

Chance

Project Proposal

2022/05/12

Subjects	Page
Goal definition	3
Idea Description	3
Work Flow	4
Phase classification	6
Economic lifecycle	7

Concept definition:

1	Project Brief	Summarized definition of project dimensions and borders. Performing lottery and selling over price tokens.
2	Website Goal Definition	<p style="text-align: center;">Determine Goals and Expected Outcomes.</p> <p>What is the client's goals and expected outcomes of this project, and how does she envision the end result of the project? - You have to be as specific as possible; goals and outcomes should be quantifiable and measurable.</p> <p>Client goals: 1- winning the lottery. 2- staking token to earning some tokens.</p> <p style="text-align: center;">Website Goal Definition</p> <p>Each goal should be:- specific- Measurable - Attainable - Relevant - Time-bound Developer also needs to define success criteria according to the client. As a result, you will have a document containing 2 lists: A list of project goals A list of the client's goals This document needs sign-off by the client/decision-makers.</p> <p>Website Goals: 1- Earn money (A. by selling low-cost tokens with the price of lottery tickets. B. Selling NFTs C. taking a chunk of supporting projects). 2-Raising Capital (A.by staking program. B Releasing Token). 3- Building a large base of users.</p>
3	Define the Target Audience	<p style="text-align: center;">Determine the Target Audience.</p> <p>Who is the client's target audience? Who's going to use this site, and how might they benefit from the site?</p> <p>1- people who want to earn quick. 2- People who want to invest. 3- People who have a related idea and seeking financial and/or technical help.</p>
4	Competitor Analysis	<p style="text-align: center;">Determine Competitors</p> <p>Who are the website's direct and indirect competitors? The client and the website architect should be aware of the existing competitive environment.</p> <p>Referred to the competitor's analysis report.</p>
5		Define Goals, Problems and solutions

	User Goal-Problem-Solution	For our website project, we identify a person's goals, problems, and we look towards providing solutions for them. Goal: A user wants to chip-in in the lottery in order to have a chance to make his money times bigger. User problems: 1- Trust in platform. 2- difficulty of payment operation. Solutions: Building a fair transparent blockchain platform to gain user's trust. 2- Implementing a user-friendly UI/UX.
6	Scenario Mapping	predicting possible user flows. Every goal of every person has his own set of scenario maps. The one who is going to chip-in needed to go through the: Registration KYC. Make payment.
7	Mind Mapping	Making our ideas useful. When we have a bunch of ideas, it becomes helpful when we start visualizing and interconnecting them. The mind mapping stage is dedicated to creating a solid system of logically connected ideas and also helps us cut out unnecessary things. It's a popular design conceptualization tool. A way to convince the user to chip in is to offer something which makes the user feel that he still gets something if he doesn't win the jackpot.
8	Information Architecture	Create IA flowchart We should have a website's information structure flowchart, which will be the foundation of the website's prototype. Go to the page 8.
9	Prototyping	Create Website's prototype The website architect is going to lean on the mind map and information architecture diagrams to develop this prototype. When creating each web page prototype, you should focus on how the user can achieve his/her goals. Before prototyping, you should refresh your knowledge of your target audience using the previous stages in the website architecture process.
10	Prototype Usability Testing	Testing the Prototype Usability testing at this stage will help you notice gaps and flaws in the architecture.
11		Create the project's documentation

Project Specification

The project specification should contain all the information regarding software and web technologies required for the website. The requirements design should be clear.

Technical requirements

1-Database:

- a. User profile data
- b. User Activities
- c. Operations history
- d. Technical support data
- e. Contact tickets
- f. Projects applications
- g.

2- Server application:

- a. User authentication
- b. User participation
- c. Projects applications
- d. Admin operations
- e.

3- Domain and Host

4- Smart contract

- a. Chip ins.
- b. Prize payment.
- c. Gift payments.
- d. Lottery operation.
- e.

5- Definition of terms and conditions for services.

Features:

No	Title	Description	Components	Requirements
1	Profile	Private auth	Registration	External login
		Public info		Profile panel
2	Wallet	Asset Management	Chip in	Smart contract.
			NFT and Staking	Web3 integration. Payment gate.
3	Admin	Administration	Bucket Formation	
			Support tickets	Support controller
	Apply	Apply projects	Apply form	Project Application controller
			Communication panel	Offline commenting chat?

Features to discuss:

- 1- About Chance
- 2- Games
- 3- Chance Partners
- 4- Provably Fair
- 5- Bitcoin SV
- 6- Blog
- 7- Payments
- 8- Help Center

9- About Chance

10-Games

11-Chance Partners

12-Provably Fair

13-Bitcoin SV

14-Blog

15-Payments

16-Help Center

17-Demo mode?

18-

19-