
REZIVEL

SUMMARY

This paper describes the project Rezivel. The project goals, the parameters of the created tokens and the voting method are shown. The formula for calculating the reward that Rezivel token holders receive is given. Methods and algorithms for recording / reading game data in the Waves blockchain have been developed, their block diagram is shown.

TOKEN INFORMATION

The token is created on the Waves blockchain platform [1]. The main goal of the project is to develop various applications that will help C # developers to integrate their project into the blockchain-platform Waves. Different applications include games that are developed on Unity [2], console and windows applications. Using the C # library WavesCS [3] for interacting with the Waves blockchain an open source project infrastructure will be created.

Information about the created token is presented in table 1.

Table 1

Asset ID	D39gyBeFXkff5xre1zRpLAf8o3JSCowGEp9sJe8XK7gW
Name	Rezivel
Symbol	-
Reissuable	False
Decimals	8
Max supply	1 000 000

Rezivel Token will be used in applications and games created by the project development team.

TOKEN DISTRIBUTION

The distribution of tokens will be carried out in the following ways:

- 90% of all tokens will be available in one order for 29 days on the Waves Decentralized Exchange (DEX). All unsold tokens at the expiration of the life of the order will be burned;

- 10% of all tokens will be available to the development team. These tokens will also be used in airdrops and various tournaments that will be held in games.

On fig. 1 shows a diagram of the distribution of tokens.

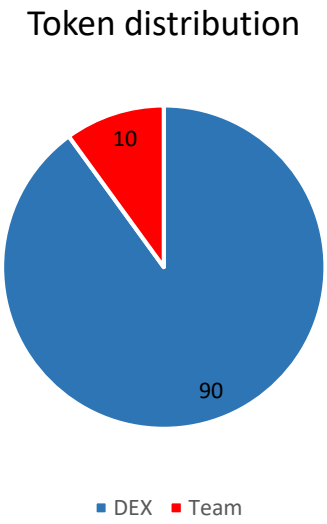

Fig. 1. Diagram of token distribution

Holders of tokens who own more than 2000 will be awarded a reward in the form of tokens used by other users.

The reward is calculated as follows:

$$R = Q\frac{S}{T+2000}, \quad (1)$$

Q – the total number of tokens that were spent using the developed applications;

S – the number of tokens on the user's address (you must have more than 2000, the greater this value, the greater the reward);

T – the total number of user tokens whose value exceeds 2000;

R – the number of tokens to be received by the user.

T+2000 in the formula (1) is necessary for burning tokens that will not be distributed between users, thus reducing the overall supply.

STORAGE OF GAME INFORMATION IN TRANSACTIONS ON WAVES BLOCKCHAIN

To store information in the blockchain, transactions with an attachment or Data Transactions are used. The basic idea is the ability of the application to generate the correct attachment and read it when the data is loaded back into the application. All data processing is carried out on the client (user) side. To implement this opportunity, algorithms have been developed that allow solving these problems.

On fig. 2 shows a block diagram of the formation of data for storage in the blockchain.

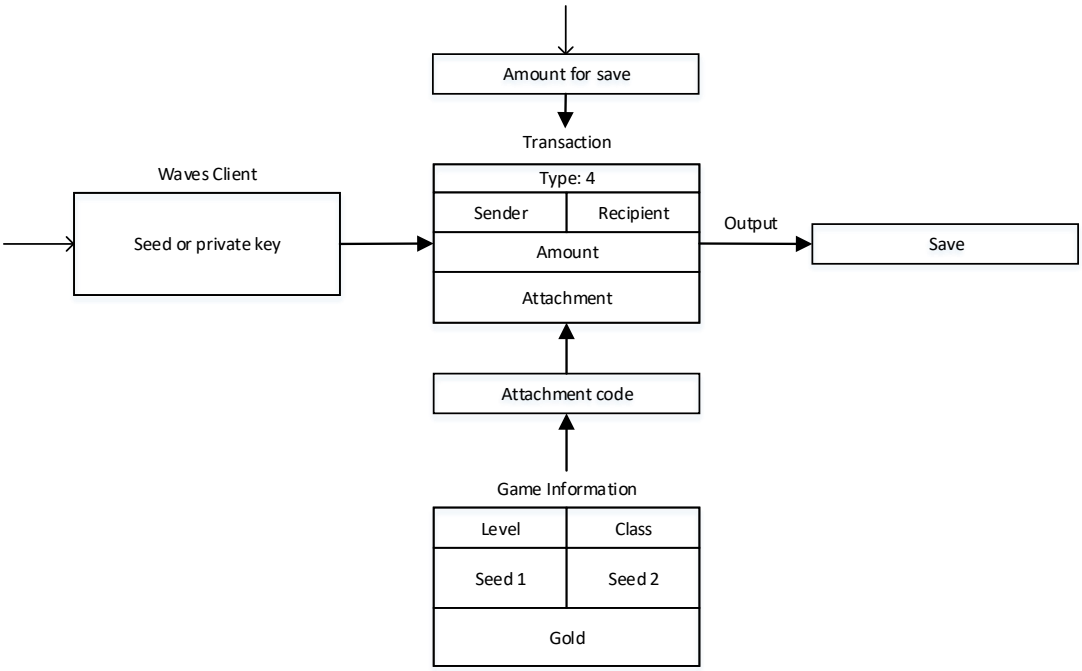

Fig. 2. Block diagram of data generation

On fig. 3 shows a block diagram for reading data from a confirmed transaction that was recorded in a block.

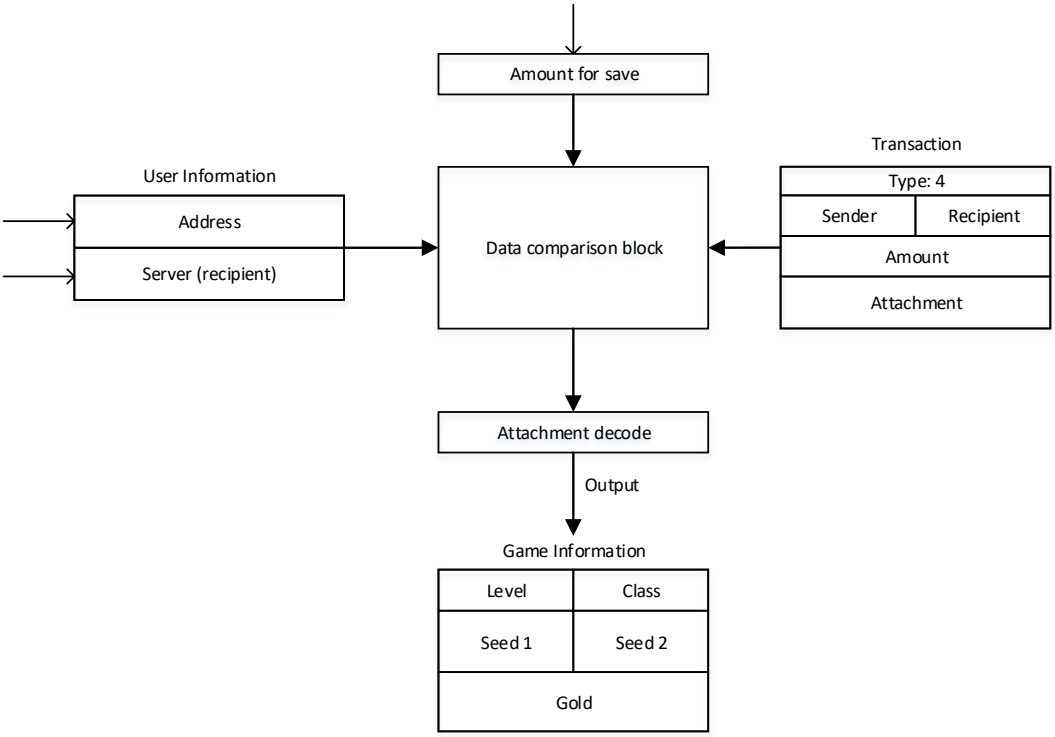

Fig. 3. Block diagram for reading data

This tool was used in the game Flyme Arena, you can familiarize yourself with this product on GitHub.

The appearance of the panel for recording data is presented on fig. 4.

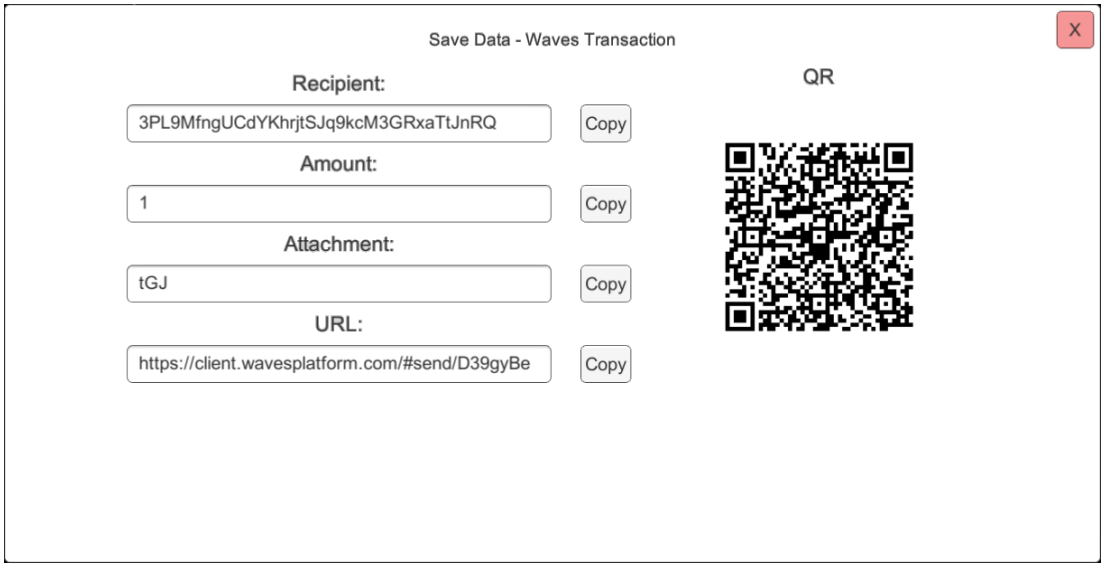

Fig. 4. Panel for recording data

VOTING BY REZIVEL TOKEN

User selection is very important to us. During the life of the project there will be various branches that the community will or will not support (for example, reducing the cost per transaction).

On fig. 5 shows a block diagram of voting.

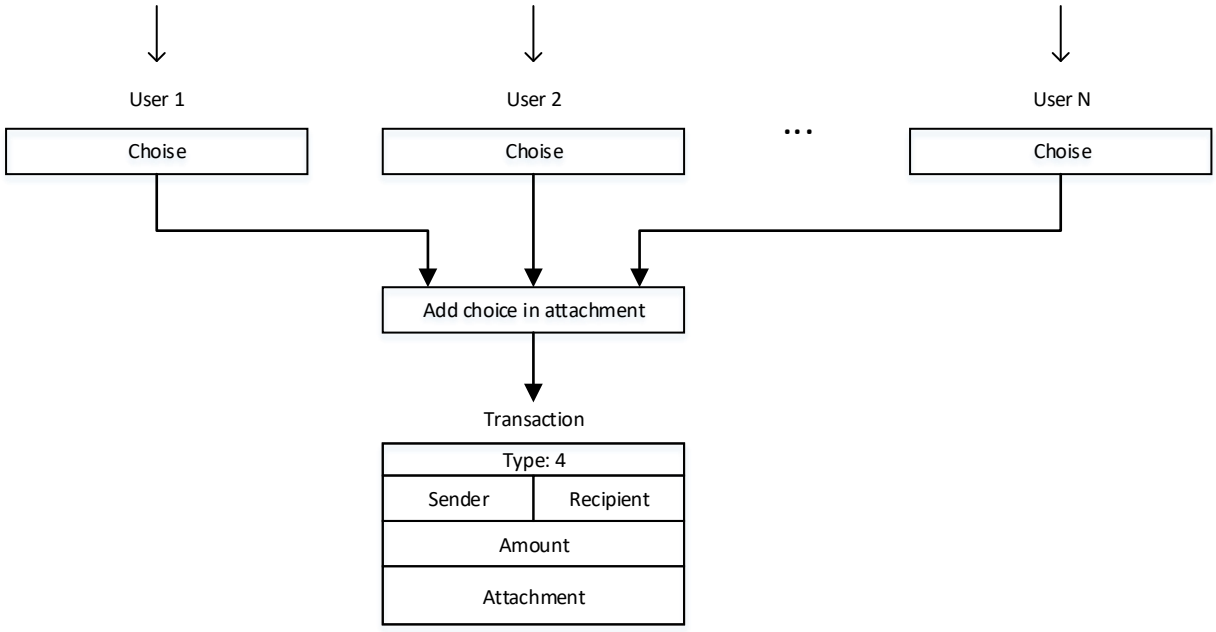

Fig. 5. Voting structure

The result of the vote will be determined based on the number of tokens sent for each choice. Tokens will be distributed according to the formula (1). Thus, owners of more than 2000 Rezivel tokens will receive a reward from polls.

REFERENCES

[1] Waves – URL: https://wavesplatform.com/

[2] Unity Real-Time Development Platform | 3D, 2D VR; AR Visualizations – URL: https://unity.com/

[3] GitHub - wavesplatform/WavesCS: A C# library for interacting with the Waves blockchain – URL: https://github.com/wavesplatform/WavesCS