

MY VIRTUAL LIFE ----- PUGG

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Background of PUGG

Freud once said: "The "id" represents desire; the "ego" is responsible for dealing with the real world; the "superego" is the conscience or inner moral judgment. Human beings and the world are imperfect imitations of God, and their search for meaning will never stop; the search for meaning is the value of human beings themselves, and the Metaverse is worth a lifetime of exploration.

1.1 Chasing the Id (Original ID - Citizen)

The id is the mind in the subconscious form, (from the Latin word "id") represents the primitive program of thoughts - the most primitive human desire to satisfy instinctive impulses, such as hunger, anger, sexual desire, etc.; The id is unconscious, irrational, unsocialized and disorganized. The id follows only one principle - the pleasure principle, which means pursuing individual biological needs such as satiation of food and sexual desire and avoiding pain.

This is just like people who spend an afternoon at Starbucks to have a cup of coffee and talk about life with their friends. In addition to work, life and entertainment, they seek a "third virtual space" for themselves and others, and with the global epidemic continuing to intensify, that the need for a "third virtual space" will continue to be stimulated and amplified.

1.2 Upholding the Ego (New Identity - Virtual Citizenship)

The ego is the psychological component of personality, which is gradually differentiated from the id and is located in the middle layer of the personality structure. Its role is mainly to regulate the contradiction between the id and the superego; it regulates the id on the one hand and is subject to the superego on the other. It follows the principle of reality and meets the demands of the id in a rational way. The principle of reality temporarily suspends the principle of pleasure. Thus, the individual learns to distinguish between the thoughts in the mind and the thoughts in the external world that surrounds the individual. The ego is regulated in itself and in its environment.

This phenomenon is invisibly dominated by class, status and position of the real human being. Everyone wants to find or pursue a way to be the full self but is constrained in many ways that cannot be fully realized; and the mobile internet has accelerated the era of the supreme single subject; everyone needs an identity, and virtual citizenship is the only productive force of historical forensics.

1.3 Pursuing the (Free World - MetaPeople)

The superego is the controller of the personality structure, governed by the principle of perfection, and belongs to the moral part of the personality structure. It is located at the highest level of the personality structure and is the moralized ego, internalized by social norms, ethics and values, and its formation is

the result of socialization. The superego follows the moral principle, and it has three roles: first, to suppress the impulses of the id, second, to monitor the ego, and third, to pursue a state of perfection.

With the arrival of the Metaverse, it must represent the arrival of everyone's pursuit of the superego world. Only completely open and unrestricted freedom is truly in line with the attributes of the Metaverse, and this moment will surely be realized in the blockchain Metaverse, multi-dimensional space, the virtual world, the arrival of the all-true internet era, for which all MetaPeople are worthy to struggle for.

1.4 Economic Model of the PUGG Virtual World

Each player with a virtual citizenship card is born in a corner of the PUGG world next to a garbage dump, regardless of sex (male or female), born as a character wearing a pig's head mask. The starting line is equal, and behavioral mining can be realized by looking for bicycles, punching cards, and using their own physical strength to pedal bicycles to generate electricity for the whole world every day, and receive the corresponding wages according to user level. At the same time, they need to rest in resting places to replenish their physical strength. In addition to the workplace, there are additional entertainment, social and multi-functional places in the world. For example, players can communicate and interact with other users of the other sex by entering a bar (or pub) and can establish goodwill and get in touch by viewing each other's profiles, photos, chatting, etc., to achieve interactive behaviors between friends, etc.

PUGG, as the starting point of the Metaverse, will disrupt civic, social, gaming, and multiple industries with an open cooperative ecology and scenario extension. Real business consumption scenarios will create an immersive experience, and a Play-to-Earn (P2E) model to earn while playing. PUGG uses a revolutionary pass economy system that nicely combines the advantages of DeFi and NFTs, using financial mechanisms and gaming systems to empower players and create a truly unique and lasting free-to-play, easy-to-earn ecosystem.

A pig's head appears at a street intersection.

Ride a bike, watch ads, and get points for going to concerts, novels, plastic surgery, being super cool, socializing in the Metaverse, and reap the benefits of the other sex, and not only with ordinary citizens, but also MetaStar celebrities will interact with you in the Metaverse, thus creating the "Ether" of the Metaverse chain tour.



1.5 PUGG Multi-Dimensional Application Scenarios.

- Players enter PUGG, buy identity ID cards, and become MetaPeople to experience realistic dating, movie entertainment, concerts, novels, bars, virtual museums and exhibition halls, virtual ticker indexes, virtual medical NFT plastic surgery, copyright trading, tarot astrology institutes, and virtual idol live streaming.
- MetaPeople can download a DApp or use a PC, choose their country and city to locate the corresponding virtual scene, which displays specific visual digital assets. The specific object and the required encrypted information can be obtained similar to making a “gas payment.” All the information and payment will be in the form of encrypted data with the highest security.
- Virtual concerts, electric entertainment festivals, and product launches are held regularly, and regular users earn admission to watch them through Play-to-Earn (P2E).
- Experience exclusive status with encrypted rights to premiere a variety of cinematic fiction entertainment from across the universe.
- Visualize museums and exhibition halls, access multi-chain NFTs, support cross-chain trading scenarios, and trade NFT assets held for easy visualization.
- Virtual medical NFT shaping enable MetaPeople to shape their unique avatar NFT and identity decks to reveal their unique personalities.
- Visualized quotes provide a dynamic display of quotes, offering real-time quotes from global financial indices.
- A Tarot Astrology Institute, offering virtual divination.
- Virtual idol live streaming to create a metaverse MetaStar.

1.6 PUGG Open-Source Ecology

PUGG is positioned as a gateway to the Metaverse and can accommodate all current DApps, chain tours. The underlying layer uses cross-chain protocols and covers all current mainstream public chains.

All DApps and chain tours, can share traffic within the PUGG, and the huge traffic of PUGG will also bring huge business value.

In addition to the sharing of traffic, the PUGG community will support the ecological construction to the maximum extent, including the provision of start-up capital and scene technology, so as to realize the ecological co-build and co-creation.

PUGG has created a one-stop SocialFi platform that deeply integrates elements of DeFi, GameFi, NFT, Layer 2, etc., with composability and the ability to integrate perfectly with the Metaverse. Built on Ethereum as well as BSC, it deeply integrates numerous features and also further enables expansion on blockchain functionality.

By combining the traditional Web 2.0 with the novel Web 3.0, PUGG's decentralized hybrid model ecology can accommodate any trend in the market to meet the needs of most users.

The SocialFi ecosystem in PUGG content system can handle multiple roles, such as general social users, trading users, KOLs, content producers, cryptocurrency and blockchain project parties, etc.

PUGG is also a distributed and autonomous social ecology, where users are no longer just contributors to the value of attention, but also vested interests, ecological collaborators, and governance participants. Any user who contributes to the ecosystem will also receive incentives from the ecosystem

PUGG can give a variety of industry projects, KOL, content creators in-depth operational support. The PUGG team is also actively developing for a series of ecological scenario building and profit models to further improve the profitability of the ecology universe to help project parties to improve their ability to interact with the community. For example, through the scenario application, effective integration is possible to traditional entertainment, culture, and internet social tools such as Telegram, Discord and even Twitter, etc.

PUGG will also actively attract project parties to reside and work closely with quality projects, thus achieving mutual benefits. For some quality content creators and KOLs, etc., they can also further build their IP through PUGG and promote the stickiness and activity of their fans through the facilities within PUGG such as NFTs and incentives.

For example, a KOL or content creator can issue an exclusive NFT medal to his or her fans and readers, and by holding the medal, he or she can continuously gain rights in the private ecosystem built by the KOL or content creator, and Torum will build a deep link with them based on the NFT. Of course, this NFT will be able to be sold in the NFT store in Torum, and the value, trading liquidity depends on the value premium given to the NFT by the KOL or content creator, and the NFT will gradually give rise to more scenarios.

As a one-stop SocialFi ecosystem, PUGG is also an information hub, and the eco-app is able to aggregate a large number of news messages, especially blockchain industry-related trends and quotes.

The project app in PUGG also contains features such as DeFi and GameFi, which support users in various mining, DeFi investment, and trading within the ecosystem, and NFT assets will be further empowered through the NFT Visual Exchange to facilitate the active functioning of the ecosystem.

The PUGG ecosystem uses CALIT as a native pass and is able to play the role of value exchange and medium of exchange in the PUGG ecosystem, including user access to incentives, mining rewards, and various types of payments, credit guarantees, participation in DeFi, etc. within the ecosystem. CALIT is also expected to further accompany the development of the PUGG ecology, and the deep convergence of value.

PUGG was born in 2021 and has been accumulating community users since its early days, and the number of registered users has now exceeded 100,000. The user community mainly comes from major countries, including some countries where English is the main communication language, such as the United States, Canada, Singapore, Malaysia, etc., but also some countries in Europe and the United States, such as France, Poland, Germany, Spain, Turkey, etc., and also includes China with its large population.

II. Technical Architecture

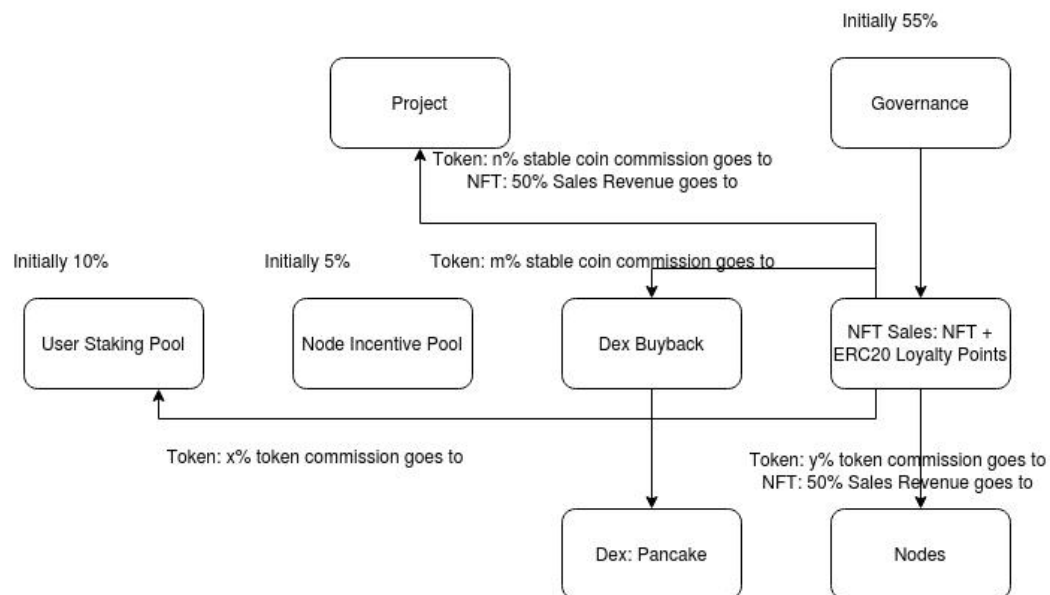
2.1 Game Architecture



The entire game and scenes of PUGG are developed using "Unreal Engine 4", a game development engine launched by Epic Games. Compared with other engines, Unreal Engine is not only efficient and comprehensive, but also can directly preview development effects, giving developers more powerful capabilities. Unreal Engine 4 brings its power to the forefront in a demo of about 2 and a half minutes. Some of the games associated with it are, Connected, Jedi, and more. New Unreal 3.975 engine supports DirectX 11, physics engine PhysX, APEX and NVIDIA 3D technology to create very realistic graphics, combined with devices including PC, console, mobile and handheld, gives players an immersive and realistic experience.

2.2 Blockchain Structure

Architecture Diagram



Brief Introduction

The whole set of smart contract architecture is divided into 3 layers. The first layer is the top DAO governance system smart contract, whose voting mechanism is Borda Count. The second layer is the economic distribution system, which includes a user staking pool, node incentive mining pool, decentralized buyback contract, and NFT sales contract. The bottom tier is the exchange place, currently docking Pancake. PUGG will be formed by the 10 major nodes of DAO organization. DAO organization will return 70% of above Tokens to the community, in line with the overall community democratic voting method, using the nodes as a unit for Tokens; nodes will be based on the incentive mechanism generated by community voting, the top ten communities will be elected and these top ten communities will have the right to make autonomous community decisions.

Process Description

1. The initial state user pledge mining pool, node reward mining pool and governance mining pool each account for, 10%, 5%, 55%. (The remaining 10% is private sale, 20% for teams)
2. Initially governance contracts will be sold to the mining pool to inject a certain amount of as a gift of the NFT identity card.

3. Each NFT sale of 100USD $i\%$ will flow into the node if there is a node generated sale, the other $j\%$ will return to PUGG. The remaining sales $n\%$ will be given to PUGG. $m\%$ will be done directly from Pancake, etc. In addition, buyback will be from the NFT token pool and $y\%$ of the additional Tokens and will be given to the node as a reward. $x\%$ of the additional Token will hit the user mining pool as a new source of mining. Where $x\%+y\% = 100\%$, $n\%+m\% = 100\%$, $i\%+j\% = 100\%$

4. While the user staking pool, node mining pool are in accordance with the release as well as incentive rules to release mining (see the rules below for details)

2.2.1 DAO Governance System Smart Contract

The DAO governance system is voted by way of node signatures, and Borda Count is used to select the best governance parameters voted by the community, such as $m\%$, $n\%$, $x\%$, $y\%$ set by the system in the figure, which ultimately determines the incentive method of the whole system.

Example of Dao Community Decision Process

In the first phase, the top 10 node communities are dynamically ranked, and the number of pledge points and the number of community participants are used as two indicators for selection (see 2.2.3 for details of the top 10 node decision method), and the community with the top 10 indicators becomes the top 10 nodes. Only the top 10 nodes can participate in the sales commission of identity ID cards, as well as participate in the node incentive mining pool mechanism, and can be rewarded with sales points.

In the second phase, the voting is conducted in Borda Count mode. The first holding of the node democratic voting session determines the direction of the community, as well as the smart contract incentives and incentive ratios.

Phase 3, quarterly (i.e. every 3 months) development and voting on the community incentive system is based on the state of the community.

Phase 4 repeats the process of Phase 2 and Phase 3, and forms a regularized community governance mechanism.

Phase 5, when $y=10$, $i=50$, the top ten nodes participate in getting 10% of the points profit from the number of points sold and 50% of the profit gain from the identity ID cards sold through the nodes.

In the sixth phase, the ten nodes will evaluate the rewards of allocating 5% of the node incentive pool based on the number of points sold and NFT sales, node pledges and the number of people.

Proposal Method

Each node makes a proposal for the above parameters x, y, m, n, i, j . You cannot vote for your own proposal, but choose the first 3 options from others' proposals. The first option scores 3 points, the second 2 points, and the third 1 point, multiplied by the number of pledges in this pool. This is the score

of this node for this proposal. Finally, the scores of the proposals for each node are added up and the highest is set for the next period for this parameter.

(All the above mechanisms are guaranteed by smart contracts for allocation)

2.2.2 User Pledge Pool

The user pledge pool is a user pledge mining model with a decreasing daily 0.05% pool reward. However, when new sales are generated, the total number of user pledged pools grows dynamically, so it is not actually a decreasing process, but a dynamic increase driven by actual business sales. The better the business does, the better the overall ecology benefits.

Mining Method

The Metaverse citizens in the node, by pledging the way to get points can be withdrawn in real time.

For example, the first day 0.05 billion; the next day 0.05 billion * 0.9995; 0.05 billion * 0.9995 squared; an equal series for output points.

The specific amount of dividends is composed of the number of points obtained from user pledges and the dynamic revenue obtained by the nodes.

For example, on the first day, the whole mining pool of 5 million points can be mined and obtained, on the second day 5 million * 0.9995 can be mined and obtained, and so on. If on the third day, the node sells 1 million points of id cards, there will be 10% of the points that 100,000 points replenished into the user mining pool, the total number of points obtainable on the third day is (5 million * 0.9995 * 0.9995 * 0.9995 + 100,000) can be mined to obtain.

2.2.3 Node Incentive Mining Pool

The node incentive pool is also a node incentive model with a decreasing 0.05% reward per day. Nodes are allocated according to $y = a * \text{normalized}(\text{number of staking accounts}) + b * \text{normalized}(\text{staking volume})$, where a, b are weights, and:

$$\text{Normalized}(x) = \frac{(x - \min(X))}{\max(X) - \min(X)}$$

Nodes are ranked according to this score every 3 months, and those in these 3 months are rewarded according to the percentage of the score in the total score in the release of the user incentive pool in 2.2.2.

2.2.4 Decentralized Repurchase Contracts

When the sales contract generates sales performance, the Token in DEX is repurchased according to m% of the stable coin or base coin.

2.2.5 NFT Sales Contracts

NFT sales contracts are divided into NFT card and CALIT tokens. NFT card sales through the node j% to the project, j% to the node, $i + j = 100$. 100% of sales through the official website is owned by the project. CALIT is distributed in the smart contract according to the proportion of sales, initially according to 50%, 50% as a proportion of the distribution.

III. Economic System

3.1 NFT Identity Card

NFT identity card with unique code (admission ticket to the PUGG world)



Virtual Citizenship id Card (NFT Card)

Virtual citizenship identity id card is the only identity of the PUGG Metaverse. All activities are based on the id card, and can be understood as the admission ticket to the Metaverse. Identity id cards are divided into ordinary cards, gold cards and each card have different identity characteristics, manifesting identity in different scenes, with entertainment privileges and game privileges.

Citizen identity id cards, which can be traded and transferred on the visualization NFT platform, allow users to trade freely with each other.

- Players need to purchase identity on the platform after the equivalent of acquiring the id identity of others, including stars, hot characters.
- Need to spend CALIT tokens on id identity cards for beautification and facelifts.

In order to lower the barrier of entry for players through the built-in NFT rental market, PUGG has a built-in rental market, in order to maximize the benefits of MetaPeople's NFT users, but also so that players without MetaPeople NFTs can use it through rental (other NFTs available for rental will be provided in subsequent games).

Why a built-in rental system?

We believe that the potential of Game-Fi users has not been fully realized.

Digging in: On the one hand, many investors buy a lot of NFTs without using them in social scenarios, and P2E players eager to play are denied access to the threshold requirement of owning three NFTs. To bridge the gap, we designed this leasing system.

3.11 Introduction to the Rental System

Users can list their MetaPeople NFTs on the rental marketplace for other users to rent and set the expected revenue and number of days to rent. Rental times are monthly, and MetaPeople NFTs that generate less than expected revenue can continue to be listed for rent.

Leasing Rules

1. A leaseholder shall not use its MetaPeople NFT listed within the rental market.
2. Users who lease MetaPeople NFTs and do not use it are subject to certain penalties in the game, which are designed to protect the interests of their lessees.
3. Revenue distribution is controlled by a reward and penalty mechanism that protects both lessors and lessees.

3.2 CALIT (Points in PUGG World)



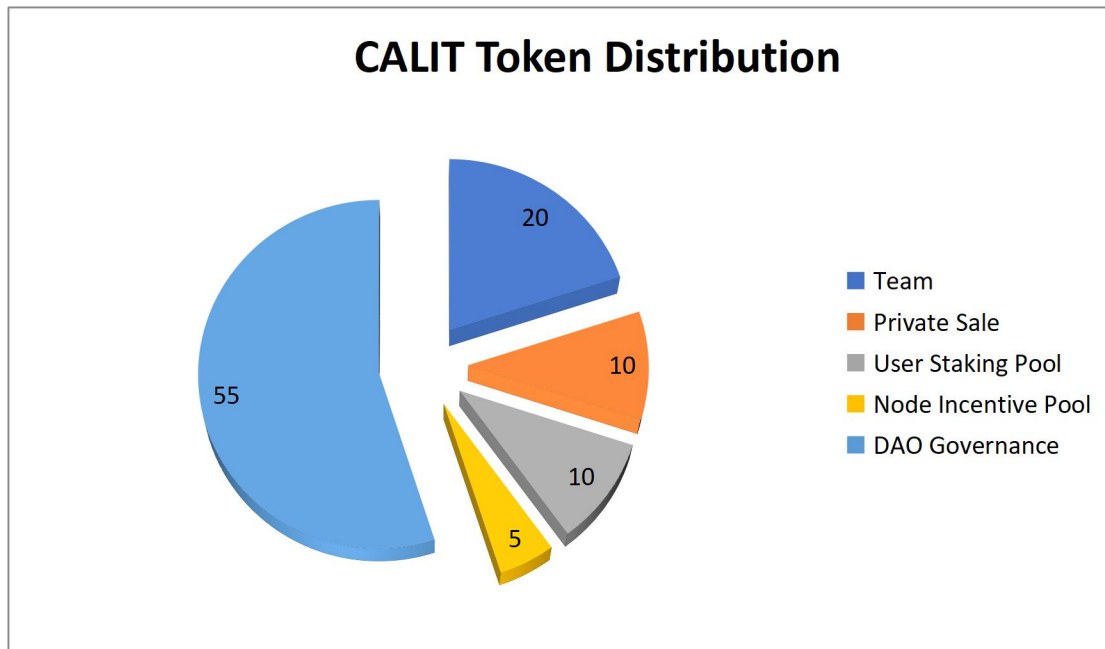
3.2 CALIT Token Distribution Chart

10% private placement, teg release 25%, remaining in 3 months linear release, 25% each month

20% for team, 2 year lock-up period, linear release in 12 months in the third year

60%, released based on sales mining (sales machine mining) of which 5% of the initial state will be used for node sales incentives

10% of the bottom pool, applicable to pledge mining



3.2 Establishing Ecological Node Network

PUGG will look for teams and communities in the world that are highly compatible with the future ecology, layout and values of PUGG, and build the ecological network nodes of PUGG together to realize the ecological cooperation of common building and sharing.

IV. Project Party Introduction

V. Team Introduction

VI. Progress Roadmap/Timeline

March 25, 2021 — Game development design for PC-side
August 2021 — Development of NFT identity cards as well as smart contracts
December 2021 — Internal testing on PC
Q1 2022 — Product Launch
Q1 2022 — PC-side goes live
Q1 2022 — Handheld Android version goes live
Q2 2022 — First virtual music festival of the Metaverse
Q3 2022 — NFT Visualization Trading Market
Q4 2022 — LAYER 2 launch

More scenarios to be released in the future

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