**FLUID**

**TOKEN**

**(FLD)**



**April, 2021**

**FLUID TOKEN WHITEPAPER**

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**Introduction**

As the digital trend intensifies at a rapid speed worldwide, all global citizens independent of origin, nationality and social status are now given the empowering opportunity to participate in building decentralized digital economies powered by blockchain and peer-to-peer technologies.

A new model for building massively scalable and profitable applications is emerging. Decentralized apps are just now gaining media coverage but will, I believe, someday become more widely used than the world’s most popular web apps. They are more flexible, transparent, distributed, resilient, and have a better incentivized structure than current software models.

Decentralized economies without the need for middlemen enable people, government and businesses to conduct trustless, anonymous and secure transactions across borders.

New opportunities for mobile and web-based apps, entertainment, real estate, finance, Government and essentially anything else that a person can spend fiat currency on today, are becoming increasingly available and accessible in this digital economy.

Master class group 11 project is a staking and farming software whose vision is to give Investors a higher percentage return on their investment when compared to existing softwares on the same market. The software was designed and created by masterclass Group 11 members that are professionally trained by the Binance team. The software is constructive by teaching investors how to make use of their idle resources to get more. It also encourages new investors to staking and farming frequently using the software.

**Why Decentralization Matters**

**The first two eras of the internet:** During the first era of the internet — from the 1980s through the early 2000s — internet services were built on open protocols that were controlled by the internet community. This meant that people or organizations could grow their internet presence knowing the rules of the game wouldn’t change later on. Huge web properties were started during this era including Yahoo, Google, Amazon, Facebook, LinkedIn, and YouTube. In the process, the importance of centralized platforms like AOL greatly diminished.

During the second era of the internet, from the mid 2000s to the present, for-profit tech companies — most notably Google, Apple, Facebook, and Amazon (GAFA) — built software and services that rapidly outpaced the capabilities of open protocols. The explosive growth of smartphones accelerated this trend as mobile apps became the majority of internet use. Eventually users migrated from open services to these more sophisticated, centralized services. Even when users still accessed open protocols like the web, they would typically do so mediated by GAFA software and services.

The good news is that billions of people got access to amazing technologies, many of which were free to use. The bad news is that it became much harder for startups, creators, and other groups to grow their internet presence without worrying about centralized platforms changing the rules on them, taking away their audiences and profits. This in turn stifled innovation, making the internet less interesting and dynamic. Centralization has also created broader societal tensions, which we see in the debates over subjects like fake news, state sponsored bots, “no platforming” of users, EU privacy laws, and algorithmic biases. These debates will only intensify in the coming years.

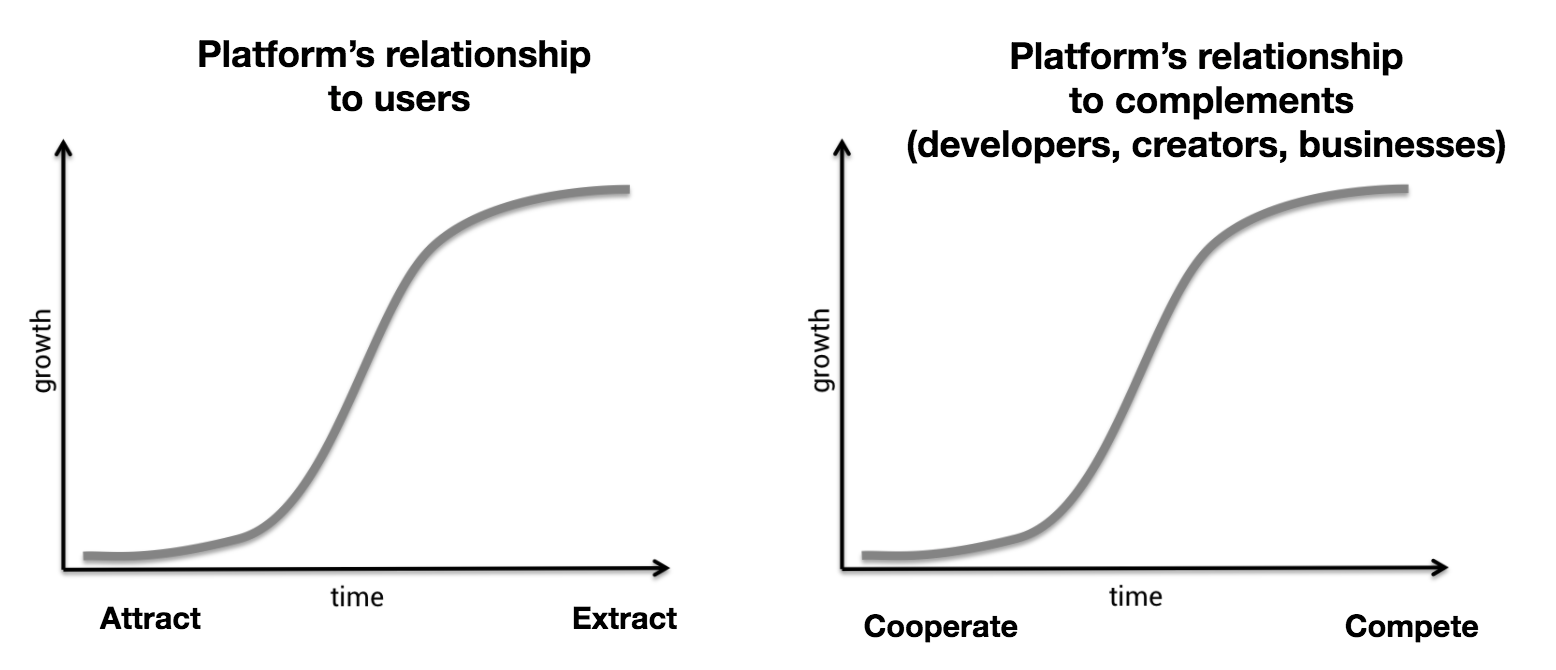
**“Web 3”: the third era of the internet**

One response to this centralization is to impose government regulation on large internet companies. This response assumes that the internet is similar to past communication networks like the phone, radio, and TV networks. But the hardware-based networks of the past are fundamentally different than the internet, a software-based network. Once hardware-based networks are built, they are nearly impossible to rearchitect. Software-based networks can be rearchitected through entrepreneurial innovation and market forces.

The internet is the ultimate software-based network, consisting of a relatively simple [core layer](https://en.wikipedia.org/wiki/Internet_Protocol) connecting billions of fully programmable computers at the edge. Software is simply the encoding of human thought, and as such has an almost unbounded design space. Computers connected to the internet are, by and large, free to run whatever software their owners choose. Whatever can be dreamt up, with the right set of incentives, can quickly propagate across the internet. Internet architecture is where technical creativity and incentive design intersect.

The internet is still early in its evolution: the core internet services will likely be almost entirely rearchitected in the coming decades. This will be enabled by crypto-economic networks, a generalization of the ideas first introduced in [Bitcoin](https://bitcoin.org/bitcoin.pdf) and further developed in [Ethereum](https://github.com/ethereum/wiki/wiki/White-Paper). Cryptonetworks combine the best features of the first two internet eras: community-governed, decentralized networks with capabilities that will eventually exceed those of the most advanced centralized services.

**Why decentralization**?

Decentralization is a commonly misunderstood concept. For example, it is sometimes said that the reason cryptonetwork advocates favor decentralization is to resist government censorship, or because of libertarian political views. These are not the main reasons decentralization is important. Let’s look at the problems with centralized platforms. Centralized platforms follow a predictable life cycle. When they start out, they do everything they can to recruit users and 3rd-party complements like developers, businesses, and media organizations. They do this to make their services more valuable, as platforms (by definition) are systems with multi-sided network effects. As platforms move up the adoption S-curve, their power over users and 3rd parties steadily grow’s. When they hit the top of the S-curve, their relationships with network participants change from positive-sum to zero-sum. The easiest way to continue growing lies in extracting data from users and competing with complements over audiences and profits. Historical examples of this are Microsoft vs. Netscape, Google vs. Yelp, Facebook vs. Zynga, and Twitter vs. its 3rd-party clients. Operating systems like iOS and Android have behaved better, although still take a healthy 30% tax, reject apps for seemingly arbitrary reasons, and subsume the functionality of 3rd-party apps at will.

For 3rd parties, this transition from cooperation to competition feels like a bait-and-switch. Over time, the best entrepreneurs, developers, and investors have become wary of building on top of centralized platforms. We now have decades of evidence that doing so will end in disappointment. In addition, users give up privacy, control of their data, and become vulnerable to security breaches. These problems with centralized platforms will likely become even more pronounced in the future.

**Enter cryptonetworks**

Cryptonetworks are networks built on top of the internet that 1) use consensus mechanisms such as blockchains to maintain and update state, 2) use cryptocurrencies (coins/tokens) to incentivize consensus participants (miners/validators) and other network participants. Some cryptonetworks, such as Ethereum, are general programming platforms that can be used for almost any purpose. Other cryptonetworks are special purpose, for example Bitcoin is intended primarily for storing value, [Golem](https://golem.network/) for performing computations, and [Filecoin](https://filecoin.io/) for decentralized file storage.

Early internet protocols were technical specifications created by working groups or non-profit organizations that relied on the alignment of interests in the internet community to gain adoption. This method worked well during the very early stages of the internet but since the early 1990s very few new protocols have gained widespread adoption. [Cryptonetworks fix](https://medium.com/@cdixon/crypto-tokens-a-breakthrough-in-open-network-design-e600975be2ef" \t "_top) these problems by providing economics incentives to developers, maintainers, and other network participants in the form of tokens. They are also much more technically robust. For example, they are able to keep state and do arbitrary transformations on that state, something past protocols could never do.

Cryptonetworks use multiple mechanisms to ensure that they stay neutral as they grow, preventing the bait-and-switch of centralized platforms. First, the contract between cryptonetworks and their participants is enforced in open source code. Second, they are kept in check through mechanisms for [“voice” and “exit.”](https://en.wikipedia.org/wiki/Exit,_Voice,_and_Loyalty) Participants are given voice through community governance, both “on chain” (via the protocol) and “off chain” (via the social structures around the protocol). Participants can exit either by leaving the network and selling their coins, or in the extreme case by forking the protocol.

In short, cryptonetworks align network participants to work together toward a common goal — the growth of the network and the appreciation of the token. This alignment is one of the main reasons Bitcoin continues to defy skeptics and flourish, even while new cryptonetworks like Ethereum have grown alongside it.

Today’s cryptonetworks suffer from limitations that keep them from seriously challenging centralized incumbents. The most severe limitations are around performance and scalability. The next few years will be about fixing these limitations and building networks that form the infrastructure layer of the crypto stack. After that, most of the energy will turn to building applications on top of that infrastructure.

**How decentralization wins**

It’s one thing to say decentralized networks should win, and another thing to say they will win. Let’s look at specific reasons to be optimistic about this.

Software and web services are built by developers. There are millions of highly skilled developers in the world. Only a small fraction work at large technology companies, and only a small fraction of those work on new product development. Many of the most important software projects in history were created by startups or by communities of independent developers. Decentralized networks can win the third era of the internet for the same reason they won the first era: by winning the hearts and minds of entrepreneurs and developers.

An illustrative analogy is the rivalry in the 2000s between Wikipedia and its centralized competitors like Encarta. If you compared the two products in the early 2000s, Encarta was a far better product, with better topic coverage and higher accuracy. But Wikipedia improved at a much faster rate, because it had an active community of volunteer contributors who were attracted to its decentralized, community-governed ethos. By 2005, Wikipedia was the most [popular](https://medium.com/@cdixon/it-s-hard-to-believe-today-but-10-years-ago-wikipedia-was-widely-considered-a-doomed-experiment-a7a0dfd27b8b) reference site on the internet. Encarta was shut down in 2009.

The lesson is that when you compare centralized and decentralized systems you need to consider them dynamically, as processes, instead of statically, as rigid products. Centralized systems often start out fully baked, but only get better at the rate at which employees at the sponsoring company improve them. Decentralized systems start out half-baked but, under the right conditions, grow exponentially as they attract new contributors.

In the case of cryptonetworks, there are multiple, compounding feedback loops involving developers of the core protocol, developers of complementary cryptonetworks, developers of 3rd party applications, and service providers who operate the network. These feedback loops are further amplified by the incentives of the associated token, which — as we’ve seen with Bitcoin and Ethereum — can supercharge the rate at which crypto communities develop (and sometimes lead to negative outcomes, as with the excessive electricity consumed by Bitcoin mining).

The question of whether decentralized or centralized systems will win the next era of the internet reduces to who will build the most compelling products, which in turn reduces to who will get more high quality developers and entrepreneurs on their side. GAFA has many advantages, including cash reserves, large user bases, and operational infrastructure. Cryptonetworks have a significantly more attractive value proposition to developers and entrepreneurs. If they can win their hearts and minds, they can mobilize far more resources than GAFA, and rapidly outpace their product development. Centralized platforms often come bundled at launch with compelling apps: Facebook had its core socializing features and the iPhone had a number of key apps. Decentralized platforms, by contrast, often launch half-baked and without clear use cases. As a result, they need to go through two phases of product-market fit: 1) product-market fit between the platform and the developers/entrepreneurs who will finish the platform and build out the ecosystem, and 2) product-market fit between the platform/ecosystem and end users. This two-stage process is what causes many people — including sophisticated technologists — to consistently underestimate the potential of decentralized platforms.

**Project Overview**

Our project in process is channeled towards unemployment in Africa at large. Unemployment has always been a major problem especially in Africa as continent where most places are still developing.

We have identified a market segment that will be interested in the software products. These are African's, job seekers and low income earners. Youths account for 60% of all of Africa’s jobless, according to the World Bank. In North Africa, the youth unemployment rate is 25% but is even greater in Botswana, the Republic of the Congo, Senegal, and South Africa, among others. With 200 million people aged between 15 and 24, Africa has the largest population of young people in the world. In most African countries, youth unemployment “occurs at a rate more than twice that for adults,” notes the African Development Bank. Unemployment is a serious social and economic issue that results in a tremendous impact on everything but is often overlooked. A stronger system of assessing unemployment should be put in place in order to determine its causes and how to address it better.

The main purpose of this project is to help users get a suitable job be it be a white, blue or black collar job. To reduce unemployment rate due to the fact that workers suffer financial hardship that impacts families, relationships, and communities. When it happens, consumer spending, which is one of an economy’s key drivers of growth, goes down, leading to a recession or even a depression when left unaddressed.

How this project suppose to work is fluid holders would get to stake their fluid token in return for the kind and format of job available in respect to their qualifications and year of experience. Apart from the fact that the fluid holder staked his/her fluid for a job search through this platform, the user would still get flow token in return as a benefit for using our platform to search for a job, but for now user’s are allowed to stake and farm their token to get a reward a start.

**Vision**

We're committed to accelerate the adoption of decentralized system especially in developing continent like Africa by empowering people to equal opportunities through our platform and to achieve business and financial success of unemployed workers while leaving a positive imprint in every society.

**Mission**

To create the most innovative an easy to use products power by peer-to-peer and blockchain technologies.

**Target user**

Our target users are the African job market. Nobody is left out of our unique project. We are targeting the graduates, under-employed and unemployed African’s in the streets that currently exceeds over 400 million people between the age of 15 to 35.

**Mechanism**

**Proof-of-stake (PoS):** In simple terms, PoS means that entities, companies or individuals are chosen as validators on Blockchain (here, we are currently on binance smart chain (BSC)), with the task of validating transactions and mining blocks based on the amount of assets they hold.

**FLUID TOKEN (FLD):** FLD is the main native token build on binance smart chain, with the maximum supply of 150,000,000 FLD will run natively on binance blockchain with BEP-20.

**FLOW (FLW):** FLW is the reward token for every FLD staked with the maximum supply of 1,000,000 FLW token. It works in such a way that, as any of our user call on the function for staking, ten percent value of FLD in FLW would be rewarded when the caller use the staking option, it’s automatically minted into callers FLW address for staking for a certain period of time which is FLW and would be tradable in the market in due time.

Lastly, anytime FLD is sent out of the wallet, ten percent of FLD in FLW is require for network fee which is sent to an empty Address to reduce the circulating supply.

**Allocation**

|  |  |  |
| --- | --- | --- |
| **%** | **AMOUNT (FLD)** | **PARTICIPANTS** |
| 30 | 45,000,000 | ICO |
| 20 | 30,000,000 | FOUNDING TEAM |
| 10 | 15,000,000 | ANGELIC INVESTOR |
| 40 | 60,000,000 | REALEASED QUATERLY TO BURN. |

**Funds Usage**

● 50% of the funds will be used to to provide liquidity for both FLD and FLW on trading platforms.

● 30% will be used for FLUID branding and marketing, including continuous promotion.

● 20% will be kept in reserve to cope with any emergency or unexpected

situation that might come up.

**TEAM**

The software was founded by group 11 team members who have different backgrounds in blockchain technology and coding languages with vast experience:

1. **Karen Jimmy**

*Skills/Qualifications: Mobile App Development (Flutter: UI), Java, HTML/CSS Professional Certification: B.A Design and Communication, Flutter Development, The Ultimate Java Mastery Course, The Ultimate HTML5/CSS3 Course.*

*Group Assignment: Assistant UI/UX manager.*

1. **Abdulazeez Muhammad Salihu**

*Skills/Qualifications: Java, Android, Html, Css,*

*Professional Certification: Java, Android, Routing and Switching (HCIA).*

*Group Assignment: Contract manager.*

1. **Oluseyi Ayinde**

*Skills/Qua: C#, PHP, JavaScript,Node Js, React, Angular, Vue, MongoDb, Power BI, Html, Css, Mysql, Aws, Azure*

*Professional Certification: Programming with Microsoft .NET / Bsc Computer Science*

*Group Assignment: UI/UX manager.*

1. **Jalekun Oladiji**

*Qualification: B. Tech Mech. Engineer*

*Skills: Html, CSS, JS, Blockchain Dev.*

*Group Assignment: Documentation coordinator*

1. **Okechukwu Ndunaka**

*Skills: Python, HTML, Solidity, Blockchain, SAP*

*Qualification: M. Sc Maritime Management Technology.*

*Group Assignment: Project manager and Group Leader.*

1. **Yvonne Tansu**

*Skills/Qualifications: C++, Python, Javascript, Flutter (for internship), React, Vue, Nodejs, mySQL*

*Professional Certification: Software Engineer Intern, Bachelor of Mathematical and Computer Sciences (1st year student)*

*Group Assignment: GitHub manager.*

1. **Nonso Ezebuiro**

*Skills/Qualifications: Java*

*Professional Certification: Product Developer and Marketer.*

*Group Assignment: Video Manager.*

**And Habeebullah Asst. Contract Manager.**