



Outplay

innovative competitive sports app
built on Minima



Problem

- In amateur sports, competitions with cash prizes are very rare.
- There is not a single application for amateur athletes that allows you to receive prizes in the form of crypto assets.
- The huge popularity of move-to-earn apps has not yet affected fans of competitive sports.



Our solution

- Our application will allow those who play sports (tennis, volleyball, etc.) to receive rewards for their achievements.
- Players can participate in competitions, find partners to play anywhere in the world, check ratings of the players.
- Users can see their rating and progress, comment on each other's activity, post photos.
- As avid tennis players ourselves, we understand how exciting it can be to earn crypto assets for your performance in the sport using the App. At the same time, we understand from our own experience that, along with the convenience and capabilities of a global platform, it is important for players to be part of their own local community, within which they can socialize & compete with their friends in real life.



Business model

- In our App, we encourage users to create such local communities, leagues and ratings, and hold competitions of various levels (local, between communities, global), in which players can win valuable prizes in the form of crypto assets.
- Zero starting cost for using the app and earn rewards attracts more active players around the world
- At the same time, to protect against abuse, only trusted platform participants can be community or tournaments organizers. Organizers will be chosen by decentralized voting.
- Users earn tokens for running nodes on their phones and for participating in various events such as tournaments.
- Users use tokens to buy NFT avatars, to compete in tournaments, etc.
- To participate in the app's tournaments and championships, users will need in-app tokens. This will encourage users to buy and use them. On our end, a comprehensive policy for managing token supply will ensure that tokens are a valuable resource within the app.
- Various kinds of exciting NFTs will be created in Outplay app, each of which will have its own exceptional characteristics and purpose use.



Underlying magic/technology

Minima allows all the users to run a node, and to earn rewards using the App. These rewards are part of the tokenomics of the project and will attract a large audience.



Marketing and sales

At first, we plan to market our app in local sports communities around the world in their social media and chat platforms. We will attract users with the idea that they can earn rewards just by participating on the platform, and also win NFT prizes in competitive events.



Competition

- local projects and apps for players of a particular sport (e.g. amatour.ru)
- indirect competitors: m2e apps (but they don't focus on competitive/team sports)



Team

- Alexey Smolik, CEO & Co-founder
- Anastasia Smolik, CPO & Co-founder
- Alexander Malyukov, CTO
- Ksenia Fedorinina, Marketing
- Mikhail Fedorinin, Advisor



Status and timeline

Phase 1

- App concept development
- Tokenomics (rewards mechanics) development
- System architecture development
- UI and UX design development
- Back-end development
- Front-end iOS/Android development

Phase 2

- Back-end & Front-end app development
- App beta test
- Personal account section development on the website
- App testing and bug fixing

Phase 3

- Preparation for release in App Store, Google Play, App Gallery
- "Tournaments" block development based on tokenomics
- Social networks accounts launch
- App testing and bug fixing

Phase 4

- App release in Google Play
- App release in App Store
- App release in App Gallery
- Final app testing and bug fixing
- Beta-test launch
- NFT collection development



Summary and call to action

We have a lot of ideas for the development of our project, and we believe that this decentralized application can become an alternative to the official amateur leagues in all sports.