

Sports Card Lining App Proposal

Mobile App Proposal: Line Selling Sports Cards

Objective:

To develop a mobile app for iPhone and Android that streamlines the line-selling process for sports cards, including features for main lines, mini lines, and Head-to-Head (H2H) challenges. The app will also include tools for comp value integration, dynamic pricing, and post-win options.

How the Line System Works:

1. Main Line Overview:

- A main line is the primary structure for selling a card. It consists of a fixed number of spots, which participants can claim at a set price per spot.

- Example:

- A \$700 card can be listed as a 10-spot main line, with each spot costing \$70.

- Process:

1. The main line is created with numbered spots (e.g., 1-10), which users can claim in real-time.
2. Once all spots are filled, the line is randomized using the Random.org API.
3. The participant whose spot lands on top after the randomization wins the card.

2. Mini Line Overview:

- A mini line is a smaller line that gives participants the chance to win a spot on the main line at a lower cost.

- Example:

- For a \$700 card with a 10-spot main line at \$70/spot:

- A mini line of 8 spots can be created, with each spot costing \$35.

- Process:

1. Participants claim spots on the mini line (e.g., 1-8).

2. Once all spots are claimed, the mini line is randomized using Random.org.

3. Results of the mini line:

- Spot 1: Earns a spot on the main line.

- Spots 2-6: Do not owe any additional money (safe spots).

- Spots 7-8: Each owe **half the value of a main line spot** (e.g., \$35 each if the main line is \$70/spot).

3. Head-to-Head (H2H) Challenge Overview:

- The H2H challenge is a direct competition between two participants. It uses a best-of-seven format to determine the winner.

- Example:

- For a \$700 card with a 10-spot main line at \$70/spot:

- Two participants pay \$70 each to enter the H2H challenge.

- Process:

1. The H2H line is created and filled by two participants.

2. The app runs **7 random turns** using Random.org, and the results are tallied.

3. The participant who lands on spot 1 at least 4 times (best of 7) wins a spot on the main line.

4. The losing participant owes the full cost of a main line spot (\$70 in this example).

Detailed Example of a Line:

Card Details:

- Card Value: \$700

- Main Line: 10 spots at \$70 each.

Main Line Example:

1. A participant claims spot 1 for \$70.
2. Another participant claims spot 2 for \$70.
3. This process continues until all 10 spots are claimed.
4. Once the line is full, it is randomized:
 - Spot 1 lands on top -> The participant who claimed spot 1 wins the card.

Mini Line Example:

1. A mini line is created to fill one spot on the main line.
 - Mini Line Details: 8 spots at \$35 each.
2. Participants claim mini line spots (e.g., 1-8).
3. Once all spots are claimed, the mini line is randomized:
 - Spot 1: Wins a spot on the main line.
 - Spots 2-6: Do not owe any money (safe spots).
 - Spots 7-8: Each owe \$35 (half the value of a main line spot).

Head-to-Head Challenge Example:

1. A Head-to-Head challenge is created to fill one spot on the main line.
 - H2H Details: Two participants pay \$70 each to compete.
2. The app runs 7 random turns:
 - Participant A wins 4 rounds, Participant B wins 3 rounds.
 - Participant A wins a spot on the main line.
 - Participant B loses and owes \$70.

Process Automation in the App:

1. Line Creation:

- Sellers create main lines, mini lines, or H2H challenges through the app.
- Sellers set the card value, line pricing, and rules.

2. Claim Management:

- Participants can claim available spots in real-time.
- The app dynamically updates available spots.

3. Randomization:

- Once a line is full, the app integrates with the Random.org API to randomize results.
- Results are displayed to participants immediately.

4. Payments and Damages:

- The app tracks all payments and damages owed (e.g., \$35 for mini spots 7-8, \$70 for H2H losers).
- Participants are notified and can complete payments directly in the app.

Technical Features:

1. Line Management:

- Real-time spot updates for main lines, mini lines, and H2H challenges.

2. Randomization Integration:

- Secure and transparent integration with Random.org API.

3. Payment Integration:

- Supports PayPal, Venmo, and credit card payments.

4. Dynamic Pricing:

- Automatically calculates line pricing based on comp value integration.

Deliverables:

1. A fully functional mobile app for iOS and Android.
2. Features for running main lines, mini lines, and H2H challenges.
3. Integration with Random.org API and payment gateways.
4. Documentation for usage, seller onboarding, and maintenance.

Contact:

For further information, please reach out to Andrew Koss at akoss@twinoaminvest.com.