## COMPASS HACKATHON

TEAM COSMOS

Insha | Aysha | Fathima | Fidha | Zuha

## PROBLEMS:

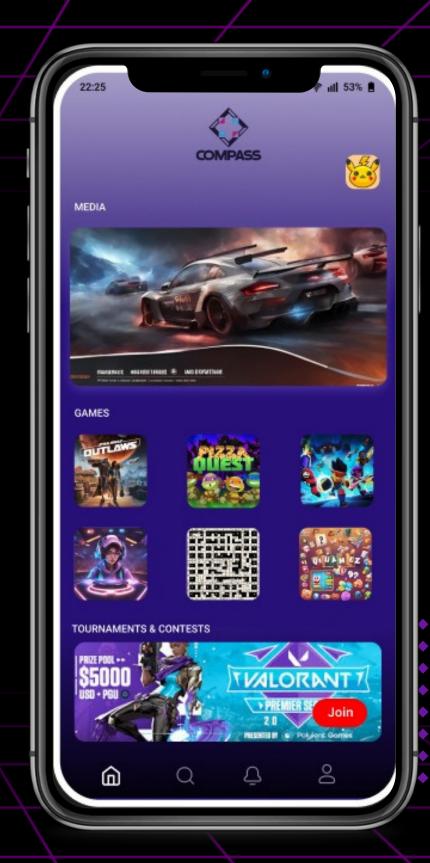
- Low Engagement: Compass tournaments struggle to keep players, fans, and organizers actively involved throughout the event cycle.
- Fragmented Community: The Compass community lacks a central hub for connecting, interacting, and building relationships.
- Limited Differentiation: Compass tournaments struggle to stand out from the competition and offer unique experiences for participants.



### OUR SOLUTION:

#### Low Engagement (Before and After Tournament):

- **Play-to-Earn System:** Motivates users to actively participate in mini-games for in-game rewards, keeping them engaged beyond just watching tournaments.
- Pick'em Challenge: Creates a prediction game that fosters friendly competition and keeps viewers engaged during broadcasts.
- Compass Scavenger Hunt: Provides an interactive activity that gets users physically involved and excited about the event.



### Engagement during the tournament:

- fan alleys filled with cafes, restaurants, and exciting merchandise.
- mini-tournaments for the public.
- Meet and interact with legendary pro streamers and influencers



#### Fragmented Community:

- Social Hub: Offers a central location for fans, players, and even professionals to connect, host watch parties, and participate in challenges, fostering a sense of community.
- Fan Art Contests: Encourages creative expression and celebrates players and teams, further uniting the community.



#### **Limited Differentiation:**

- Play-to-Earn System with Unique Rewards: Provides an incentive system not offered by competitors, setting Compass apart.
- Compass Scavenger Hunt: Delivers a unique, location-based experience that no other esports platform offers.
- Challenging Pro Players: Gives users a chance to directly interact with esports celebrities, creating a truly special experience.



# THANK HOU!