Here is the English translation of the Chinese document you provided. I've aimed to keep the translation natural, accurate, and consistent with the original intent while avoiding overly literal phrasing. Let me know if you'd like any adjustments!

Final Proposal: MoVerse Transaction Alliance (MoVerse)
Date: February 27, 2025

I. Core Concept and Vision

Name: MoVerse Transaction Alliance (abbreviated as MoVerse)
Definition: A decentralized global trading ecosystem built on blockchain, artificial intelligence (AI), non-fungible tokens (NFTs), and Eastern cultural elements. It begins with creative service transactions (centered on designers) and gradually expands to all legal trading scenarios (e.g., mobility services, delivery, logistics, human resources), ultimately creating a comprehensive Web3 ecosystem with transactions at its core, moving offline trading fully online.

Vision:

- Short-Term Goal (2025–2027): Become the leading DAO in creative service transactions, serving global designers and employers, establishing a technical foundation, user base, and brand influence, with a target annual transaction volume of ¥1 billion.

- Mid-Term Goal (2027–2030): Expand to diverse trading scenarios (e.g., mobility, delivery), addressing core daily needs and becoming a backbone of the Web3 trading ecosystem, with a target annual transaction volume of ¥10 billion.

- Long-Term Goal (2030–2035): Achieve "borderless transactions," covering all legal trading scenarios (e.g., commercial services, leasing, real estate), serving as a cornerstone of the decentralized economy, with a target annual transaction volume of ¥100 billion.

Future Market Outlook:

- Initial Phase (Creative Services):

    - Market Size: The global creative services market is projected to reach $2.5 trillion by 2025 (Statista), with an annual growth rate of 8%.

    - Target Users: Initially targeting 10 million designers (out of ~30 million

globally, aiming for 1/3) and 5 million employers (based on Fiverr/Upwork estimates).

- Market Opportunity: Existing platforms (e.g., Fiverr at 20% commission, Upwork at 15%) have high costs; MoVerse enters with a decentralized low-commission model (5%), filling a market gap.

- Expansion Phase (All Trading Scenarios):

  - Mobility Services: Global ride-hailing market exceeds $100 billion (e.g., Uber/Didi), targeting ¥50 billion annually, 5% share.

  - Delivery Services: Food delivery market exceeds $150 billion (e.g., DoorDash/Meituan), targeting ¥80 billion, 5% share.

  - Logistics Services: Logistics market exceeds $500 billion (e.g., FedEx/JD Logistics), targeting ¥100 billion, 2% share.

  - Human Resources: Recruitment market exceeds $30 billion (e.g., LinkedIn/Indeed), targeting ¥30 billion, 10% share.

  - Long-Term Potential: Commercial services (B2B, e.g., procurement), leasing (equipment/real estate), education (online courses), with unlimited transaction growth potential.

Positioning and Competitive Edge:

- Positioning: Evolving from "the Uniswap of creative trading" to "the Web3 hub for all transactions," surpassing existing DAOs (e.g., Uniswap, MakerDAO, Aave).

- Competitive Advantages:

  - Decentralized Low Cost: No intermediaries, commissions of 3–6%, saving over 50% compared to traditional platforms.

  - Global Reach: Supports multiple languages (12 initially, expanding to 20) and multichain (Polygon/Arbitrum/BSC), serving users worldwide.

  - Technological Innovation: AI-driven transaction matching and dynamic pricing; NFTs add asset value to trades.

  - Cultural Appeal: Eastern "Mo" (ink) culture (e.g., "Mo Bazaar" marketplace, "Mo Soul" NFTs) enhances identity and engagement.

Core Principles:

- Transaction-Centric: Transactions as the foundation, modularly expanding to all

legal scenarios.

- Innovation-Driven: AI optimizes processes and predictions; NFTs enhance trust and value.

- Open Ecosystem: Starting with creative services, community-driven expansion to all trading scenarios.

- Censorship Resistance: Multichain architecture and distributed storage ensure global sustainability.

- Fair Incentives: Dynamic token model rewards service providers, demanders, and governors.

Innovative Elements:

- AI Transaction Brain: Real-time analysis of transaction data, predicting trends (e.g., 10% rise in creative service demand), dynamically adjusting commissions and issuance rates.

- NFT Trading Ecosystem: Each transaction generates an NFT receipt (with details), tradable, collectible, or usable as credit proof, boosting transparency.

- Modular Trading Framework: Community develops new scenarios (e.g., "education module"), launched via voting.

- Cross-Scenario Synergy Engine: AI optimizes multi-scenario integration (e.g., mobility + delivery), improving efficiency by 15%.

Details:

- Trading Scenarios Defined: Any legal value exchange (services, goods, information) can be realized on MoVerse.

- Timeline and Targets:

  - 2025: Creative services launch, 5,000 users, ¥1 million in transactions.

  - 2027: Expand to 3 scenarios, 100,000 users, ¥1 billion in transactions.

  - 2030: Cover 10+ scenarios, 500,000 users, ¥10 billion in transactions.

  - 2035: Full trading ecosystem, 2 million users, ¥100 billion in transactions.

- Examples:

  - 2025: Designer A designs UI for Employer B, ¥2,000 transaction.

  - 2027: Driver C provides mobility + delivery for Passenger D, ¥150

   transaction.

    o 2030: Company E leases equipment to User F, ¥50,000 transaction.

II. Governance Structure

Entity Name: Mo Council
Design Philosophy:

- Initially focused on efficient, transparent governance for creative service transactions; later scalable to all scenarios via dynamic seats and industry representation.

- Draws from Uniswap's community-driven model, MakerDAO's multi-stakeholder balance, and Optimism's modularity, enhanced with AI-assisted decision-making and scenario incubation.

Composition and Functions:

Branch	Composition Rules	Core Functions	Checks and Balances	Term and Election	Exit Conditions	Innovative Features
Legislative	Top 5 Mo holders + community vote (dynamic)	Set rules/charter/scenario policies	60% token weight approval	Quarterly election, 3 months	Drop from top 5 or 3 absences	AI proposal optimization + incubator
Executive	3 industry reps + 2 users + 1 AI (dynamic)	Operations/emergency decisions	Half-year trust vote (<50% out)	Semiannual election, 6 months	Inactive 3 months or violation	Cross-scenario synergy + dynamic seats
Supervisory	10–30 audit nodes (dynamic by volume)	Financial/rules oversight	Full impeachment (51% pass)	Annual election, 12 months	Error rate >10% or fraud	Real-time audit dashboard + templates

Detailed Design:

- Legislative Seat:

    - Composition Rules:

        - Initially: Top 5 Mo holders (≥1% of circulating supply, e.g., 150,000 Mo for 15 million total), tracked real-time on Polygon, updated daily at 23:00 UTC.

        - Community Voting: Open to all Mo holders (no minimum), using quadratic voting (1 Mo = 1 base vote, square root weight, e.g., 100 Mo = 10 votes, 10,000 Mo = 100 votes).

        - Dynamic Adjustment: Add 1 seat per ¥50 million transaction increase (max 15); new scenarios nominate 1 industry rep (≥5,000 Mo, scenario experience, e.g., 80 delivery orders).

        - Examples:

            - 2025: 5 seats (top 5 holders).

            - 2027: 8 seats (5 holders + 3 reps: creative, mobility, delivery).

            - 2030: 12 seats (5 holders + 7 reps: creative, mobility, delivery, logistics, HR, etc.).

    - Core Functions:

        - Rule Setting:

            - Initial: Creative services 5% commission (max 8%), 3% issuance (max 5%), minimum bid 40 Mo.

            - Expansion: Mobility 3%, delivery 5%, logistics ¥0.5/kg·km minimum.

            - Example: 2026, "logistics rules" set at 3% commission, ¥50/order minimum.

        - Charter Amendments: Adjust seats (e.g., increase to 10), voting cycles (5 to 7 days), emergency powers (e.g., executive halts trading).

        - Scenario Policies: Approve new scenarios (e.g., "HR services"), set rules (e.g., 4% hiring commission).

        - Investment Approvals: AI transaction brain (600,000 Mo, 6

months), cross-chain bridge (400,000 Mo, 3 months), scenario pilots (e.g., mobility, 200,000 Mo/city, 5 cities).

- Operations Process:

  - Proposal Submission:

    - Threshold: ≥250 Mo (~¥250).

    - Fees: 50 Mo for standard, 500 Mo for charter/scenario changes.

    - Format: Title (50 chars), body (700 chars), budget breakdown, expected impact (300 chars).

    - Storage: Uploaded to IPFS, Polygon records ID (e.g., "Prop_20250301_001").

  - AI Proposal Optimization:

    - Tool: AI "MoCe" analyzes in 36 hours.

    - Scoring: Feasibility (40%), profitability (30%), innovation (30%); <60 rejected with feedback (e.g., "add 100,000 Mo to budget").

  - Public Discussion: 48 hours, chain 公示 + Decentraland forum; comments capped at 5/user (300 chars), AI filters spam, top comments (>10 likes) earn 5 Mo.

  - Voting Execution: 5 days via Snapshot, quadratic voting, 60% token weight to pass; executed in 7 days if approved, otherwise archived with reasons.

- Executive Seat:

  - Composition Rules: Initially 3 top designers (≥2,000 Mo) + 2 top employers (≥1,500 Mo) + 1 AI seat ("MoZhi," advisory only); expands with 1 industry rep per 2 new scenarios (max 12 seats).

  - Core Functions:

    - Daily Operations: Manage task caps (e.g., 1,500 creative tasks/day), token swaps (3 million Mo/day), community events (60,000 Mo/month).

    - Emergency Decisions: Halt trading (e.g., >¥1 million abnormal

withdrawals), adjust rates (e.g., >8% Mo fluctuation), freeze accounts (e.g., >500,000 Mo unexplained withdrawals).

- Scenario Integration: Cross-scenario synergy (e.g., mobility + delivery, 3% + 0.3% commission), new scenario deployment in 30 days.

- Supervisory Seat:

  - Composition Rules: Starts with 10 nodes (≥800 Mo), adds 5 per ¥50 million transaction increase (max 30).

  - Core Functions: Audit finances, oversee rule compliance, initiate impeachments (51% community vote).

III. Token Mechanism

Token Name: Mo
Design:

- Purpose: Governance + payment + incentives.

- Acquisition: 40% transaction rewards, 40% fiat swaps, 20% staking profits.

- Consumption: Proposals, upgrades, commissions, traffic, arbitration, cross-scenario fees.

- Inflation Control: 1.5–4% issuance (AI-adjusted), 40% transaction fees burned.

- Initial Issuance: 15 million Mo (50% presale, 25% team, 25% ecosystem).

Details:

- Acquisition: Transaction rewards (e.g., creative 6% + 3%, capped at 150,000 Mo), fiat swaps (1 Mo = ¥1, 0.7% fee), staking (7% annualized, 600,000 Mo pool).

- Consumption: Proposals (50/500 Mo), commissions (3–6%), arbitration (5% + double/triple fees).

- Inflation: Base issuance 1.5%, adjusted by AI; 40% fees burned daily (max 100,000 Mo).

IV. Transaction and Arbitration Mechanism

4.1 Transaction Mechanism:

- Creative Services (Initial):

  - Task Posting: Budget ¥500–¥10,000, deadline 1–30 days, 10 Mo fee (+10% rush, +5 Mo privacy).

  - Smart Matching: AI ranks by level (40%), rating (40%), expertise (20%); matches 6 providers in 8 minutes.

  - Bidding: 6-minute window, bids from 40 Mo to budget + 10%.

  - Acceptance: Funds locked, NFT receipt issued upon delivery.

- Expansion: Mobility (6,000 orders/day, 3%), delivery (10,000/day, 5%), logistics (800/day, 3%), HR (300/day, 4%).

4.2 Arbitration Mechanism:

- Process: Initiated with 5% Mo fee, 5-day review by 5 jurors, 3/5 majority ruling.

- Appeals: Double Mo for level 1 (24 hours), triple for level 2 (4 days).

- Innovation: AI predicts win probability; NFT records issued (40 Mo base).

V. User System

- Creative Services:

  - Creators: Newbie (≤¥700), Mid-Tier (¥7,000+), High-Tier (¥70,000+), Mo Saint (¥350,000+, permanent seat).

  - Employers: Basic (≤3 tasks), Advanced (¥30,000+), Top-Tier (¥200,000+, legal support).

- Expansion Scenarios: Service providers and demanders tiered similarly (200–600 Mo thresholds).

VI. Legal and Technical Framework

- Legal: Mo Foundation (Cayman, ¥1 million/year), Mo Payments (Singapore, ¥700,000/year).

- Technical:

  - Blockchain: Polygon + Arbitrum + BSC.

  - Storage: IPFS + Arweave + Sia.

- Innovation: AI privacy guard, cross-chain bridge.

- Censorship Resistance: 20–100 nodes, dynamic jurisdiction.

VII. Implementation Plan

- Phase 0 (Mar–Aug 2025): Seed phase, 5,000 users, ¥1 million transactions.

- Phase 1 (Sep 2025–Aug 2026): Creative expansion + mobility, 30,000 users, ¥30 million.

- Phase 2 (Sep 2026–Aug 2027): Delivery + logistics, 100,000 users, ¥1 billion.

- Phase 3 (Sep 2027–Aug 2028): HR + full scenarios, 300,000 users, ¥5 billion.

VIII. Founder Exit Mechanism

- Timeline: Year 1 (3/5 seats), Years 2–3 (1/6 seats), Year 4 (full community handover).

- Trigger: 4-year term, ¥8 million funding, or ¥40 million transactions.

- Process: Automated check, 20-day 公示, seats cleared, advisory role retained.

IX. Revenue Model

- Commissions: Creative 5%, mobility 3%, delivery 5%, logistics 3%, HR 4%, cross-scenario +0.3% Mo.

- Allocation: 40% burned, 35% tech, 15% rewards, 10% reserves.

- Liquidity Pool: Starts at 200,000 Mo, grows with transaction volume.

X. Cultural Incentive System

- Mo Bazaar: 200 shops initially, expanding to 1,500; NFT shop vouchers (300 Mo).

- Mo Contest: Monthly 5,000 Mo prize pool, growing to 8,000 Mo; NFT trophies (500 Mo).

- Non-Monetary: Mo Soul NFTs (≥92% rating, 40 Mo), honor badges.

XI. Risk Management

- Regulatory: MoLite fallback, legal team (10 staff, ¥350,000/year).

- Economic: Rate fluctuation pauses (>7%), 20% USDC reserves.

- Technical: Multichain redundancy, AI security guard.

- Community: Triple rewards if activity <30%, AI alerts.

Summary:
This 11-part plan is comprehensive, leveraging AI, NFTs, and multichain tech for competitiveness. Ready for implementation starting March 2025.