**This is the working spec for the NFT engine.**

Objective - a closed system with a branded marketplace for NFTs with user accounts with the ability to deposit GBP etc to buy with low fees.

Project to include the site, marketplace, collections, accounts, authentication, user collections, wallet & funds Storage with OnFlow & Stripe integration to allow for payment via crypto or card.

**Key Functionality**

* Users set up an account
* Users deposit FIAT (and possibly Crypto) to put money into an account to buy from
* NFT marketplace to promote NFTs
* Ability to buy, sell.
* On mint we want to be able to offer:
  + A fixed NFT (i.e. you buy this one)
  + An unrevealed NFT with reveals randomly on mint or on a set time that we activate. (this would allow us to have mixed rarities in a drop. i.e. 70% standard, 25% rare, 5% super rare).
  + Also want the ability to create 'packs' of NFTs - which would either be random mints (i.e. you buy 5 from a team but you don't know what you get) and / or you mint a whole team. i.e. get Man Utd entire squad for £50 (23 players) or buy 5 random ones for £10, or a single for £3. And those reveal with mixed rarity. (this can be phase 2)
* Video and images as NFTs (all NFT's will be pre-designed and loaded in).
* Ability to send to another user
* Show users what they don't have in each collection.
* Users can see the transaction on onflow
* Platform fee (% of sale)

**Web Areas (Navigation)**

* Collections
* Drops (what’s time and coming)
* Legends (coming soon)
* Marketplace (ones for sale with filters collection)
* HELP (FAQ and support)
* Account
  + Profile
  + Account Balance (finance)
  + Security (set up 2FA)
  + My NFTs
* Auth (login / logout)

Example sites

<https://www.ukbluechips.io/>

<https://rockchalk.io/>