**The Plan:**

Create infrastructure that facilitates long-term success by establishing a fair and rewarding environment.

* **Equal opportunity**
  + Time-based ownership of projects (sweat equity)
  + Majority Rules Voting
* **Sweat equity expanded**
  + Members can fall between a minimum and maximum time frame each week to add to their cumulative total time.
    - This is multi-purposed as it keeps our individual growth and rewards from getting too out of scale of each other while also encouraging us to put enough time in to make real progress.
  + Reserve a portion of the sweat equity (actual value to be voted on).
    - Anything leftover at the end of the project would get distributed back to the members evenly based off their sweat equity (nothing ends up being lost).
    - Some examples could be
      * Reward whoever’s game idea we go with
      * Re-invest back into the game
      * Maintenance after deployment
* **Incentives**
  + If your idea is picked, the group will vote on an additional % of the reserved equity to reward your idea.
    - You also become the project leader (optional) to help achieve the vision of your idea, that is what we voted for after all.
  + Majority rules voting gives everyone equal say.
    - If you dislike something, replace it with a better idea that gets more support
  + If you have stuff going on and will not be able to hit your time for the week, just let everyone know, additional options from communicating could be explored such as putting in some time in advance for that week or making it up after.
* **Voting**
  + Submitting your idea is considered the same as voting for your own idea
  + In addition to submitting your own idea, you can still vote for one other idea
  + Options that can be taken regarding a tie:
    - A re-vote with only the ideas that tied being left as options
    - Determine if merging the ideas would be beneficial
    - Further explain the reasoning behind the idea to see if it sways any votes
    - Further suggestions both parties agree on.