AllinONE gaming platform, players can choose to play their favorite games and receive rewards such as game coins and computing power accordingly. Game development is open sourced, everyone can build their own games on it. Every participant will receive platform rewards. The reward is varying based on contribution. For example, common players can receive computing power and game coins as rewards, which can be used for exchanging cash, or for purchasing items in the store based on calculation of the platform; game developers or management team can also receive cash plus dividend bonus and option rewards, depending on their contributions. Specific rules can be found in the "Community Reward System" section.



# Game Trading System

Besides playing games, players can also trade game items on the platform. The game item trading system is divided into three parts: the Official Store, Game Store, and the Marketplace. The Official Store is run by the platform, the Game Store is run by each game provider, and the Marketplace is primarily for players buying and selling game items. This model is like a combination of Taobao shops, JD supermarkets, and Xianyu marketplace on a integrated platform, aiming to provide players with a multifunctional and free trading environment.

官方商店

平台官方商品，安全可靠有保障

¥112963.88

14,478.55

388

8,405.718

个人中心

返回首页

精选推荐

传说宝箱

开启后必得传说级道具，还有机会获得稀有皮肤

¥9.99

立即购买

A币礼包

购买后可获得A币

10 A币

立即购买

算力包 - 小

立即获得1000算力，提升挖矿收益

¥4.99

立即购买

游戏电商中心

发现优质游戏道具，连接游戏厂商与玩家

我的钱包:

98,204.55

11,429

111,421.41

11,066.156

个人中心

返回首页

热门商品

全部分类

价格排序

李白-凤求凰

腾讯游戏

王者荣耀官方商店

传说品质皮肤，华丽的视觉效果和独特的技能特效

1,688 游戏币

立即购买

雷电将军

miHoYo

原神商店

五星雷属性角色，稻妻的雷电将军，拥有强大的雷元素能力

28,800 游戏币

立即购买

超级神兽-九色鹿

网易游戏

梦幻西游藏宝阁

稀有神兽，拥有强大的法术攻击能力和独特的技能

50,000 现金

立即购买

交易市场

玩家间道具与奖励交易平台

我的钱包:

11,693.55

1,408

112,953.58

9,935.937

发布商品

个人中心

算力中心

返回首页

在售商品

9

今日交易

1

交易总额

2,800

平均价格

2800

购买成功!

\*"新手之剑" 已添加到您的库存中，可在个人中心查看。

费用明细:

商品价格: 100 游戏币

平台佣金: 1 游戏币

实际支付: 101 游戏币

确定

新手之剑

common

适合新手使用的基础武器

100 游戏币

0 浏览

卖家: 当前用户

2025/9/22

立即购买

可用游戏币购买

经验宝珠

rare

使用后获得大量经验值

150 算力

15 浏览

卖家: 经验大师

2025/9/22

立即购买

可用算力购买

治疗药水

common

快速恢复生命值的药水，战斗必备

45 算力

28 浏览

卖家: 药剂师

2025/9/22

立即购买

可用算力购买

风之靴

uncommon

轻盈的靴子，移动速度+25%

2,800 游戏币

52 浏览

卖家: 疾风行者

2025/9/22

立即购买

可用游戏币购买

# Community Reward System

Community reward is an important way for the AllinONE to practice play-to-earn with purpose to allow every participant to receive economic rewards and establish a diversified ecosystem. The community reward system includes A-Coin which is settled and distributed daily to each participant; platform management rewards for contributors include cash bonus and O-Coin with options; and rewards like computing power and game coins are for common players. Currently, the rules and distribution of community rewards are decided and executed by the platform management team. In the future, with technological upgrades, every community can decide their own rewards and the scope, volume, and diversity of rewards can be further expanded.

## A-Coin

A-Coin is the platform's currency. Unlike the unlimited supply of game coins and computing power, it is a currency with a fixed total supply. The total supply of A-Coin is 1 billion, with 1 A-Coin = 1 RMB, and the smallest unit is 0.01 yuan. The main function of A-Coin is to replace the platform's cash rewards for settlement and distribution. The model of A-Coin is similar to a fund model for the quota itself has no value and it only has value when platform revenue is converted into A-Coin for distribution. Currently, 40% of the platform's revenue will be converted into A-Coin and distributed daily based on player contribution. For example:

Distribution algorithm: User A-Coin reward = (Individual contribution score / Total network contribution score) × Current A-Coin distribution pool

Individual contribution score = (Individual game coin / Total network game coin) × 0.5 + (Individual computing power / Total network computing power) × 0.3 + (Individual transaction volume / Total network transaction volume) × 0.2

- 1 平台收入转化**  
只有平台净收入>0时,才将其40%转化为A币发放。无收入时不发放,确保A币价值稳定。
- 2 个人贡献分数计算**  
基于当日实际可获得数据计算:
  - 游戏币获得贡献 (50%权重)
  - 算力贡献 (30%权重)
  - 交易活跃度 (20%权重)
- 3 分配公式**  
个人A币 = (个人贡献分数 ÷ 全网总贡献分数) × 当日发放池  
最小发放单位0.01A币,低于此数额不发放
- 4 基金模式特点**  
A币发放即转移给用户,不在资金池中储存。贡献分数≥0.1才能获得奖励,最小发放0.01A币。

**固定总量**  
总供应量恒定10亿枚,永不增发,稀缺性保证价值稳定

**价值锚定**  
1 A币 = 1 RMB, 价值稳定, 可用于平台内所有奖励发放

**基金模式**  
A币不在资金池中储存, 发放即转移给用户。只有平台有净收入时才会产生A币发放, 确保每个A币都有实际价值支撑。

### 计算示例

#### 假设条件:

- 平台当日净收入: 1000元
- A币发放池: 1000 × 40% = 400A币
- 用户A当日数据: 100游戏币, 10算力, 50元交易
- 全网当日数据: 2000游戏币, 200算力, 1000元交易

#### 计算过程:

1. 贡献分数 = (100/2000) × 0.5 + (10/200) × 0.3 + (50/1000) × 0.2  
= 0.05 + 0.015 + 0.01 = 0.075
2. 假设全网总贡献分数 = 1.0
3. 用户A获得A币 = (0.075 ÷ 1.0) × 400 = **30 A币**

**最终结果:** 用户A当日获得30A币奖励 (价值30元)

## O-Coin

Since the amount of A-Coin is 40% of revenue, the net value of the remaining 60% of revenue minus costs will serve as the fund pool for cash bonus and dividends for platform management team and community representatives. That is, apart from the money distributed as A-Coin, the remaining funds will be jointly decided by platform managers and community representatives. Besides earning A-Coin rewards, players, platform managers and community representatives can also participate in platform management decisions. Their contribution value will be determined by two parts: cash bonus 【dividends】 and O-Coin, called the "Performance Package." The distribution ratio of dividend is decided by platform committee members and community representatives, with the ratio value determined by the score of performance. The idea behind the two types of rewards is similar, but dividend shows historical and current performance, while O-Coin shows future platform performance. Dividends can directly yield cash, while O-Coin yields options which can be executed in the future.

O-Coin is a security-type token representing platform value or market value. Different from A-Coin, which is used for stable circulation and rewarding platform participants, O-Coin is an option with price fluctuations and used to reward platform developers, managers, and investors. The total supply of O-Coin is fixed at 1 billion. Before the grant and distribution, O-Coin is restricted with a value of 0; after grant and distribution, O-Coin holders can either buy/sell O-Coin on internal or external trading markets and have dividend rights. The proportion of dividend rights is determined similarly to stocks market. Besides the method of vesting and distributing of the platform, O-Coin also allows investors to purchase it on the platform and other external trading markets. It is because, as mentioned earlier, O-Coin represents platform value and carries dividend rights, so it can be traded compliantly, not limited to platform grants.

### 平台管理系统

回到主页 算力中心 资金池

平台数据 参数管理 投票决策 成员管理 绩效管理

#### 绩效管理

O币绩效分配、期权管理与现金分红统一管理

O币绩效分配 期权管理 现金分红权重

##### O币绩效分配

基于未来绩效预期，分配O币期权奖励

总分O币  
3,951,320

参与用户  
5

平均绩效分数  
7902.6

O币授予计算

隐藏计算过程

清空数据

##### O币授予计算过程

###### 计算公式

总分 = 收入贡献×40% + 推荐人数×20% + 开发贡献×15% + 管理贡献×15% + 营销贡献×10%  
O币数量 = 总分 × 100 (每分转换为100个O币)

For example, a player made a mini game, increasing the number of players by 1000 and revenue by 10,000 RMB. To reward this player, the platform committee has decided to award 1% of the platform's net revenue and allocate 1000 O-Coin options. The community representatives decide to give the player 5% of every 1 RMB increase in revenue. Thus, the player's Performance Package = 1% \* (Platform revenue - Operating costs) + 5% \* (Game revenue T - Game revenue T-1)

+ 1000 O-Coin. Assuming the current period's platform net revenue is 100,000 RMB, the player gets  $100,000 * 1\% + 10,000 * 5\% + 1000 \text{ O-Coin} = 1000 + 500 + 1000 \text{ O-Coin} = 1500 \text{ RMB cash and } 1000 \text{ O-Coin}$ . During the year-end dividend distribution, the player's dividend =  $(1000 \text{ O-Coin} / \text{Total O-Coin supply}) * \text{Total dividend amount}$ . If the player wants to sell O-Coin, it can be cashed out at market value on internal or external trading platforms.

#### 🔦 O币说明

- O币是AllinONE平台的证券类型代币，总量固定为10亿枚
- 持有者享有平台分红权，按持币比例分配净收入
- 可通过平台贡献获得期权奖励，也可在市场上交易
- 期权授予后，O币先存入资金池（未解禁），成熟后发放到个人账户（已解禁）
- 市场价格根据供需关系波动，具有投资价值

## Other Rewards

Even new players and common participants can earn game coins or computing power rewards with the start-up at zero by playing games. These rewards can be used for daily A-Coin settlement and purchasing game items. That is, no matter who you are, you can join and get rewards.

## Social System

To allow players to communicate with each other and share experiences, AllinONE has a Team Center and a Blog Center. The Team Center is mainly used for platform customer service and player interaction, while the Blog Center is mainly for sharing gaming experiences.



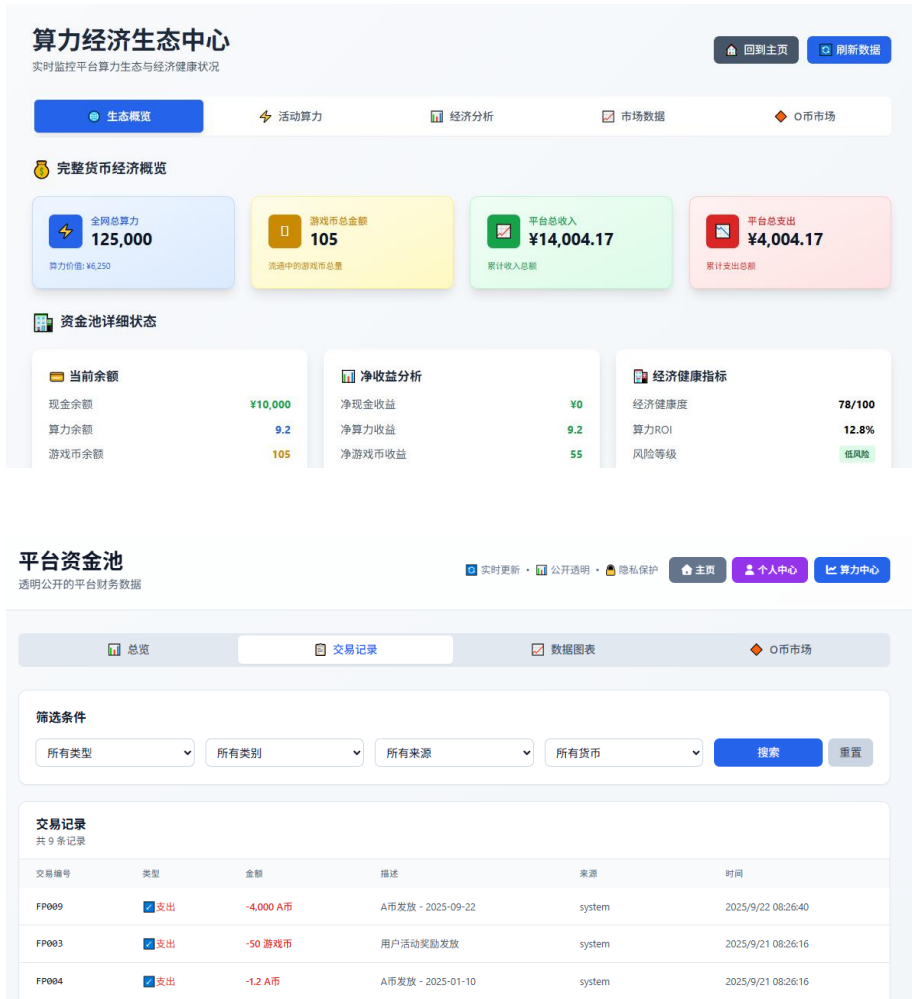
# Platform Management System

## Transparent Financial System: Computing Power Center and Fund Pool

The Computing Power Center is the "brain" of the platform, aggregating multi-faceted, multi-dimensional data such as game activity, economic status, data analysis, and on/off-platform market data. It is important for economic transparency, co-construction, and sharing.

The Platform Fund Pool is a fully transparent financial management system that records all platform income and expenses, ensuring economic openness and transparency. This system guarantees the complete transparency of the platform's economy, enhancing user trust while protecting user privacy.

The Computing Power Center is positioned as the center of the computing power economic ecosystem. It not only displays data across various dimensions but, more importantly, shows how data drives the entire platform's economic cycle. The Fund Pool serves as the core of economic data, while the Computing Power Center acts as the window for ecosystem display. The data in the Computing Power Center leans more towards statistics and analysis, while the data in the Fund Pool leans more towards recording and displaying.



## Open Community: Platform Management System

Currently, some key parameters, such as the A-Coin and O-Coin, are artificially defined. This arbitrary approach is not science. We should establish a data-driven mathematical model to assist in decision-making. Therefore, AllinONE has established a Platform Management System, which has the authority to set key parameters. Only a limited number of authorized individuals can modify them through voting.

Currently, this Platform Management System has functions for voting and modifying parameters, and it displays some of the platform's key data. Key data includes A-Coin balance, O-Coin balance and price, total network computing power, income/expenditure, game data, number of players, etc. There are 11 voting seats, composed of 5 platform managers, 5 community representatives, and the founder Joan. Generally, each vote has equal rights, but as the platform founder, Joan possess a special right—a veto power. Resolutions require a majority vote to pass, and parameter modifications are executed by the founder; others currently do not have the permission. Key parameters include: the weight distribution for various parts of A-Coin, the weight distribution for various parts of O-Coin, revenue distribution ratios, dividend weights, exchange rates, etc.

### 平台管理系统

平台数据 参数管理 投票决策 成员管理 绩效管理

#### 平台管理成员

##### 当前登录身份



Joan创始人  
创始人 (拥有否决权)

##### 切换身份

为了演示目的，您可以切换不同的身份来体验平台管理系统的不同权限。

创始人



Joan创始人  
加入时间: 2023/1/1

##### 平台管理者



李管理  
加入时间: 2023/2/15



王管理  
加入时间: 2023/2/20

##### 社区代表



周代表  
加入时间: 2023/4/1



吴代表  
加入时间: 2023/4/10

### 平台管理系统

回到主页 算力中心 资金池

平台数据 参数管理 投票决策 成员管理 绩效管理

#### 投票决策

进行中 已结束

##### 提高A币挖矿权重

提议人: 周代表 | 创建时间: 2023/7/1

参数: a-coin-mining-weight

提议将A币挖矿权重从0.7提高到0.8

[查看详情](#)

进行中

0.7 → 0.8

赞成: 2

反对: 1

弃权: 0

##### 评论

添加您的评论...

赞成

反对

弃权

否决

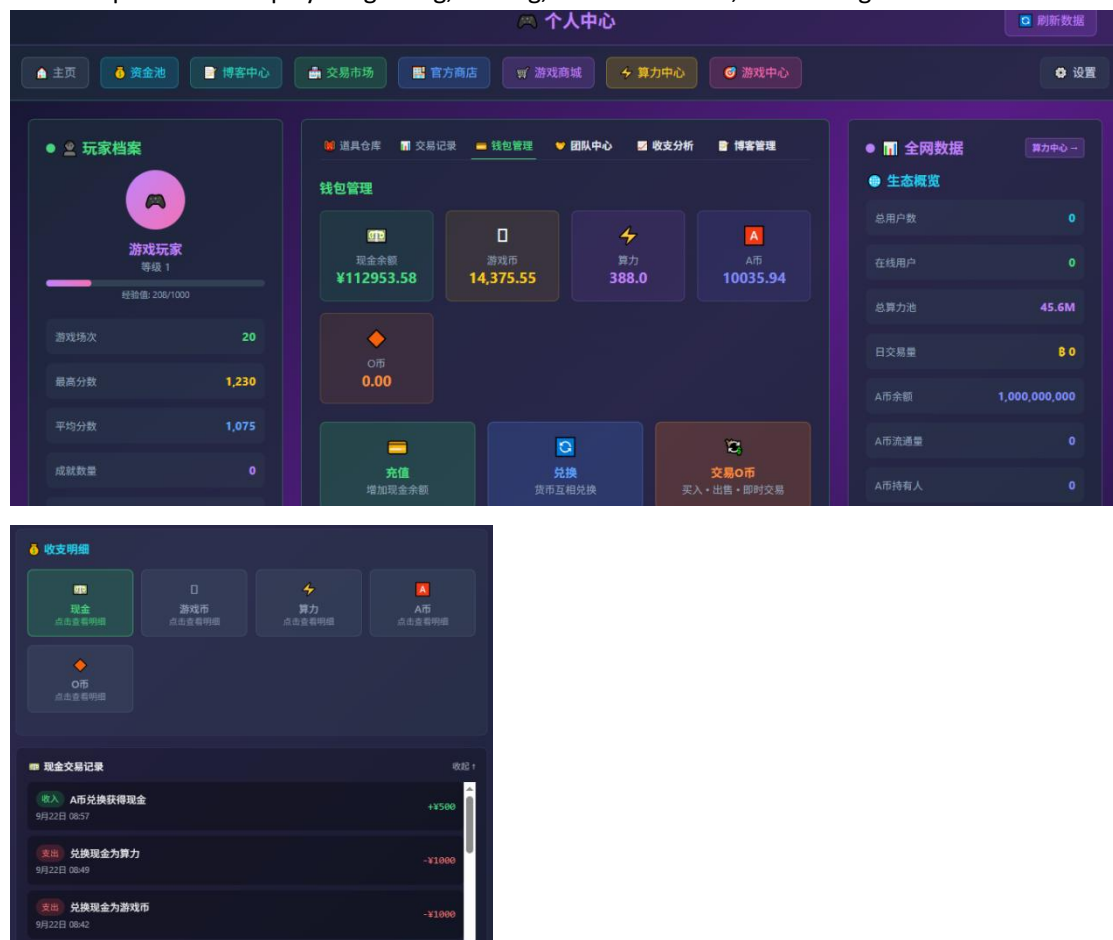


For example, voting to decide the weight distribution for various parts of O-Coin and dividend weights. The distribution of O-Coin is determined by performance, which is composed of revenue increase, the number of players, the contribution of development contribution, management contribution and marketing. The parameters for each part of the performance are decided by vote. The idea behind dividend rights is similar to O-Coin. Managers can execute this directly on the Platform Management System.



## One-stop Solution: Personal Game Center

The Personal Game Center is the collection point for player data and an important entry for players to participate in the platform. AllinONE has designed an integrated Personal Game Center system combining trading, gaming, socializing, data analysis and management, aiming to provide a one-stop solution for players' gaming, trading, communication, and management.



## Business Model

AllinONE's revenue mainly comes from commissions, the Official Store, and other income. Major expenditures include community rewards, operational expenses, etc.

### Platform Commission Fee System

Commission fees are the platform's primary source of income. To ensure the sustainable development of the platform, we have established a commission fee system for all platform transactions. This system charges a commission on all successful transactions, including both buys and sells.

Examples:

1. Trading Market: 800 RMB Armor → 8 RMB Commission → Actual Payment 808 RMB
2. Game E-commerce: 350 RMB Item → 105 RMB Commission → Actual Payment 455 RMB
3. Official Store: 1200 RMB Gift Pack → 0 RMB Commission → Actual Payment 1200 RMB



### Official Store

The main business of the Official Store is buying and selling game items, generating profit through consignment sales, discounts, promotions, etc.

### Other Revenues

Other revenue includes advertising, game fees, etc.

## Summary

The AllinONE gaming platform emerged in response to the trends of play-to-earn, blockchain, and AI technology. Although the platform is currently restricted by technology which only can be described as "new wine in old bottles," the future of AllinONE is bright. In the future, AllinONE will integrate blockchain and AI technologies, incorporate more virtual scenarios, and share the economic dividends brought by new formats of industry. AllinONE will become an explorer and the pioneer of the digital economy and tokenomy in the metaverse.

## Acknowledgements

The idea for AllinONE back to 2020. At that time, the idea was still vague, but I felt that with the rise of Bitcoin and blockchain technology, something new seemed to be brewing. However, I have no knowledge of computer or programming, and had no team or funding. How could I make the ideal of AllinONE come true? The idea of building AllinONE remained dormant in my heart until the explosion of AI Agents in 2025. I started by tentatively building some mini games. Although the technology was still immature then, and my lack of computer knowledge made every step difficult, it was a qualitative breakthrough for me. I was very happy when I saw the simple game I made could run.

After years of maturing thoughts and gaining experiences, with the breakthroughs in AI and the popularity of token economies, the idea of AllinONE became clearer and stronger. Until the launch of codebuddy and Qoder in August 2025, I felt the time was right. I immediately acted, putting my quite mature ideas into practice. I initially used coze, but due to point limitations daily, I started using codebuddy. I used it for most of time, it's fair to say that most of the AllinONE website was built by codebuddy. Only sometimes, when fixing bugs led to infinite loops and I couldn't manually modify the code, did I have to ask Qoder for help. Once I tried it, I found it really useful. So, I worked very hard. After a month of effort, AllinONE had basic found.

Although AllinONE's development is currently only in its first phase, many functions need improvement, and many ideas are not yet realized, I have never felt that AllinONE should be exclusively or private. More people should join in to realize the open, transparent, and win-win construction philosophy of " Co-construction, Co-governance and Mutual Benefit ". Here, I want to express my gratitude to AI workers and companies like codebuddy, qoder, coze, deepseek, etc., and also thank rollercoin for its inspiration. Without you all, there would be no AllinONE. I also want to extend an invitation to friends who are interested in AllinONE, sincerely inviting you to take a look, play around with AllinONE in your spare time, leave a few comments, offer some suggestions, make a small contribution, or even offer criticisms are welcome.

Next, AllinONE will continue to improve platform security, account settings, game features, etc. I also hope people can join in the construction. Below are the website's test accounts. Friends are sincerely invited to try it out and provide valuable suggestions. Thank you very much in advance.

Joan  
Founder of AllinONE  
Email: allinone\_2014@hotmail.com

## Test Account

Username: player001

Password: Test123456

username: newbie2025

password: Welcome123

username: vip\_user

password: VIP2025