

SolScore: FPL-Based Web3 Prediction Platform

Requirements

On this first version of the app;

- The app will allow a user to import his/her Wallet
- The app will allow a user to import his/her FPL ID
- The app will allow a user to place stakes on real-time football events
- The app will allow a user to un-stake his earnings within certain intervals
- The app will deduct certain charges and penalties if user withdraws out of the stipulated period.
- The app will monitor real-time events based on users' FPL ID
- The app will reward the user with rewards based on real-time event outcomes

Core Programs

1. FPL Manager Program

- Handles FPL ID verification and connection
- Manages team data synchronisation
- Processes weekly score updates
- Interfaces with external FPL API

2. Stake Program

- Manages stake creation and positions
- Handles SOL deposits and withdrawals
- Creates and manages stake PDAs
- Enforces lock periods and penalties
- Tracks stake durations and amounts

3. Reward Program

- Calculates performance-based rewards
- Manages reward distribution
- Handles reward pool management
- Processes reward claims

4. System Treasury Program

- Manages protocol fees
- Handles vault operations
- Controls protocol reserves
- Manages protocol revenue

Overview

Fig. 1.0 Flowchart of the software with the Unstake Feature.

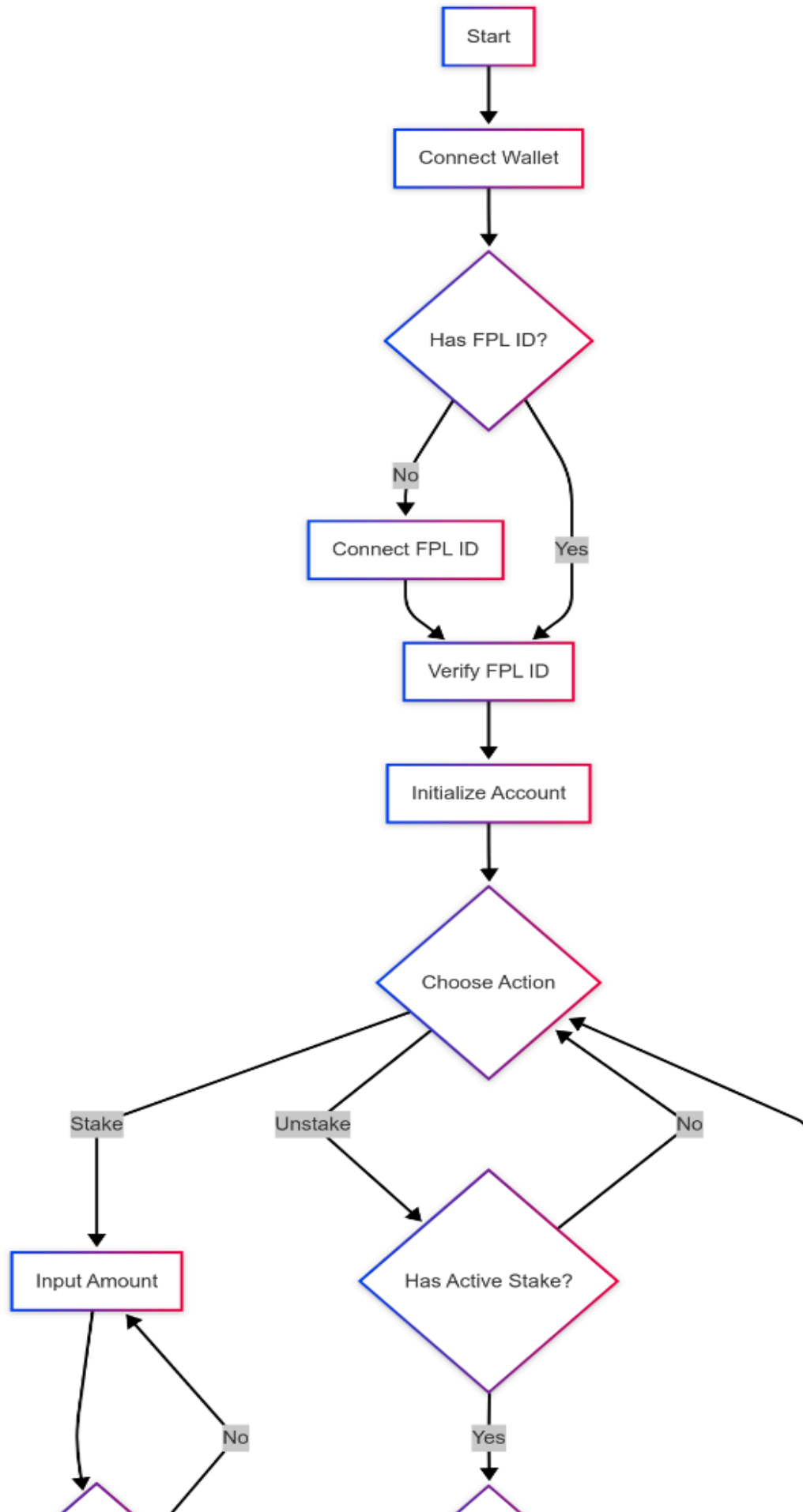
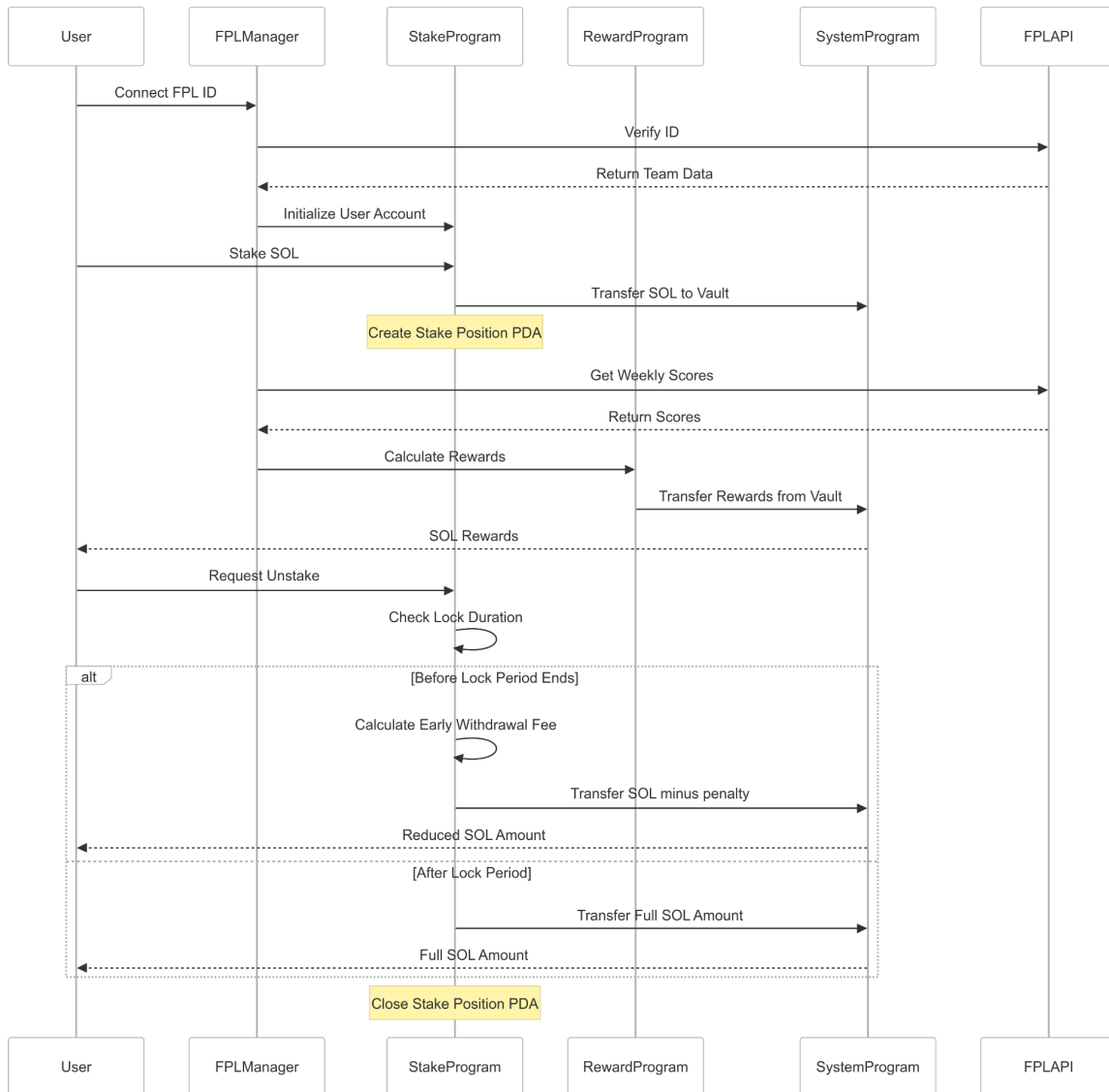


Fig. 1.1 Sequence Diagram of the software with the stake Feature



Account Structure.

Fig 2.1 Class Diagram for the account structure, showing properties

