



Can a game be a platform to teach  
individuals how to use De-Fi services?  
Is it able to communicate the potential  
for financial gain?

START

Gitcoin Grants round 12 - Tezos' DeFi  
Bounty Submission.

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# The Tezosphere Marketplace

TEZOS + DEFI

The Tezosphere Metaverse

# The Tezosphere Marketplace

A gamification of decentralized financial systems



When a Tezosphere citizen wants to put an item up on the marketplace, they will have to follow a couple of steps before their product is available on the Sphere.

Users will have full governance over which items they choose to make available to other members of the Tezosphere.

When listing an asset, the seller will have to select one of the following options:

1. Sell
2. Offer
3. Bargain

# TEZOSPHERE COMMERCE

DECENTRALIZED EXCHANGE

MARKETPLACE

DIGITAL COMMUNITY

## Theoretical Tezosphere Vocabulary



### Sphereo (TOS)

A Sphereo is the in-game currency name or TOS for short (Tezosphere Token).

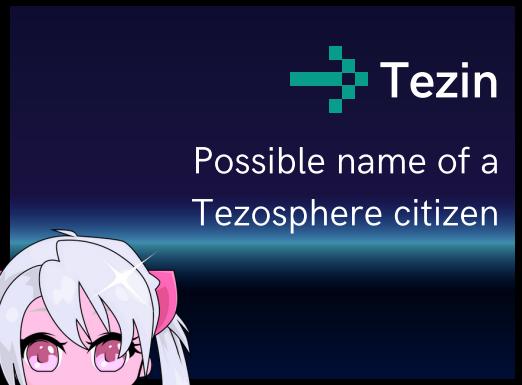
### Value of a Sphereo

A Sphereo could be a stablecoin which would be beneficial to the users and the simplicity of a stablecoin would make teaching De-Fi to new users more effective.

Doing this will lock the value of a TOS to the stablecoin dollar value.

Alternatively, the Sphere could have access to multi-chain wallet (a third-party or its own):

- This would let users buy TOS coins. The more users buying the tokens would raise the value of a token over time as the user-base grows and evolves.
- A downside to this is the value would fluctuate with the crypto market.
- Alternatively, this aspect may discourage users to buy TOS tokens, but use tokens they already have in their wallet.



### In-game selling platform



### Sell

Individual can simply sell an item at the price they think it is worth. They can choose to have an "offers considered" option.

### Offer

A user can offer to trade any of their digital assets for the other. The seller has full governance over what they accept and decline.

### Bargain

Seller is able to put assets on the Tezosphere Marketplace for bargain. Peer-to-peer engagement allows for community connections.

- Assets can be used when bargaining.
- Digital assets should be interchangeable (similar to a transfer on opensea) for the other.
- The seller has full autonomy over what they accept and decline.

# SELL, OFFER, BARGAIN

## Sell

- Peerless transaction done through smart contract with solidified asset value.
- Once the transaction is started the sale is done. The sale is encrypted by use of smart contract protocol.

## Offer

- Transaction is done peer-to-peer, in agreement for asset value. Once value is decided upon a smart contract is deployed similar to the "sell" action.
- Seller ultimately decides whether or not to go through with the sale. They can view all offers and select the one that resonates best with them. Or they can also choose to decline all offers and keep the item up for more offers.

## Bargain

Transaction leaves all options open for the seller.  
The seller has complete control over:

- How they would like their bargain item to be presented
- What forms of payment or trade they are willing to consider
- Seller ultimately decides whether or not to go through with the sale. They can view all offers and select one that resonates best with them. Or they can choose to decline any existing offers and keep the item up on the sphere.

# Why the Tezosphere? How does it evolve? How is it beneficial?

The internet is currently undergoing another massive transition. With the events of 2020 it transformed into a huge hub used for work and leisure, banking and planning, learning and creating, all combined. Over the past 2 years the purpose and use of the internet has transformed in such a way that it is now infused into our daily life as its inseparable part.

An outcome of this period is the popularization of cryptocurrency and new innovative uses for decentralization.

As a consequence, a new form of contemporary internet was pioneered and infused into the cryptoverse. Web3 has the ability and potential to alter how and why we use the internet.

Currently, web3 is preferred by people within the crypto, De-Fi and other such communities. But for most consumers, web3 remains just as foreign as trading crypto assets.

## How to illustrate the benefits of web3?

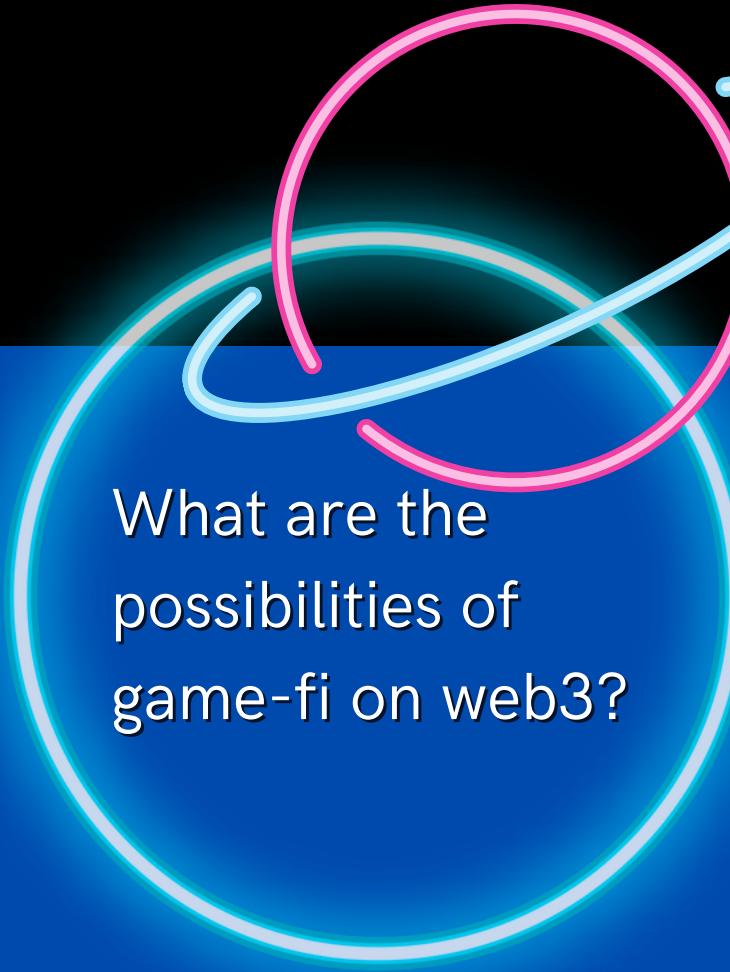
How can a modern individual (not particularly tech-oriented) participate in and learn how to use web3 while still enjoying their experience?

The gamification of De-Fi resources will teach users how to traverse the coming renewal of modern financial systems. Highlighting the benefits of web3 will influence individuals towards the security and anonymity provided by web3.

## What is web3 presently capable of?

- Verifiable
- Trustless
- Self-governing
- Permissionless
- Distributed and robust
- Stateful
- Native built-in payments

# IN SUMMARY



What are the possibilities of game-fi on web3?

**Tokenization**  
**Game Exclusive Assets**  
**Cryptonomics**  
**Peer-to-Peer Community**  
**Community Generated Marketplace**

Tezoshpere's Marketplace is a gamified De-Fi economic platform.

Decentralization encourages direct community participation and allows for total user autonomy. Gamification increases engagement and provides understanding of how De-Fi systems work, acting as an accessible entryway into the Metaverse.

**Incentivized game-play**  
**Game Assets**  
**Decentralized Finance**  
**Crypto-Gaming**  
**Decentralized Marketplace**  
**Play-2-Earn**

**Web3**  
**NFTs**  
**Game-Fi**  
**P2P**  
**Tokens**  
**De-Fi**  
**SSI**

**Governance**  
**Participation**  
**In-Game Currency**  
**Decentralized Community**  
**POAPs**  
**Tokenomics**  
**Secure, Anonymous User Verification**

# Thank you for your time & consideration!

I am not a coder yet, but I am a graphic designer with a great mind for abstract innovation.

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Instagram: @thebestjustina



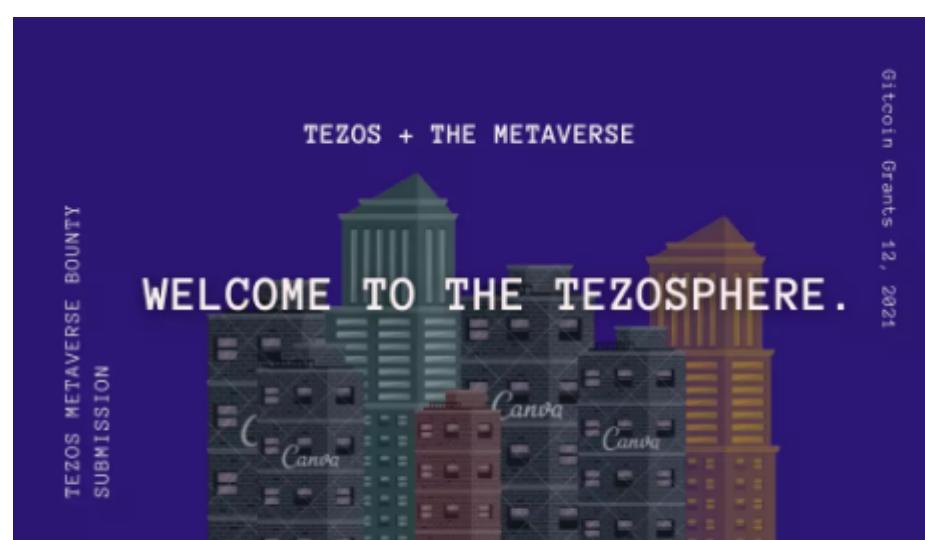
## Wallet & Paypal

Wallet: 0xb0D0d33120f54EDb21098550dbd85FD48e26c6Ab

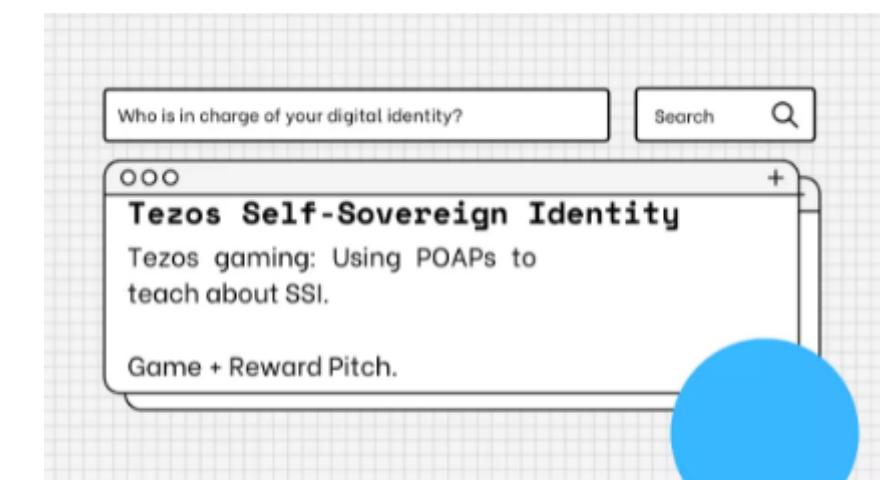
Paypal QR Code:



# CHECK OUT MY OTHER SUBMITTED TEZOS' BOUNTIES!



**Tezos in the Metaverse**  
Check out this presentation designed by Justina Valderrama.  
Canva



**THANKS AGAIN!**  
**BY: JUSTINA VALDERRAMA**  
**P.S. DID YOU FIND THE HIDDEN BATMAN?**