MetaReset

Whitepaper 1.0

1. Ideology

MetaReset intends to introduce the Metaverse to the cryptocurrency world with user experience, equality, and virtuality as its guiding principles.
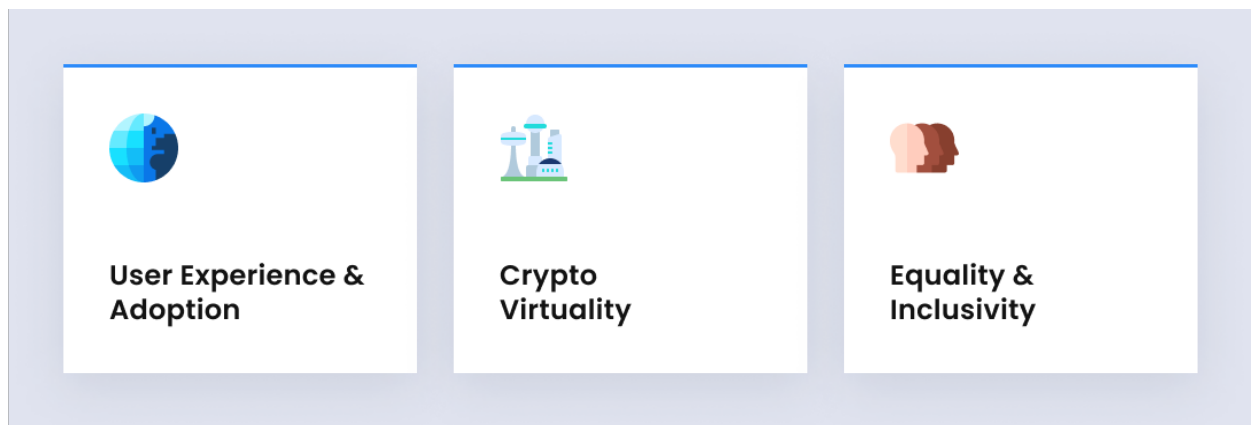

User Experience & Adoption

Crypto Virtuality

Equality & Inclusivity

Figure 1.1 Ideology

1.1 User Experience and Adoption

MetaReset strives to incrementally bring the MetaVerse to fruition. As an organization, MetaReset does not intend on creating a whole new virtual environment and hoping for user acceptance. Having a strong sense of community and early adopters is critical to the success of this new world. To begin, virtual world components will be tokenized and issued as NFTs. Extensive user experience research has been conducted, with a particular emphasis on adoption. The objective of the organization is not to create a virtual reality that is completely immersive. MetaReset will identify the optimal user experience by fusing the 2D and 3D worlds in the proper proportions, according to the research. MetaReset seeks to appeal to everyone, not simply gamers or virtual reality headset enthusiasts.

1.2 Crypto Virtuality

The crypto community will be replicated in MetaWorld. The blockchain revolution will be a component of every service, product, or feature in the MetaWorld. There will be an endless number of options in MetaWorld, a place for crypto aficionados to live in crypto.

1.3 Equality

Many people see the Metaverse as a possible alternative to their current existence. There is a lot of discrimination in the actual world based on race, and/or gender which results in insecurities. Birth data in the actual world cannot be changed, hence people often fantasize about becoming someone different. A person's identity is completely up to them in the Metaverse. However, this does not imply that individuals should alter their identity to fit in with the majority. To ensure that equality is properly served, the DAO of MetaReset will work with human science professionals to develop governance regulations.
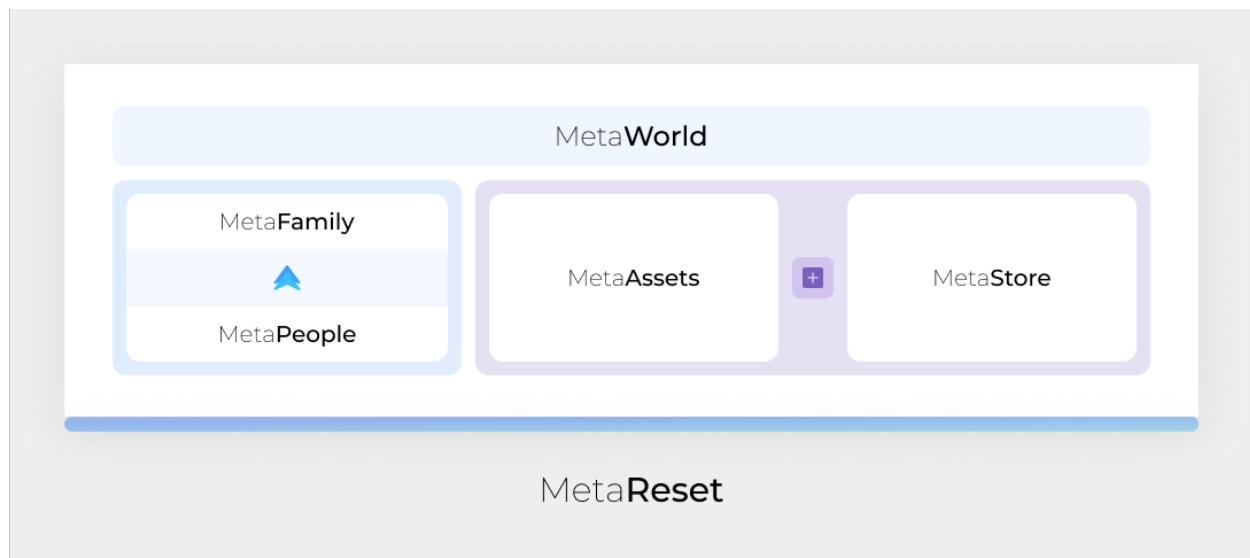
2. Core Components

Figure 1.2 Core Components

The trip from this world to the MetaWorld will consist of many smaller stages along the way. Even before the process of developing the world starts, the person's identity, assets, and social communication platforms will be constructed and put into place in a manner that is functional. When done in this manner, users will be

able to participate by investing in and owning these NFTs. In light of this, when the MetaWorld is finally brought to life, it will not be a clean slate. Those users who have been actively making use of their NFTs will have a function in this new universe. This stimulates a greater level of involvement and adoption from users.

2.1 MetaPeople

This underlying layer of NFTs is going to become the core of the identity of MetaReset. MetaPeople are NFT-based avatars that may be customized to represent users in a manner that is inclusive with regard to gender and race. The Adam and Eve collection's first release will mint 50,000 avatars of the MetaPeople race. These identifiers will serve as the one and only entry point required to access the future MetaReset components. At the same time that MetaPeople is made available to the public, a simplified version of MetaWorld will also be made available in the form of a dashboard. The MetaPeople NFT will be the access token that is used to see the existence and features of the specific identity. Each avatar will have their own unique DNA, which will determine their attributes, including but not limited to hair, eye, skin tone, facial features, physique, and outfits in a wide range of colour variations. This DNA will be completely different for each and every avatar. The Fitzpatrick scale will be used to produce five different colours of skin tone, and each of those hues would be represented equally among MetaReset's avatars.
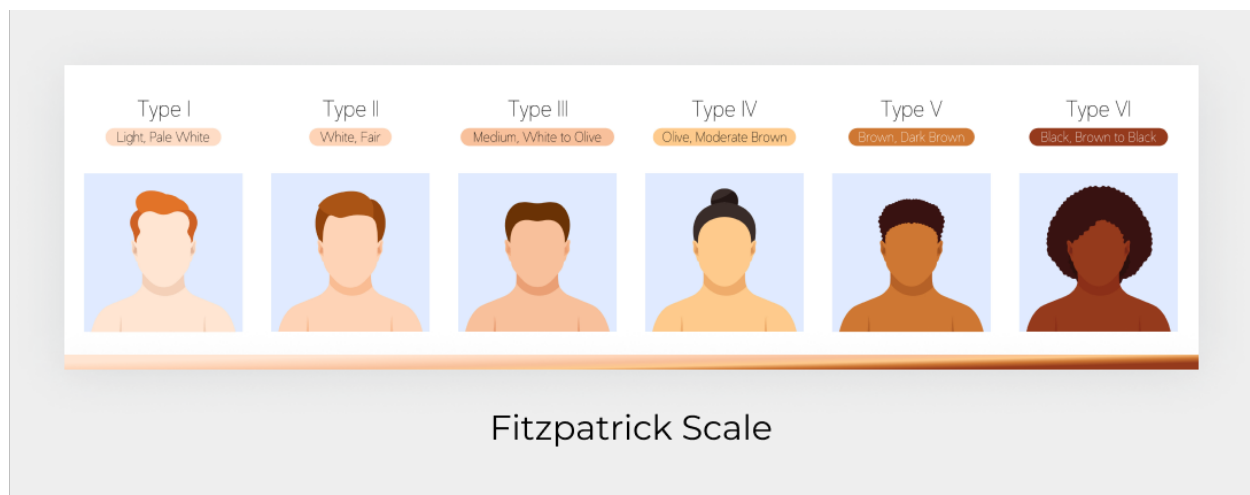

Figure 1.3 Fitzpatrick Scale

The **Fitzpatrick scale** (also **Fitzpatrick skin typing test**; or **Fitzpatrick phototyping scale**) is a numerical classification schema for human skin color.

"Fitzpatrick Scale - Wikipedia." *Fitzpatrick Scale - Wikipedia*, en.wikipedia.org, 7 Jan. 2014, https://en.wikipedia.org/wiki/Fitzpatrick_scale.

2.2 MetaFamily

Avatars from the first Adam and Eve collection will be able to create social interactions with one another, get married, and have families. Users can sign their marriage contract on the blockchain Unlike in real world, unrestrained marriages can happen in this world. They may also mutually decide to produce a baby, which would be yet another NFT. This infant NFT avatar will have its own DNA, which will be a combination of the characteristics of its parent avatar's DNA. Their attributes will be randomly chosen amongst the two parent avatars. An infant avatar might become an adult avatar within 18 days after its inception. This avatar may be sold by the parents, but only with their joint approval. Even if this new avatar might be moved or sold to a large number of users, it will always be possible to determine which avatars served as their parents in the beginning. In this manner, if the MetaWorld were to be used by more than tens and thousands of users, the user could always check back to purchase from any of the Adam and Eve collection's parents.

2.3 MetaAssets

The next step in constructing a MetaWorld is to determine the assets we require. In contrast to other platforms, MetaReset will not go in the direction of enabling users to generate their own content or construct their own virtual worlds. We are of the opinion that if we are able to keep these assets being built using a universal technique, then we will be able to deliver a consistent user experience. Instead, individual assets like as land, homes, vehicles etc.. will be minted and auctioned. Even before the official debut of MetaWorld, users have the ability to purchase, sell, and exchange a variety of assets. On the other hand, users are able to view the assets that they own from the dashboard that is provided as part of the launch of MetaPeople.

2.4 MetaWorld

Now that all of the fundamental components of the MetaWorld have been constructed, the first release of the MetaWorld will consist of a predesigned map that will initially host no more than three cities. Users that possess these identities

have access to the world, can see it in an isometric perspective, and can navigate their way around it. In spite of the fact that the whole platform would be designed in a manner similar to that of a video game, complete with support for various camera views and an immersive experience, our goal for now is to make things as simple as possible. If this route was taken, then the user experience would be the same for everyone, and users would have an easier time navigating the environment without having to engage in actions similar to those seen in games. Users were able to see the assets they owned in the MetaWorld. If a user has recently purchased a land, that land's metadata will provide the user's coordinates for the land. The user is aware of precisely which region of the map the land will be located on. Therefore, once the MetaWorld is ready, users will be able to access the land that they have purchased there. Other users are able to look at the properties of other users as well. However, only the person who already own the land will be allowed to carry out further activities on it, such as purchasing a home or selling the property. The whole 3D isometric perspective will be used to navigate around the environment, but all other interactions may be conducted via a 2D interface in order to facilitate ease of use and accessibility. This universe will eventually include more services, applications, and features of its own design. For illustration purposes, a blockchain-based online casino operated by a third party may establish their presence in this universe. For a price, MetaReset would lend them a hand in the development of their establishment in MetaWorld.

2.5 MetaStore

After a significant threshold is reached and the MetaWorld has been populated by hundreds of thousands of users, businesses will finally have the opportunity to establish a presence there. If brands want to be in a prominent location, they will need to purchase the land there from the users first. MetaReset will take on the role of a consultant to assist these businesses in the construction of their shop and the incorporation of their merchandise into our MetaWorld. Users will be able to make purchases of digital products at these shops in the MetaWorld after they have been set up.

3. Protocol Integration Service

As the number of users increases, MetaWorld's demand for new applications and features also increases. There is no need to start from scratch in the development of each and every single feature. The goal of MetaReset is to take advantage of the

fact that interacting with the backend of a third party is safe. Thanks to blockchain technology. There are already hundreds of use cases that have been addressed thanks to the efforts of numerous projects that aim to meet the requirements of the blockchain ecosystem. MetaReset intends to include them into the MetaWorld by constructing an interface that is unique to them, and in the not too distant future it will provide an SDK for user interfaces.
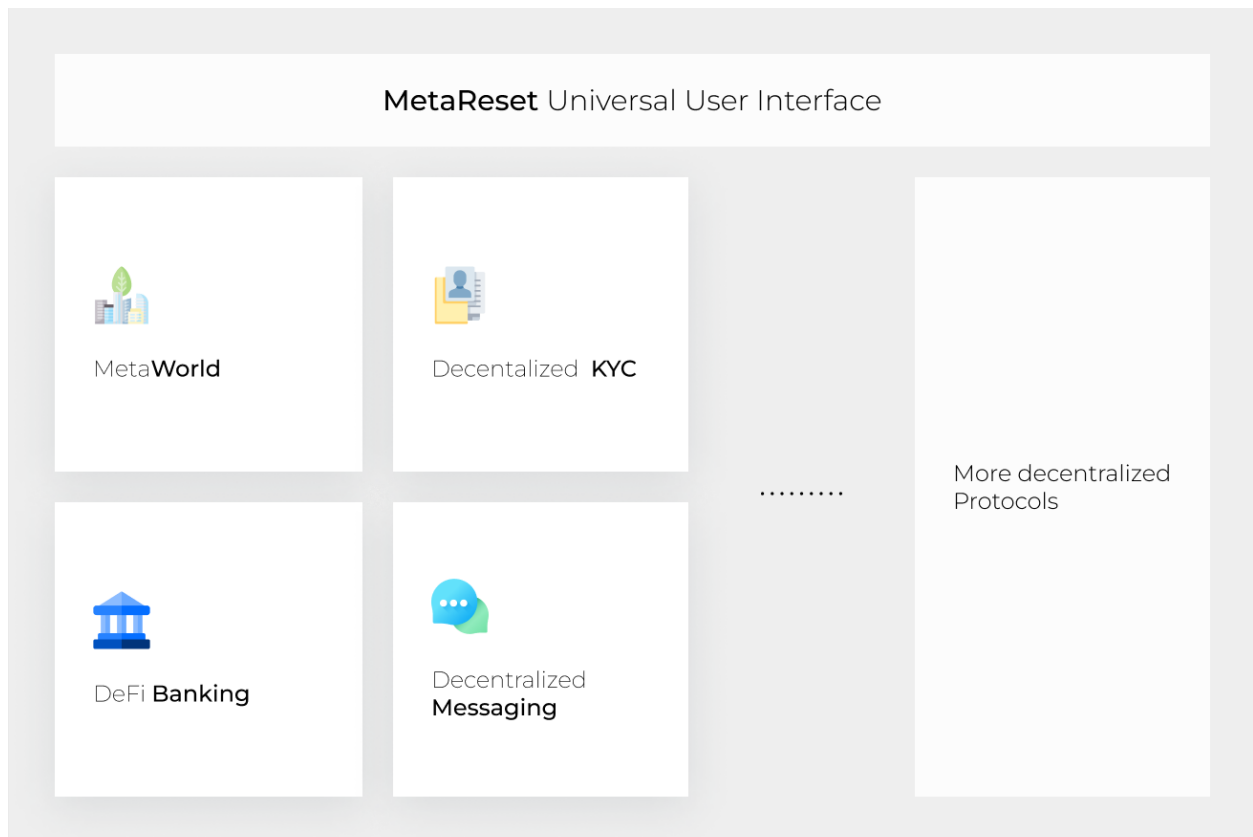

Figure 1.4 Protocol Integration Services

Upon its introduction, some of the integrations that MetaReset will be concentrating its efforts on include the following:

3.1 Decentralized Messaging

Interactions with other people will play a significant role in MetaWorld. The capacity to communicate with one another is the fundamental prerequisite for any kind of social interaction to take place. Communication with other people is essential, especially in the MetaWorld, where you may freely move about the environment, explore surrounding lands and properties, and determine who the owners are based

on their identities. Naturally, in order to adhere scrupulously to the decentralized idea of carrying out everything, the social messaging system will be decentralized as well. Projects such as Status, Whisper, Origin, and others have been developing and testing decentralized messaging protocols for a considerable amount of time. MetaReset will form a partnership with one of these protocols in order to provide a user interface on the MetaWorld that is both modern and intuitive. For illustration purposes, a communications system may be shown in the MetaWorld as the mailbox of a house.

3.2 DeFi Banking

Each city in the MetaWorld will have its own financial district, in which we will be able to construct buildings that are analogous to those that exist for the many DeFi applications that are already in use in the physical world. Because of this, the people who live in the MetaWorld now have access to a new kind of experience that involves a gateway architecture. The selection of these DeFi platforms will be determined by community vote, and while the user interface SDK is being tested and prepared for release, MetaReset will be responsible for building these interfaces in collaboration with the creators of the DeFi protocol. AAVE and Compound Finance are two examples of the kinds of prospective DeFi protocols that MetaReset hopes to introduce into the MetaWorld.

3.3 KYC

Users in the MetaWorld would have the choice to connect information about themselves from the actual world with their identities in the MetaWorld. Even though participation in this is not required in any way, certain features or applications that are incorporated from third parties could need it. Access to a user's account in an online casino should be contingent on their providing proof of their age. The user is the only owner of their identity in the real world, and as such, they are not required to place their safety in the hands of a third party form or database. MetaWorld will provide a solution that is even more superior. MetaReset is already in the process of forming a partnership with one of the worlds largest decentralized blockchain based KYC provider, a company that offers a decentralized KYC solution. In addition to this, one of MetaReset's goals is to bring about the merging of the purchasing of digital and physical commodities. When a customer purchases a shirt from the MetaWorld shop, it indicates that the seller has the ability to physically mail the garment in addition to the digital artefact. In order to carry out this action,

the user is required to provide their actual address. This might be accomplished in a way that is wholly anonymous with the help of a KYC protocol developer partnership.

3.4 Frontend-as-a-service

Aside from the few use cases that we have previously discussed, MetaReset is interested in partnering with creative initiatives to provide value to MetaWorld and welcomes any and all collaboration proposals. In the first phases of the project, the development team for MetaReset would act as a service provider in order to provide front end interfaces to the partner's back end protocols. MetaReset is certain that using this approach will make it possible to create a standardized user interface that will be to the inhabitants' advantage. In addition, in order to entice retail companies who are not blockchain-based and do not already have a blockchain development team in place, this might be a wonderful advantage factor for those companies to build their footprint in the metaverse cryptocurrency market with minimal resistance.

4. $Reset Token

The currency used across the MetaReset ecosystem is $Reset. Users are able to trade with one another, buy and sell goods, or just deal with one another in the same manner that they would in the real world while using $Reset. The $Reset cryptocurrency utilizes the ERC20 standard and has a total quantity of 1 billion tokens. This cryptocurrency has been created, and will be made available on Uniswap and other centralized exchanges. Despite the fact that MetaPeople and MetaAssets NFTs might be acquired using just Ethereum, $Reset intends to be the currency that is used in MetaWorld.

4.1 Taxation

Every purchase or sale made using $Reset will be subject to a tax of 10%. This tenth of a percent from each and every transaction is paid straight back to the token contract itself. The token smart contract has been developed such that it can manage and distribute these taxes directly from the protocol layer. The Development Fund Wallet will get fifty percent of these taxes, which total five percent of each and every transaction. The other fifty percent of the taxes that were collected have been set aside as incentives for the top one hundred members of the community.

4.2 Top 100 Community Members

The MetaReset project is one hundred percent community-driven. MetaReset has built a system to identify potentially beneficial members of the community in order to reward the community for their active engagement and for providing value to the project. Please refer to the MetaReset community manifesto that was released previously for more information on any of these topics. The other half of the tax revenue, which amounts to five percent of each and every transaction, will be distributed equally among one hundred different slots. Every single transaction that takes place on $Reset will result in each slot earning 0.05 percent of the total value of that transaction. As a result, MetaReset exercises a great deal of caution while searching for prospective community members and giving out available spaces to them. These slots also have a dynamic nature. If it seems that a community member who was awarded the slot has ceased contributing to the project, that individual's position will be removed and offered to another prospective member who has shown promise in their contribution to the project.

Professor. "Community Manifesto. MetaReset Is a Project That Intends To… | by Professor | MetaReset | Jun, 2022 | Medium." *Medium*, medium.com, 4 June 2022, https://medium.com/metareset/community-manifesto-d918bc71c0d9.

4.3 Team and Liquidity Lock

The taxes that are paid into the Development fund pocket are what provide the funds for MetaReset's development activities. The purpose of MetaReset is to be completely open about the circulation of tokens and their applications. Whenever the team decides to sell tokens, they will only sell the tokens that have been deposited into the wallet designated for the development money. This procedure is generally known across the community, and each and every transaction may be monitored even if the team does not freely provide this information. In addition to this, MetaReset has set aside 10% of the total supply to be used exclusively for team tokens. These are designed to entice top-tier talent to join MetaReset and assist in the construction of the world. These tokens have already been locked for a period of six months, and the lock will remain in place until November 22, 2022. The Uniswap liquidity pool tokens were likewise frozen for the same amount of time and have the same expiry date as the other tokens.

MetaReset Lockup Overview
View liquidity and RESET lockup information

Liquidity Locked
Uniswap V2 — 100.000% Liquidity

RESET Locked
Ethereum — 120,000,000.00 RESET (12.000%)

Circulating Supply — 880,000,000.00 RESET

Total Supply — 1,000,000,000.00 RESET

Figure 1.5 Team and Liquidity Lock

5. Community

It is the goal of MetaReset to develop a Metaverse with well-calibrated layers that will provide joy to your living. This is something that has been missing in the actual world as a result of gender discrimination, racial inequity, regulations, and anxieties. It is planned that the community will take the lead in all aspects of MetaReset as MetaWorld continues to develop. The top 100 members of the community will be selected to serve on the governing and steering community boards of MetaReset. When MetaWorld is extensively used, the top 100 members of the community will be responsible for determining the path that MetaReset will take, making modifications ranging from small to major, and developing methods to make MetaWorld better.

6. Governance

After the MetaWorld has been brought online and is functioning normally, the objective of MetaReset is to hand over management of the world to the community so that they may mould it and steer it in the manner that they see it going. As a result, a Decentralized Autonomous Organization, abbreviated as DAO, will be

formed. The quantity of $Reset token holders, in addition to their contributions to the community, serves as the determining factor for voting power. If a person is already pre-selected and included on the list of the Top 100 Community Members, then that individual automatically receives a predetermined proportion of the voting shares. In addition to that, the quantity of $Reset tokens one has as well as the length of time one has held onto those tokens gives one additional voting power. In the future, when the governance is getting near to being put into effect, the specifics of the voting power will be worked out in more depth.

These members of the DAO have the authority to propose modifications to higher levels of the protocol, to establish new cities, to create new asset types, or to determine which partners will be selected. The founding members will continue to have a unique veto power over a select few decisions that have an impact on the overall equality of the world. As was said before, the founding members will engage in conversation with possible specialists in the field of humanity science who are currently engaged in the fight for equal rights and for inclusion in the real world. MetaReset will seek their expertise in building protocol designs that will protect equality in all feasible ways and encourage it. The goal of MetaReset is to create a society in which people of all races and genders may coexist without any distinctions in the ways in which they live. In some circumstances, if the MetaPeople have an imbalance in race and gender that results in certain group of people being a minority, MetaReset will take the necessary steps to restore equality through equity.

7. Multiverse

Although MetaReset is being built on the Ethereum blockchain technology, our ultimate goal is to see a future in which several blockchains may live with one another and work together at the same time. Similar to the actual world, when MetaWorld expands and more identities are generated, it will need scalability, which will necessitate the establishment of additional cities. As a result, the scope of MetaWorld's development will include the possibility of unlimited growth. Taking advantage of these technological possibilities, MetaReset want to appeal to other blockchain ecosystems simultaneously.

These will be made easier as a result of the establishment of new cities. These cities will be constructed on the same MetaWorld, but the underlying protocols, third party integrations, identities, and assets will each be created on their own chain. Cities in the MetaWorld are distinct from one another according to the chain that

they are a part of, much as in real life, when we move from one nation to another, the language we speak, the money we use, and the culture we experience all change. This also provides an opportunity to witness the coexistence of a variety of groups inside the modern social media landscape.

Figure 1.6 Multiverse

The design of MetaReset makes it possible to readably shift information across all of these different chains. A user from the Ethereum chain will be able to go to a city that was established on the Binance chain. The user has the ability to "travel about," inspect lands and enterprises, and observe everything that is being constructed on as if they were a visitor. However, if they want to acquire assets in that city and become a part of the city's economy, they will need to trade in their native tokens for the ones used in that city. On the other side, $Reset tokens could be useful. On any chain that supports it, $Reset will be made accessible. Interoperability may be achieved by destroying and rebuilding tokens on the opposite side of the network, or we could seek assistance from recent developments in technology such as Layer 0. However, in order to provide a more immediate experience for users, $Reset tokens might be traded via a DEX protocol behind the scenes.