

Monetization model:

Monetization for gamers is one of the most necessary components behind the success of a GameFi, and also it's one of the most important things that matters to a gamer.

We have designed 4 different type ways of monetization for creator:

- **User rewarding:**

User rewarding is a system by which each If a gamer liked someone else's gameplay he/she could directly reward them by native game token or in any other crypto token which game support.

{For reference: check out diamond reward system of diamond app build on DeSo}

- **Task Completion:**

This method is about when a gamer completes certain levels of the game the he/she must be rewarded with native game token or any other crypto token which game support. This will not just reward gamers, but will also keep him motivated to play more so he could reach a higher level and can earn rewards through it.

- **Battle:**

This method is about a gamer challenging another gamer, where both will be putting a certain amount of native game token or any other crypto supported by the game and the winner of the challenge will take all with him.

- **Seasonal Tournament:**

In this model, the game will organise a tournament every season for a certain prize pool. Where gamers from a certain level can participate and a certain number of gamers with the best ranking throughout the tournament will be rewarded a share of the total prize pool as per their ranking.

(Note: I'm not talking about big LAN tournaments, I'm talking about in game tournaments)

Suggestion:

This prize pool can be decided by selling the rights of gameplay of the tournament to gaming platforms like Loco etc.

An additional and conditional method: (Optional)

The method I'm gonna talk about can be the best way for both players and the platform to leverage gamers skills for generating revenue, but there's a condition.

The condition is the game has to integrate a streaming service too, now I know this may sound irrelevant for a gaming app and that's the reason I have kept this as an optional,

But The opportunity here is very wide. If we let gamers from a certain level to stream their gameplay, then we can leverage that audience for generating revenue.

- We can then pop ads on stream and can give a share of the ad revenue to the gamer.
- We can bring sponsorships to gamers and can charge our commission on those sponsorships.

But I know this is a whole different thing from a gaming App and that's why I have kept this as an optional.