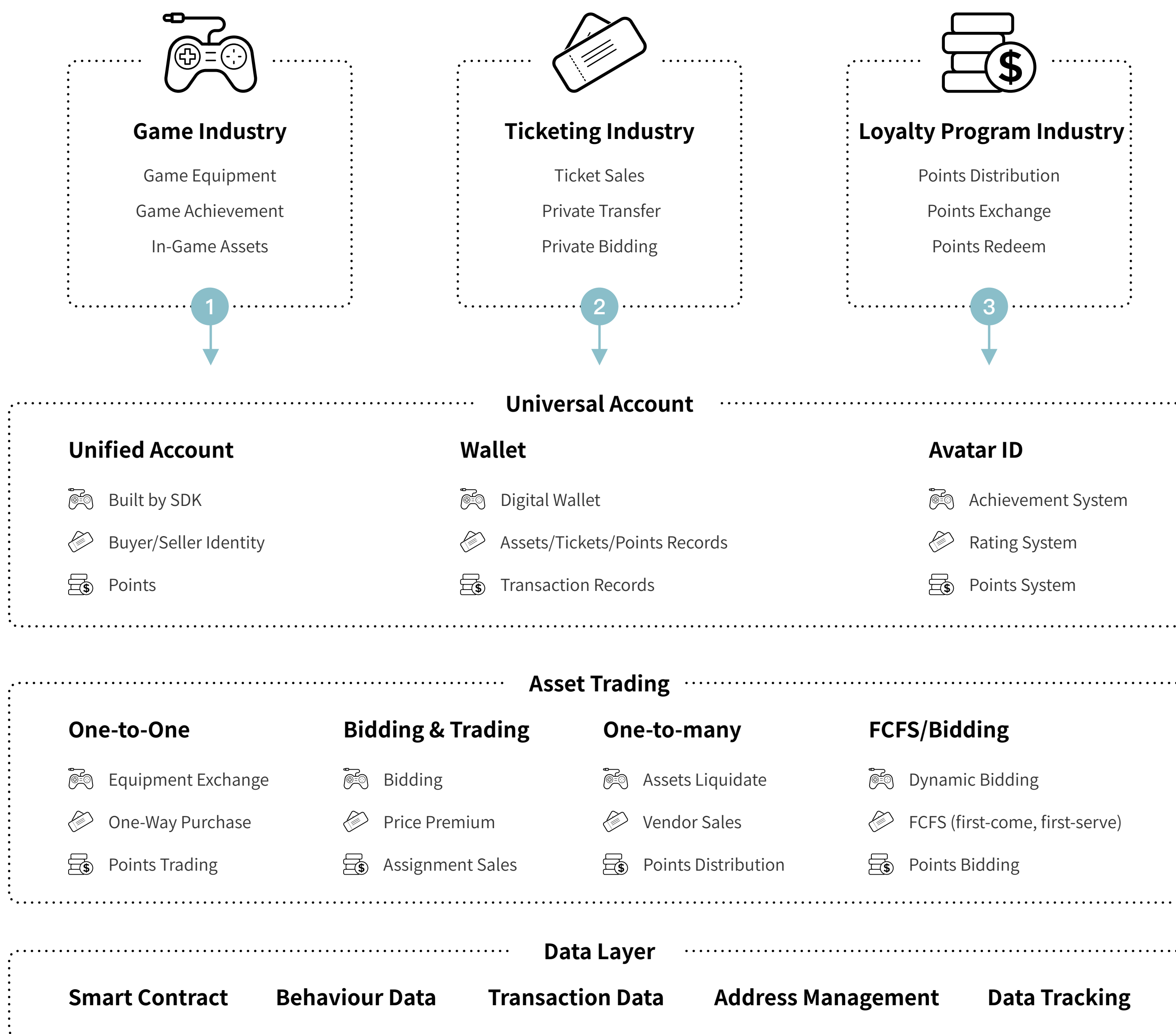# Dimension-E

INTRODUTION

Dimension-E solves the problem of data monopoly in the gaming industry by using the three-tier structure system: universal account system, virtual asset trading system and virtual asset monetization system. It ensures the security and transparency of transactions and solves game company's problem of lack of new business models, provides additional values to the virtual assets and helps developers, content providers, distributors, players, and other related parties reach a win-win situation.

APPLICATION ARCHITECTURE

Game Industry
Game Equipment
Game Achievement
In-Game Assets

1

Ticketing Industry
Ticket Sales
Private Transfer
Private Bidding

2

Loyalty Program Industry
Points Distribution
Points Exchange
Points Redeem

3

Universal Account

Unified Account	**Wallet**	**Avatar ID**
Built by SDK	Digital Wallet	Achievement System
Buyer/Seller Identity	Assets/Tickets/Points Records	Rating System
Points	Transaction Records	Points System

Asset Trading

One-to-One	**Bidding & Trading**	**One-to-many**	**FCFS/Bidding**
Equipment Exchange	Bidding	Assets Liquidate	Dynamic Bidding
One-Way Purchase	Price Premium	Vendor Sales	FCFS (first-come, first-serve)
Points Trading	Assignment Sales	Points Distribution	Points Bidding

Data Layer

Smart Contract   **Behaviour Data**   **Transaction Data**   **Address Management**   **Data Tracking**

INDUSTRY

GAME INDUSTRY

TICKETING INDUSTRY

LOYALTY PROGRAM INDUSTRY