Project Name: UniQ
Tagline: "The Interactive Gateway to Qubic Academy – Educating through Gamification."

💡 The Vision

UniQ is a mobile-first ecosystem designed to eliminate information fragmentation within the Qubic network. By integrating real-time news, market data, and a Learn-to-Earn (L2E) platform, we transform passive observers into active, educated participants.

🛠 Core Modules

- **Academy Mobile Portal:** A high-performance interface optimized for official Qubic Academy content.

- **Learn-to-Earn (L2E) Engine:** Interactive courses where users earn $UNIQ rewards for completing lessons and passing quizzes.

- **Ecosystem Directory:** A transparency dashboard monitoring milestones of key projects within the Qubic network.

- **User Dashboard:** Personalized profiles tracking knowledge levels, badges, and engagement.

💎 $UNIQ Tokenomics (Utility Focus)

$UNIQ is a pure utility token used to power the ecosystem:

- **Total Supply:** 1,000,000,000 $UNIQ (Fixed).

- **Distribution:**

  - **40% Learn-to-Earn:** Direct incentives for user education.

  - **20% Ecosystem & Community:** Long-term growth and rewards.

  - **20% Team & Advisors:** Vested for long-term alignment.

  - **15% Treasury/DAO:** Platform sustainability.

  - **5% Liquidity:** Future stability.

🛡 Sustainability & Anti-Abuse

To ensure high-quality learning and protect the ecosystem:

- **Proof-of-Learning:** Rewards are only issued upon successful quiz completion (minimum score required).

- **Daily Reward Caps:** Limits the amount of $UNIQ a single user can earn daily to prevent farming.

- **Randomized Quizzes:** Prevents bot automation and ensures genuine knowledge acquisition.

🤝 Strategic ROI for Qubic

- **Marketing Synergy:** UniQ acts as a "Force Multiplier" by funneling educated users toward partner dApps.

- **Support Relief:** Reduces the burden on community support channels by providing a self-service learning hub.

- **User Retention:** Gamification (badges, levels) ensures users stay engaged with Qubic long-term.

📅 Roadmap
- **Phase 1 (Jan-Feb):** MVP launch with News, Market Feed, and Project Tracker.

- **Phase 2 (Mar-Apr):** L2E Engine, Quiz system, and Reward distribution.

- **Phase 3 (May-Jun):** Non-custodial Wallet integration and Educational Marketplace.

👤 Contact & Resources
- **Developer:** albdevteam

- **GitHub:** https://github.com/UniQ1app/UniQ

- **Discord:** old_source