



# Monetization Model Design

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# Introduction

The launch of Neveloper will usher the NEV ecosystem into an age of cyberpunk-esque experimentation, and to make such a progressive, adaptable protocol work, governance will be a key factor.

Neveloper is designed to be composable to enable every element to be upgraded and modified as necessary.

Governance will play a big part in making the game innovative. Stakeholders will vote and help plan to implement new features.

# Governance

Governance will require the implementation of a token (\$NEV) that will put the development of Neveloper in the hands of people with skin in the game. Also, governance will be responsible for fine-tuning the direction of the protocol's core token economics.

Stakeholders can decide after launch to modify the token model incentives, and that is highly recommended.

Everything is theoretical now, and as such changes will be needed when real implementation begins.

# Stakeholders

Before we delve into token economics, let's clearly define who the stakeholders are.

Stakeholders as I mentioned earlier, are ecosystem players who have skin in the game or are directly involved/affected by governance decisions.

They include, but are not limited to:

- DeAuto DAO
- Developers
- Players
- Researchers



# Ecosystem

The Developer ecosystem is expected to function as follows:

DeAuto DAO shall be the coordinating force between Developers, Researchers, and Players. This includes external actors like suppliers and independent contractors needed to build infrastructure.

Developers, Researchers, and Players are to work in harmony with DeAuto DAO to ensure that milestones are successfully achieved.

# Initial Supply

The community needs to be seeded with an initial distribution and token model which can be iterated upon. There will be an initial supply of 100 million \$NEV released to a multi-sig controlled by DeAuto DAO.

70% of the initial supply shall be sold via a public Initial Coin Offering (ICO). The remaining 30% shall be used to set up a liquidity bootstrapping pool to provide liquidity for \$NEV trading later on.

Funds received from the ICO shall be used to set up the game economy at genesis.

# Further Distribution

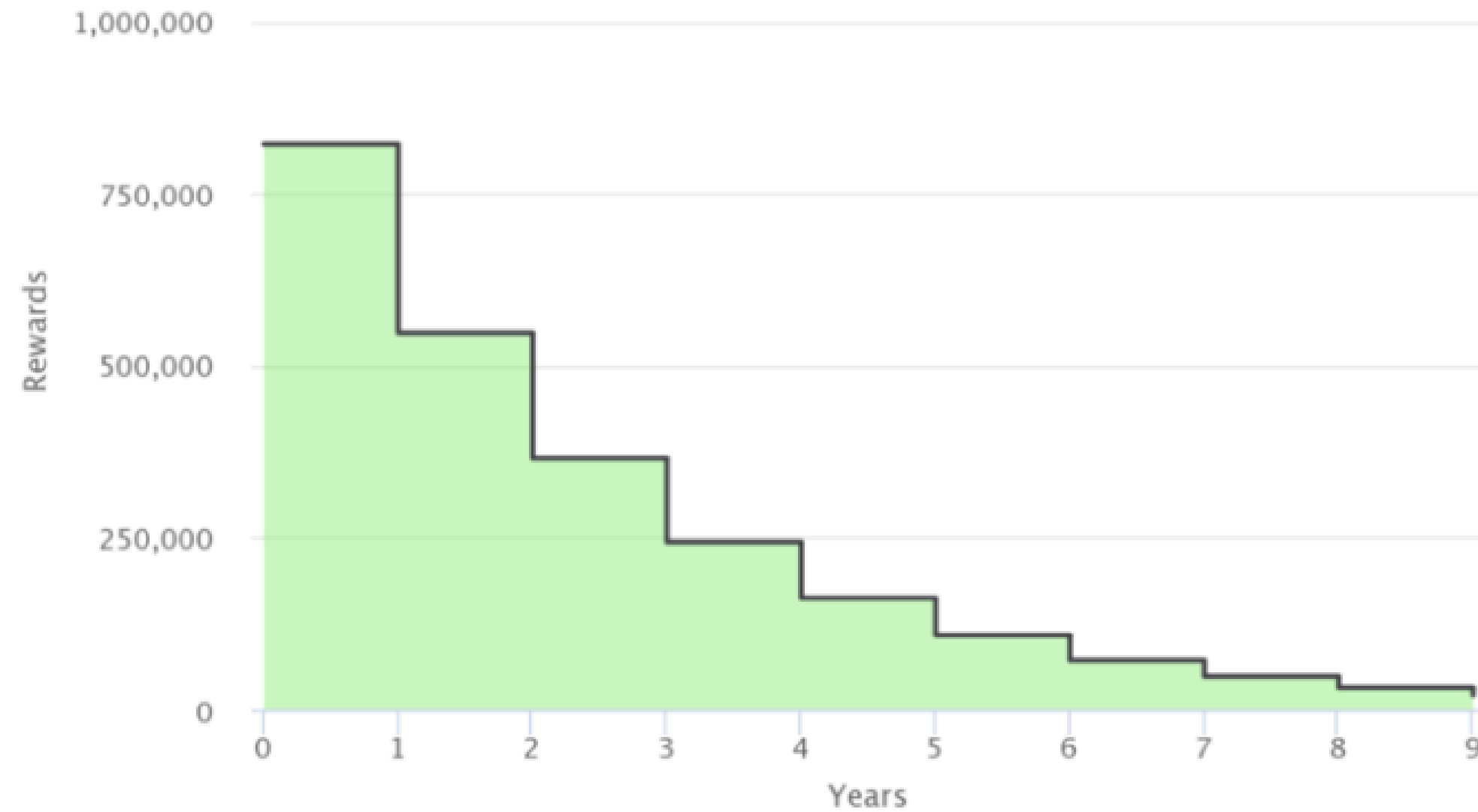
Unlike many chains where rewards are distributed on a per-block basis, Neveloper will have 3-day epochs and release new tokens at the end of each epoch.

New tokens will be released under a "thirddening schedule", similar to bitcoin's halvening, but with Neveloper, token issuance is decreased by  $\frac{1}{3}$  every year (approx. 122 epochs).

The thirddening process will allow \$NEV to reach an asymptomatic maximum supply of 1,000,000,000.



# Issuance Projection



# Release Schedule

Newly released tokens will be released to a combination of staking rewards, community pool, developer vesting, researcher vesting, and player rewards according to the following schedule:

- Staking rewards (20%)
- Community pool (10%)
- Developer vesting (20%)
- Researcher vesting (20%)
- Player rewards (30%)

# Staking Rewards

20% of new tokens released will be in the form of staking rewards at the end of every epoch. Users must have staked their \$NEV in governance for at least 7 epochs to be eligible for staking rewards. The weight of the rewards is distributed pro rata to the size of the stake.

Stakers are rewarded primarily for participating in governance and reducing the sell-pressure on \$NEV by locking their tokens away for at least 21 days.

# Community Pool

10% of new token emissions shall be sent to the community pool that is controlled by a multi-sig. Every fund dispersion from the community pool must pass through governance to be approved.

Funds from the community pool must only be spent on strategic ecosystem partnerships.

# Developer Vesting

20% of the tokens released shall be in the form of vesting developer rewards. They are reserved for the development team but are non-transferable or stake-able until they are released.

# Researcher Vesting

20% of the tokens released shall be in the form of vesting researcher rewards. They are reserved for the development team but are non-transferable or stake-able until they are released.

Research is time-intensive, and as such people dedicated to furthering innovation must be duly rewarded.

# Player Rewards

30% of the newly released tokens per epoch shall be directed towards player rewards as incentives. 70% of these go to driving actions, where players are rewarded per mileage for moving their NEV vehicles.

Other actions such as participating in The Garage market place et al, split the remaining 30%.

# Medium of Exchange

The \$NEV shall be the only medium of exchange for in-game transactions on Neveloper. Like how NFTs are priced in ETH, NEV vehicles, their parts, and all other accessories shall be priced in \$NEV.

This is to ensure that there is continuous and active demand for the token and to protect the funds of stakers who put faith in the long-term success of the project.



# Summary.

- \$NEV token is the medium of exchange within the Neveloper game.
- 1,000,000,000 \$NEV max supply, with 100,000,000 initially credited to DeAuto DAO
- Subsequent releases are distributed to the Community pool, Developer vesting, Researcher vesting, Staking rewards, and Player rewards.
- \$NEV supply is reduced by 1/3 every year to reduce token inflation.
- \$NEV rewards are released every epoch (3 days).