



# SCE - FLOW DIAGRAM

## 1. SPHERE CREATES INITIATIVE

- i. The community within the sphere has created an initiative for the community. This initiative, while presented in a specific format, is not subject to any other requirements as to content. Once submitted, the funds tied to the offering will be locked until either completion or rejection. Upon Rejection, Funds will be returned to the creating sphere

## 2. INITIATIVE ENTERS THE MACHINE

- i. This is the interface between the SCE and proposing spheres.
  1. *Information*
    - a. *All information regarding the initiative is uploaded in a specific format.*
    - b. *Goal and needs are identified*
- ii. Access
  1. *Web3/ETH*
  2. *Mobile*
  3. *Virtual Reality*

## 3. COMMUNITY INITIATIVE REVIEW

- i. The initiative is review and discussed in depth by the community. Any changes or modifications to the initiate will be done now.
  1. *Review and Discussion will happen in the SCE user interface/community chat.*
  2. *Questions and concerns are answered by the creating sphere/team.*

## 4. MANUAL PUSH TO VOTE

- i. Once the community review period is over, a member of the proposing sphere must manually "push" initiative to Community Vote. The proposal is sent to the voting platform, and a predetermined voting timeframe attached to the sphere initiative will begin.

1. *This ensures that initiatives have an active sphere behind them to prevent spam.*
2. *Community Members have "x" amount of time to vote and pledge.*

## 5. COMMUNITY VOTE

### A. YES

1. *The initiative has a Voting Majority favorable vote. It also has filled its specific resources needed to complete Initiative, indicated by badge requirements on the Sphere Initiative proposal.*
  - a. *YES Votes move onto Community Development*
  - b. *Voters who badge pledge their skills will do this now.*
  - c. *Badges dictate areas where contributors have tested and verified their skill levels*

### B. NO

- i. The initiative has a Voting Majority negative vote. The initiative has been rejected by the community. Even if the badge requirements have been filled by voters, the initiative will not pass.
  1. *NO Votes enter a decision process to determine the initiative's future.*

### C. ABSTAINS

- i. The community was not interested in the initiative negatively by not voting. Effectively rejecting the initiative.
  1. *ABSTAINING – without a majority vote, the initiative will be put to a decision to either abandon or*

## 6. DECISION

- A. If the community votes NO, the creating sphere can decide the future of the initiative. Depending on the path, the initiative will either be restructured, voting will be extended, or the initiative will be abandoned and sent to the archive.

## 7. NO VOTE PATH

- A. Proposed Initiative Restructure

- i. Information collected during the community review will guide the creating sphere to make any changes to their initiative deemed necessary.

#### B. Voting Extension

- i. During the voting extension period, spheres have the ability to extend the time allotted for voting. This time can be used to either promote or gather more information from the community on their views of the initiative.
  - 1. *A maximum time allocation of 36 hours will be applied*

#### C. Proposed Initiative Abandoned

- i. The Sphere Initiative is abandoned by the creators. Future development is halted. Project ready for archiving.
  - 1. *The archive will be accessible to everyone. Initiatives can be resurrected from the archive, recycling prior development/ideas.*

### 8. VOTING EXTENTION ENDS

- i. A 36-hour rally period has ended. This will force creating spheres to make a decision to either restructure their initiative or abandon development.
  - 1. *Initiatives will again enter the Machine for community review after they've been restructured, and necessary changes made.*
  - 2. *A decision to abandon will send the initiative to the Archive.*

### 9. INITIATIVE ENTERS COMMUNITY DEVELOPMENT

- i. Community Development is where of the distribution of tasks specified by the required resources need to complete the Sphere Initiative happens. It also creates and manages the tasks through smart contracts with the badge voting community member. If the initiative is a vote, no resources are required, and the initiative moves to the accepted stage to be archived.
  - 1. *At this stage, the path splits*
    - a. *Bounties are listed for review*
    - b. *A development portal is created of community members who have pledged their badge votes.*

### 10. BOUNTIES LISTED

- i. Bounties created are assigned to the badge voting community member who pledged their vote.

### 11. DEVELOPMENT PORTAL CREATED

- i. A communication and development type development platform will be created from a general template linked to the developmental needs stated in the Sphere Initiative's resource requirements. An invitation is granted to the bounty members. The decision to open the development to the community is up to the Sphere and Development Team.

## 12. DEVELOPMENT TEAM ASSEMBLED

- i. A “staging” area for badge pledged developers to wait while the resource requirements are filled.
  1. *Once completed, a final check is then completed.*

## 13. DEVELOPMENT TEAM FINAL CHECK

- i. This is a confirmation area for the Development Team as the Machine reassigns bounties if the original badge voting member rejects their contribution. If all requirements are met now, development skips to Dev Team Final Check.
  1. *The community member now has a second opportunity to accept or reject their badge voting contribution. This allows for voter's remorse due to unrealized previous obligations. Accepting now signs the bounty smart contract, payable upon project completion.*
  2. *If all bounties are not accepted, the initiative will be readjusted, and unconfirmed bounties will be listed to complete the team.*

## 14. DEVELOPMENT READJUSTMENT

- i. Any changes to resource requirements will be made and agree upon here. All members of the development team must agree for the development to continue in this form.
  1. *Unconfirmed bounties can be absorbed by badge pledging members if they have the badge and accept leftover requirement responsibilities.*
  2. *Issues that arise such as needs will be assessed and either assigned new bounties or absorbed by the development team.*

## 15. UNCONFIRMED BOUNTIES

- i. Unconfirmed bounties are reviewed by the Initiative and The Development team. A decision must be made as to the bounties need for the success of the project.
  1. *Bounties are posted to a freelance board. Development Team (Badge Voters) will have first access to these bounties.*

2. *Once listed, the creating sphere will check if the bounties are necessary, dev team is willing to absorb, or if other badge voters will pick up the bounty.*

## 16. POSTED TO FREELANCE

- i. Unconfirmed bounties are posted to a Freelance Job posting board for community review.
  1. *Community members have the ability to browse freelance projects*
  2. *If the freelance bounty isn't filled, the creating sphere can eventually push to absorb*

## 17. DECISION TO ABSORB

- i. The creating sphere and the dev team make the decision to absorb the remaining bounties the dev team will fill the requirements of the initiative.

## 18. INITIATIVE DEVELOPMENT

- i. The development team begins work. Development portal facilitates and documents all work completed. All work and communication are saved.

## 19. QUALITY CHECK

- i. This is a check of the progress and direction of the project. The creators of the sphere initiative have the ability to direct the team as to the development direction of the project.
  1. *Any bounties that have not been completed either due to inaction by dev team or new issues are then sent to development readjustment.*

## 20. FINAL REVIEW

- i. This is the final review of the completed project by the Initiatives creators. Any final changes to the project's direction will be made now.
  1. *If the final review finds the initiative complete, it is then accepted.*
  2. *If the final review finds the initiative incomplete, it is sent to development readjustment.*

## 21. ACCEPTED

- i. **The completed project is accepted by the initiative's creators.**
  - 1. *This starts the completion process*

## 22. SPHERE INITIATIVE COMPLETE

- i. The initiative is delivered to the Sphere and marked completed within the machine.
  - 1. *The completed initiative is delivered to the creating sphere*
  - 2. *Bounties are paid*
  - 3. *Initiative is sent to the archive.*

## 23. BOUNTIES PAID

- i. All bounties are paid to contributing members of the community.
  - 1. *Bounties are paid in MVT.*

## 24. MANUAL PUSH DECISION

- i. During community review, if issues are found, instead of pushing to vote the creating sphere has the ability to push to either abandon the initiative or restructure the initiative for another round of community review.

## 25. DECISION TO ABANDON

- i. The decision to abandon will send the sphere initiative to the archive.

## 26. ARCHIVE

- i. All developmental work, communication, and credit are then achieved for future community reference.
  - 1. *Community members and Spheres will have access to the archive.*
  - 2. *Work can be recycled for upcoming initiatives.*