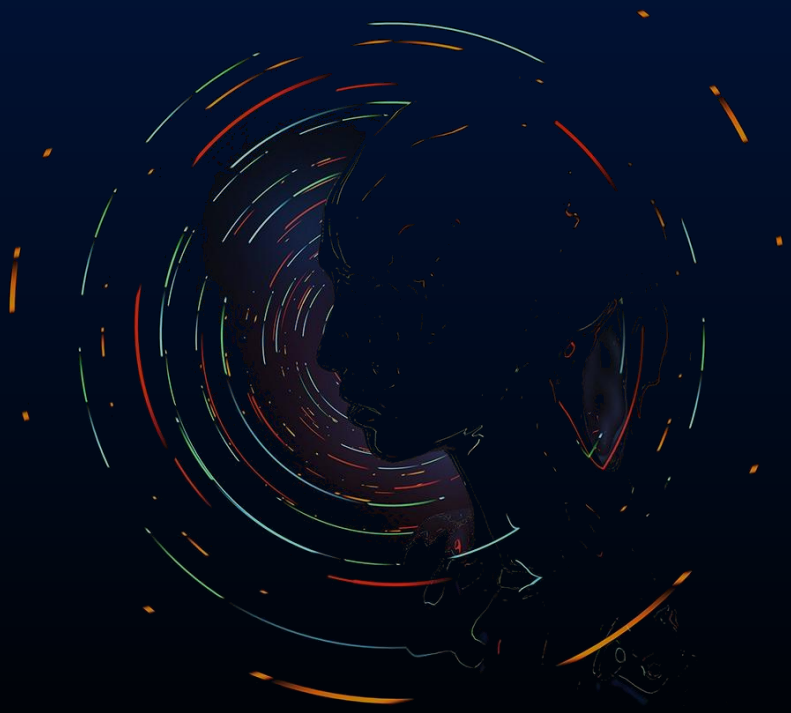
FTP

A football entertainment platform for the primitive universe



Contents

1. The universe

The Meta Universe, or the Meta Universe, the metaphysical universe, the meta realm, the other realm, the psychic space, the virtual space, is a network of 3D virtual worlds focused on social connections. The discussion of the meta-universe focuses on a persistent and decentralized online three-dimensional virtual environment. The virtual environment will be accessible via virtual reality glasses, augmented reality glasses, mobile phones, personal computers and video game console.

"we can imagine that the whole point of having a meta-universe is that you can recreate a game, you can watch it live, you can play it from different angles and in different ways, you can fill the stadium as much as you want because it's infinite, and even we can participate in a ball game by being completely virtual."

—— founder James

2. Brief description of NFT

1）Nonhomogeneous tokens, a unit of data known as a blockchain digital ledger, each token can represent a unique digital data as an electronic authentication or certificate of ownership of a virtual commodity. Because they are not interchangeable, nonhomogeneous tokens can represent digital files, such as paintings, sounds, videos, in-game items, or other forms of creative work.

2）NFT is a unit of data known as a blockchain digital ledger, where each token can represent a unique digital data as an electronic authentication or certificate of ownership of virtual goods. Because they are not interchangeable, nonhomogeneous tokens can represent digital files, such as paintings, sounds, videos, in-game items, or other forms of creative work. While the documents themselves can be copied indefinitely, the tokens that represent them are tracked on their underlying blockchain and provide proof of ownership to the buyer.

3. The multiverse game market

Games have been a key area of the entertainment industry for many years, and growth accelerated during the new crown epidemic. According to Morgan Stanley Research, 50 million Americans played games in 2020, up 31% from a year earlier, compared with just 7% growth in the previous two years.

As the epidemic abates and people spend less time in virtual reality, the gaming industry is expected to regress somewhat, but many long-term trends are likely to remain the same. For investors, there are three key trends to watch: first, both the number of gamers and the amount of time they spend playing games are on the rise; Second, players can play, fight and share with players from all over the world to create a global consumer market. Third, the popularity of microtransactions and other forms of paid games, it offers more ways for investors to benefit from it. Gamers often carry anti-social stereotypes, but games have increasingly become a way to build and maintain social relationships.

Largest video game companies by market cap

companies: 37 total market cap: $3.504 T

Rank	Name	Market Cap	Price	Today	Price (30 days)	Country
1	Microsoft MSFT	$2.222 T	$296.03	-1.85%		USA
2	Tencent TCEHY	$585.71 B	$59.66	-1.39%		China
3	Sony SONY	$140.87 B	$111.63	-1.76%		Japan
4	Sea (Garena) SE	$86.12 B	$154.41	-9.20%		Singapore
5	NetEase NTES	$69.93 B	$96.99	-6.16%		China
6	Activision Blizzard ATVI	$63.37 B	$81.35	-0.50%		USA

The latest findings from MSCI's research and data division, altawise, found that games are popular across all age groups and demographics. In fact, since the new crown outbreak, half of all U.S. residents surveyed have participated in some form of video game, whether on pcs, consoles, or mobile devices. The line between fun and social is blurring. While the main motivation for most gamers is entertainment, nearly a third of gamers surveyed also said they see games as a way to connect socially. The social aspect of the game is especially important for younger players. More than a quarter of those under 35 said games offered a better way to socialize than social media itself

(1) paid-for games drive long-term growth

The social nature of games provides an important source of revenue: microtransactions or paid games. Just as people buy clothes, cars and jewelry to show their place in the real world, gamers can express their individuality by buying clothes and accessories within the game, and connect with others in the virtual world. In mobile games, you can pay for energy props, new life or no advertising subscription. For console games, players can buy weapons to improve the experience, or fancy cars to show off to other players. This takes it to the extreme in the game of the Meta Universe, where users can invest in real estate in the digital world.

(II) in-game paid purchases promote user participation and contribute to long-term revenue growth.

The new consoles now on the market, with new processor architectures, higher visual resolution and faster storage, also allow game studios to reissue games with AR technology, it also gives game makers the opportunity to develop ground-breaking new games. In fact, many of today's popular mobile games are mobile versions of console games. As a result, game makers can also redesign console games for mobile devices. The marketing of these consoles, and the new and old games they come with, is likely to continue to push users to buy them in the years ahead. The 2024, a $8 trillion market, could become the next generation of social media, streaming and gaming platforms. Brian Nowak, an Internet industry equity analyst at Morgan Stanley, said in a report that the universe is largely conceptual at the moment, but its ideas are infinite. Different types of virtual worlds have the potential to revolutionize the way people interact.

Although Meta is a leader in this area, several companies, including Microsoft and Disney, have also started investing in the Meta universe. He said more and more companies are investing in the meta-universe, which is already driving stock prices like the Roblox.

"We believe the Meta-universe will be the successor to the mobile Internet," Facebook CEO Mark Zuckerberg said on Oct. 28 when announcing the change, there has been great interest in the concept of virtual worlds. In the meta-universe, people can access the virtual world through head displays or smartphones, and work, play and socialize there. The idea that the universe could replace today's Internet represents a huge new opportunity for investors.

4. Soccer game market

Football is by far the most popular sport among football fans. About 3.5 billion people around the world watch soccer at least once a year. This represents 45% of the world's population. It is not only the most popular sport in the world, but also the most popular sport. FIFA estimates that some 270 million people are officially involved in the sport. While American football, baseball, cricket and Australian football are examples of popular sports, they are played mainly in specific locations. In contrast, football is played in more than 200 countries. In fact, apart from North America, football is actually the most popular sport on all continents.

The global sports market reached nearly $388.3 billion in 2020 and has grown at a compound annual growth rate (CAGR) of 3.4 percent since 2015. The market fell from $458.8 bn in 2019 to $388.3 bn in 2020, a decline of-15.4 per cent. The decrease was mainly due to the imposition of closures and social isolation rules in several countries as a result of the outbreak of Covid-19 and control measures.

The sports market is projected to reach $599.9 billion by 2025 and $826 billion by 2030.

There are many fans and participants in the field of football, including field participants, training participants, team organizers, event organizers and so on. At present, various types of participants operate on a small scale, not in a systematic way, and their business is scattered, the vast majority of participants and operators are workshops, which are naturally decentralized and disintermediated.

Blockchain technology as a decentralized, not tamper with the technical form, to build a fair and reliable football business platform, has a huge role in promoting the industry, at the same time because of the complexity of the business form, the establishment of this trusted platform is not easy. The application of blockchain technology in football field has vast space and huge challenge.

1）Market pain points

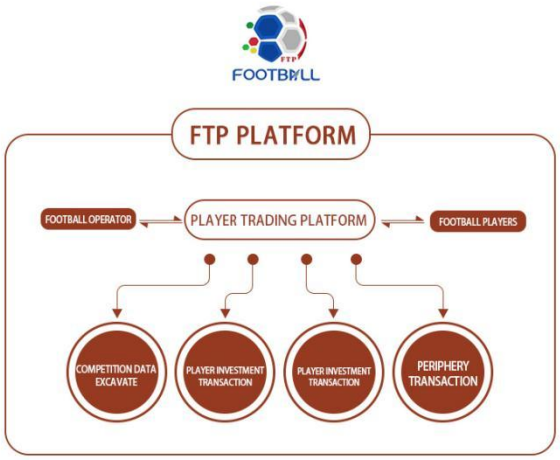
(1) for football operators:

- Small scale operation, low trust;
- The business line is simple and rough hard to form long-term benefit;
- The management organization form disperses, the field, the training, the competition is difficult to form the resultant force;
- Lack of access to authentic and credible project information;
- Lack of transparent, fair and reliable trading platform;

(2) for soccer players and fans

- Low participation and can only obtain separate services from decentralized operators;
- Lack of opportunities and channels for discovery and recognition;
- Difficulty in securing long-term support;
- The lack of long-term value-added channels, investment is difficult to ensure;

2）Solutions



FTP platform is a basic universe of football entertainment platform, providing players trading platform and players investment trading, game data mining, fans interactive guessing, surrounding transactions and so on to form a complete football service system, it is a natural form of football management with decentralization and disintermediation. The football operator and the football participant may carry on the investment and the transaction on the platform, the value-added management and the stable profit. At the same time, users can enter the FTP meta-universe football platform built directly to participate in football matches and football matches.

5. On the project

FTP was initiated by James, a member of the England National football Team, the England National football Team, the National football Team, and for historical reasons, the four regions of the UK, england, Scotland and Ireland are independent national football teams. Before Ireland's independence from Britain, a new football association was formed by the Irish Free State, the predecessor of the Ireland, and the Old Irish Football Federation continued to run Northern Ireland, since then, there have been five national teams on the British Isles.

As the birthplace of modern football, the region with the most developed football market and the strongest economic power in the world, England has always been the center of professional football in the world, english clubs dominated the European Cup, the predecessor of the 1982 Formula One season, from 1976 to 1982.

Only after the Second World War did they start playing in the World Cup and the European Championship, and they had reached the top eight in the World Cup and the European Championship eighteen times in history. The historical encounter against Germany, the Netherlands, France, Sweden, Hungary, Spain and other team's goal difference are the world's most. Since the turn of the century, England have 180 games, 109 wins, 42 draws and 29 losses, among the best in Europe. Aware of the advances in technology, James, a member of England's national football team, has taken the spirit of football to the world! In an iterative framework, it was finally decided to build the FTP meta-universe

FTP is a future meta-universe football eco-governance token based on BSC chain, it will create a virtual reality, immersive experience, decentralized, all user (including gamer) assets are uniquely owned by the digital based metacommunal football world, which allows you to freely enjoy the FTP ecosystem's various metacommunal services

in the metacommunal universe, including immersive experience football game, as well as the event ticket processing and football stars between the meta-universe interactive scene building, the FTP interaction with the soccer star in the end of the meta-universe scene is built using a new generation of virtual reality technology provided by Sony, image analysis and bone tracking technology from the affiliate Hawk-Eye will be fully used in the FTP ecosystem. At the same time FTP is built on the blockchain to develop the entire football world. This is the starting point of a new approach to virtual reality in the sports ecosystem, decentralized, in which we can actively participate in a variety of ways. The world is a combination of three one billion dollar markets with global reach: video games, soccer, and sports betting, all combined by blockchain and NFT technologies, fTP is another multi-billion dollar market that just started to take off.

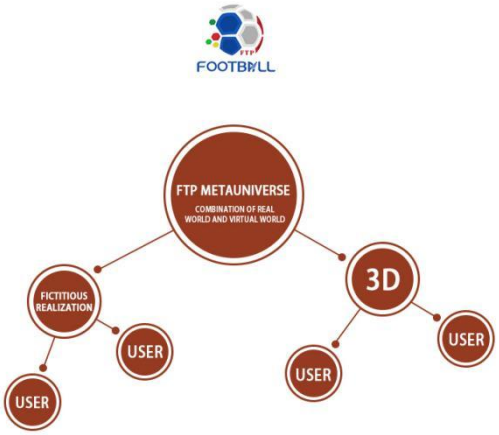
- The scenarios we will provide:

  - **Virtual socializing:**

Interaction is the most important element of social interaction, and if the interaction experience is not good, it certainly can not attract more people to use it. The FTP meta-universe provides another tool for users to express themselves through technologies such as 3D and virtual implementation. By combining the real world with the virtual world, each person can see himself and his friends differently. This is a break with the written word and the traditional way of socializing, giving users a better social experience with a completely new and customized approach.

In some of the FTP universes, real life reenactments of clubs, fairs, and business districts allow players to easily interact with each other in interesting ways. Not only that, but some of the multiverse has also launched Virtual Ball Court games, which users can decorate, display digital collections as well as videos and pictures, and use as a place to socialize, by inviting friends to compete, visit, and even host virtual events, and socializing with users around the world, you can experience the sheer joy of communicating and interacting with users from all over the world at home.

- **Virtual Shopping:**



The FTP meta-universe is the world's first commercial meta-universe integrated

by the first real and virtual meta-universe of the FTP scene lab. The concept will revolve around the "digitization of the meta-universe", through the continuous innovation of business and operation, efforts to provide consumers with more diverse business space and leisure consumption experience. FTP meta-universe can also easily build creators, brands, fans, "Trinity" mode. A number of well-known brands have begun to accelerate the exploration of the commercial use cases of the meta-universe. In this brand new business model, brand freedom has become higher and easier to realize, in which businesses can break through traditional restrictions such as region and market, and close the distance between brands and users, providing a better virtual experience for consumers.

- **Virtual event:**

FTP meta-universe users can directly wear VR into the FTP meta-universe friends and football fans around the world to invite a football game, in the FTP meta-universe, we can train our virtual digital players to improve their soccer skills, and all users can access the FTP platform to watch the match between you, the results will be recorded on the chain through a decentralized distributed storage technology

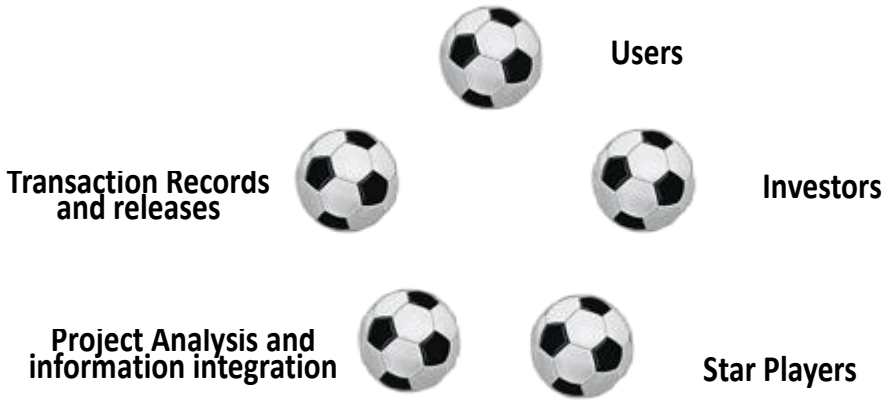
called blockchain, which is completely transparent.

- **Virtual reality ticketing:**

FTP will open up a wide range of business space through cooperation with various competition organizations. The FTP service will set up a virtual ticket hall for all kinds of sports events before they are broadcast. It will also be the first ticket agent for a football event. After setting up the virtual ticket hall, FTP will start the online sales cooperation of the global football match ticket processing. Not only that, FTP will also cooperate in virtual ticket, virtual travel and virtual hotel, etc. , the original business will continue to expand to the FTP meta-universe platform, and the two sides based on the advantages of their original platform membership base, reverse flow each other.

- **Virtual soccer star interaction:**

FTP to all kinds of stars as the prototype of the virtual image, not only from the appearance to the character of the perfect match with the star itself, users can communicate with the virtual character at the same time, through a professional perspective to better understand the game. An immersive, interactive experience. Imagine that in the FTP universe you are free to choose your favorite players, get the information you want through the virtual character, and get the double communication and satisfaction from sense to emotion. And this is just the first step in the FTP universe.



The FTP platform is a football entertainment platform based on the meta-universe, it provides the experience of the interactivity of the football game, the investment and transaction of the players, the data mining of the game, the interactive guessing of the fans and the transaction of the surroundings.

FTP is to provide the project for all kinds of transactions based on digital currency, is the platform for trading, players, game participation, service purchase, the basic currency of the universe into. FTP uses blockchain technology for development and operation.

◉ FTP is the service base of the meta-universe scenario, and the objects of the service include:

(1) Users:

FTP members will wear VR into the meta-universe through the entrance to the football game, game guessing, and watching football games and other immersive experience;

(2) Investors:

Invest in venues, players, and games with FTP to gain ownership and profit from the added value of ownership.

(3) Star players: provide star players interactive scenes

◉ At the same time, FTP will provide supporting services including:

(1) project analysis and Information Integration:

Provide launch and presentation platform for sponsors, and provide sufficient consultation and data for investors. Including in-depth introduction of projects, value basis, data analysis, growth records and so on.

(2) transaction records and publication:

Complete record and publish all kinds of transactions, provide the public search and query conditions of transactions, and provide the participants with complete and credible transaction information.

FTP is not limited to a single field of business exploration, but through the project team's nearly three years of experience in the business of digital currency throughout the football business chain.

◉ FTP will create:

1) Soccer game data mining platform

For the football match and the match, establish an organization mechanism that everyone can participate in, through the match process, the participant carries on the score, the voting and so on behavior, unceasingly consummates the player's own data, to form an effective mechanism for evaluating the level of players. Constantly

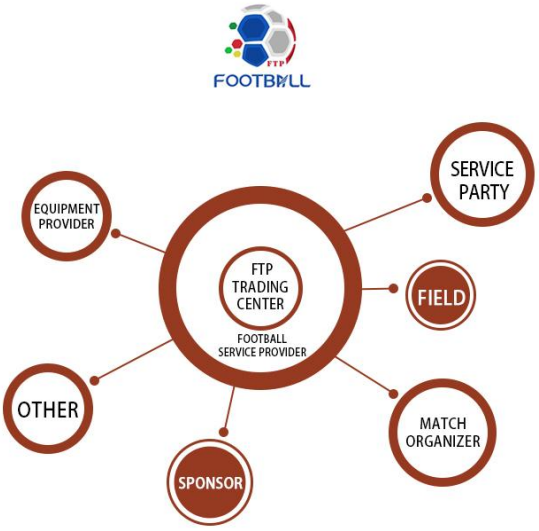
improve the value of players, the value of the mining of players to form interaction, game organizers improve the players and teams in the course of the game results, for the players and investment participants reward returns.

Provide a free set of soccer game participation data mining mechanism for any investor on the platform:

- Support, like and vote for the team and players, and estimate the performance of the players;
- The competition organizer consummates the competition data, provides fair data output;
- According to the participants and the results of the fair judgment, through the algorithm to enrich the value of players data;
- Player value grows through the game;
- Through the reward mechanism, players, participants, event organizers to give FTP return;

Game Entertainment platform is a set of player data mining through the game to encourage the growth of players, investors for the further investment in the players of the mechanism, and the player trading platform form a complementary, mutual promotion.

2) Deal in football related service



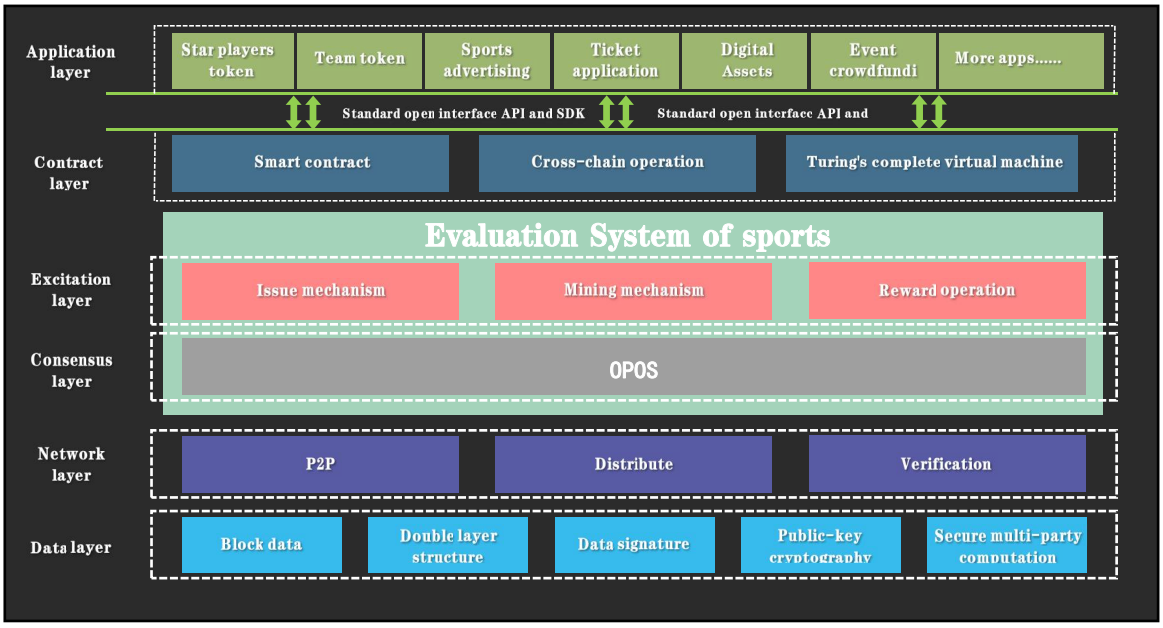
The platform provides an FTP-based trading center to attract a variety of soccer service providers, including venue providers, equipment providers, tournament organizers, sponsors and other types of providers, transactions through FTP.

6. The use of technology

1) FTP chain end technology framework

(1) (application level)

The world's first block-chain-based technology of the football universe value circulation immersion experience platform. Based on the innovative value evaluation system, through the world football industry on the chain, to create the benefit of all sides of the football ecosystem, the construction of a new football business environment. The underlying value settlement mechanism based on token FTP is established to provide a compatible protocol interface for football applications and support ecological partners to build application scenarios on the FTP meta-universe platform.



(2) The advantages of a BSC based chain

In the aspect of Smart contract, the word Smart leads to the writing function of Smart contract in BSC. Different Dapp is the basic element of Defi's ecology, the

smart contract represents the underlying rules and operating logic of DAPP. At the same time, programmability greatly increases the expansibility of BSC and realizes the diversification of DAPP functions. Therefore, the intelligent contract is the foundation stone of the ecological "edifice" of bi-an Defi.

In terms of EVM compatibility, BSC is compatible with existing Ethereum Virtual Machine EVM (Ethereum Virtual Machine) and all applications and tools in its ecosystem, greatly reducing the threshold for developers to develop DAPP. Developers can easily implement the migration and deployment of DAPP, saving development effort. The meaning of compatible EVM is that it can be compatible with the most popular ethereum ecology, attract the developers and the overflow funds on the Ethereum, which is helpful for the start-up of the new coin-an DEFI ecology.

In cross-chain function, the significance of cross-chain is to enrich the currency of DEFI ecology and increase liquidity. So far, the "Pass Canal" has completed the cross-LINK interworking of BTC, Erc20(ETH, Link, USDT, Dai, etc.) , XRP, BCH, LTC, Ada, Dot, XTZ, Eos, ONT and other assets. This means that these assets can be migrated to the coin security smart chain and become the liquidity of DEFI operations.

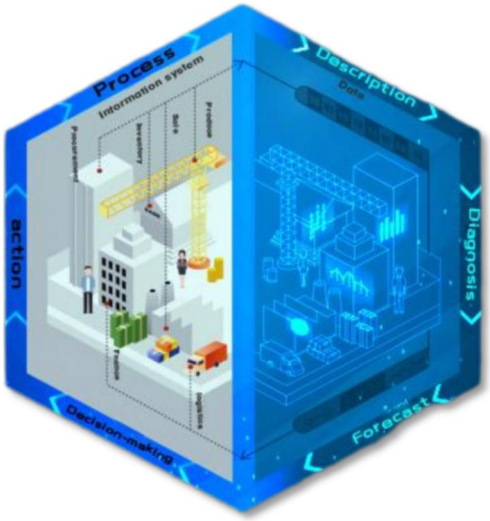
In addition, BSC also has some innovation in consensus algorithm. Its PoSA (Proof of Stake Authority) consensus algorithm combines the functions of DPoS and POA, built on a network of 21 verification nodes, block times can build a high-speed infrastructure for DEFI protocol.

From the current industry trend, the future is bound to be the public chain of the times. With the wide application of blockchain technology in the future, more and more enterprises, groups and individuals will enter the blockchain industry, and most enterprises and teams may not have the ability to develop a blockchain project independently, or there is no need, then the best way is to develop their own block chain in the existing public chain, which provides a wide space for the development of smart chain.

(3) Digital twinning

◉ **Overview of digital twinning technology architecture**

FTP data twins digitally copy a physical object, simulate its behavior in the real world, and make virtual simulations of products, manufacturing processes, and even entire factories, the goal is to understand the state of the asset, respond to changes, improve business operations, and add value. In order to achieve the interaction between the physical entity and the digital entity, the FTP process also needs a lot of basic support technology as a support, more need to go through many stages of evolution in order to achieve a good physical entity in the digital world.



1 First, FTP constructs the corresponding physical entity model in the digital world, then needs to use the knowledge mechanism, digitization and so on technology to construct a digital model;

2 TP to build the digital model needs to be combined with industry characteristics to make a score, whether it can be put into use;

3 With the model, FTP also needs to collect, transfer, synchronize and enhance the physical entity meta-information in the real world with Internet of things technology to get the general data that FTP can use

4 These data can be used to simulate and analyze the virtual models in the digital world. On this basis, FTP can use AR/VR////GIS and other technologies to completely reproduce them in the digital world, the user can interact with the physical entity more friendly;

5 On this basis, FTP combined with artificial intelligence, big data, cloud computing technology to do digital twin description, diagnosis, early warning/prediction and intelligent decision-making common applications to the football industry.

◉ Key technology and maturity of FTP digital twinning

1 Model building layer

Modeling "digitization" is the process of digitizing the physical world. This process involves representing physical objects as digital models that computers and networks can recognize. The goal of modeling is to simplify and model FTP's understanding of the physical world or problems.

The goal or essence of FTP is to eliminate the uncertainty of various physical entities, especially complex systems, with less energy through digitization and modeling, exchanging information for energy. Therefore, building digital model or information modeling technology of physical entity is the source and core technology of creating digital twin and realizing digital twin of FTP, and is also the core of "Digital" stage.

2 Data interaction layer

FTP "interaction" is an important feature of digital twins, mainly refers to the dynamic interaction between physical objects and digital objects, of course, also

implies the interaction between physical objects and digital objects. The first two are implemented via the Internet of things, while the latter is implemented via digital threads. The mechanism or engine that can realize data fusion of multi-view model is the core of digital threading technology.

3 Simulation analysis layer

FTP simulation prediction refers to the dynamic prediction of the physical world. This requires digital objects not only to express the geometry of the physical world, but also to incorporate physical laws and mechanisms into digital models, which is the specialty of the simulation world. FTP simulation technology not only establishes the digital model of the physical object, but also calculates, analyses and predicts the future state of the physical object by the laws and mechanisms of physics according to the current state. How to extract value from large amount of data by efficient mining method is one of the key problems of FTP. FTP information analysis technology, through AI intelligent computing model, algorithm, combined with advanced visualization technology, to achieve intelligent information analysis and auxiliary decision-making, to achieve the physical entity operation of the monitoring and visualization, the automatic operation of the model algorithm, as well as the on-line preview of the future development of physical entities, thereby optimizing the physical entity operation.

4 Common Application Layer

FTP's mapping relationship is bidirectional, on the one hand, based on rich historical and real-time data and advanced algorithm model, can efficiently reflect the state and behavior of physical objects in the digital world; on the other hand, through the simulation test and analysis and prediction in the digital world, it can provide decision-making basis for the instruction of entity object and the further optimization of process system, and greatly improve the efficiency of analysis and decision-making. FTP digital twin technology has really changed the deployment of intelligent decision support system. The FTP digital twin is a digital representation of the infrastructure to understand how it works. When FTP combines the decision support system with the

FTP digital twin, it produces a unique decision support system that can be continuously learned and adapted. FTP calls this new paradigm shift "FTP decision making.".

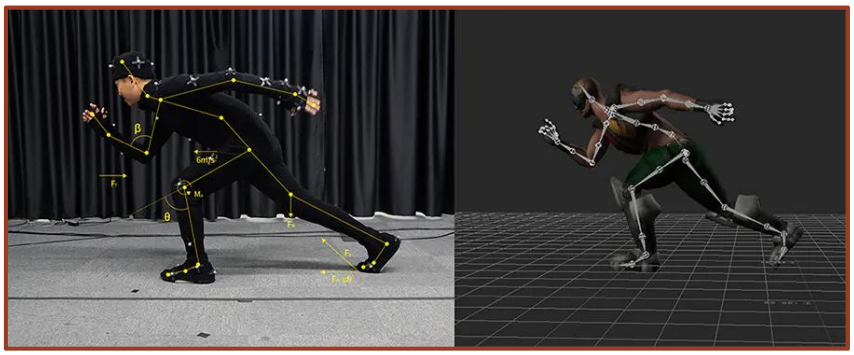
2) FTP meta-space interactive scene technology framework-virtual reality

(1) Image analysis and bone tracking techniques

◉ About motion capture technology

Motion Capture is the Capture and peripheral equipment of the Motion of a human body structure. Motion capture system usually consists of hardware and software. The hardware includes rigid Mark Point, acquisition equipment, transmission equipment and data processing equipment, etc. The software includes system setup, space calibration, motion capture, Data Processing and 3D model mapping module.

The optical motion capture system is based on computer vision, which is monitored and tracked by several high-speed cameras from different angles. In theory, if any point in space can be seen by two or more cameras at the same time, the 3D position of that point in space at that time can be determined. When the camera is shooting continuously at high frame rate, the track of the point can be obtained from the image sequence.



Optical motion capture equipment is usually an optical camera, divided into two kinds: one is to add no additional mark on the object, based on two-dimensional image features or three-dimensional shape feature extraction of joint information as a detection target, these systems are generally referred to as unlabeled point-based

optical motion capture systems; the other is to paste a marker on an object as a target detection point.

(2) Bone tracking technology

Skeleton tracking technology FTP core technology, it can accurately calibrate the human body 20 key points, and the location of these 20 points for real-time tracking. Using this technology, we can develop a variety of interesting applications based on human-computer interaction. This makes it possible to achieve a natural flow of actions and interactions in the FTP meta-universe scene.

◉ Structure of skeletal tracking data

FTP uses the skeleton API in the Kinect for Windows SDK to provide location information for up to two people in front of the Kinect, including detailed posture and 3D coordinates of bone points. Additionally, the Kinect for Windows SDK supports up to 20 skeleton points. The data object type is provided as a skeleton frame, which can hold up to 20 points per frame.

Each bone point in the SDK is represented by a Joint type, and 20 bone points per frame make up a collection based on the Joint type. This type contains three properties, as shown below.

Jointtype: the type of bone point, which is an enumeration type that lists specific names for 20 bone points, such as "HAND" to indicate that the bone point is a left-handed node.

The Position: SkeletonPoint type represents information about the Position of bone points. SkeletonPoint is a structure that contains x, Y, and Z data members to store the three-dimensional coordinates of bone points.

Trackingstate: The JointTrackingState type is also an enumeration type that represents the tracking state of the bone point. Of these, Tracked indicates that the bone point was correctly captured, NotTracked indicates that no bone point was captured, and Inferred indicates that the status is uncertain.

◉ Half-body mode

If the application only needs to capture the upper body gestures, it can use the 'Seated Mode'provided by the Kinect for Windows SDK. In half-body mode, the system only captures information about 10 bone points in the upper half of the body, but ignores the position information of the other 10 bone points in the lower half, this solves the problem that the Kinect can't recognize when a user is sitting in a chair, and it doesn't affect the upper half of the body even if the data on the lower half of the body is unstable or nonexistent. And when the user is only 0.4 meters away from the Kinect device, the application can still do bone tracking normally, which greatly improves the performance of bone tracking.

The bust mode is defined in the enumerated type type skeleton trackingmode, which contains two enumeration values: Default and sealed. The former is the default bone tracking mode, which normally captures 20 bone points; the latter is the half-length mode, which is selected to capture only 10 bone points on the upper half of the body.

You can set the skeleton tracking mode by changing the TrackingMode property of the SkeletonStream object. The code is as follows:

```
kinectSensor.SkeletonStream.TrackingMode = SkeletonTrackingMode.Seated;
```

How to get the bone tracking data

The application fetches the next frame of skeleton data in the same way it fetches color and depth image data by calling a callback function and passing a cache, the call to get the skeleton data is the OpenSkeletonFrame () function. If the latest skeleton data is ready, the system will copy it into the cache, but if the application makes a request, the new skeleton data is not ready, you can choose to wait for the next

skeleton data until it is ready, or to return immediately and send the request later. For the NUI Skeleton API, the same skeleton data is provided only once.

The NUI Skeleton API provides two application models, the polling model and the time model, briefly described below.

The polling model is the easiest way to read skeletal events by calling the OpenNextFrame () function of the SkeletonStream class. The declaration of the OpenNextFrame () function is as follows.

public SkeletonFrame OpenNextFrame (

int millisecondsWait)

You can pass parameters that specify how long to wait for the next frame of bone data. The OpenNextFrame () function returns when new data is ready or when the wait time is exceeded.

The time model is more flexible and accurate because it can get the skeleton data in an event-driven way. The application passes an event handler to the SkeletonFrameReady event, which is defined in the Kinect sensor class. This event callback function is called as soon as the next frame of skeleton data is ready. So a Kinect application should get skeleton data in real time by calling the OpenSkeletonFrame () function.

◉ FTP calls the API to get the skeleton data and draw it in real time

This example program will achieve the acquisition of bone data, and then the bone point coordinates as the Ellipse control's 20 position coordinates, while connecting the corresponding points with line segments, finally, the drawn skeleton is mapped to a color image. The reader can start this instance on the basis of example 1, as shown below.

1 Add the following skeleton data stream function startup to the Window () function, and addkinectSensor.

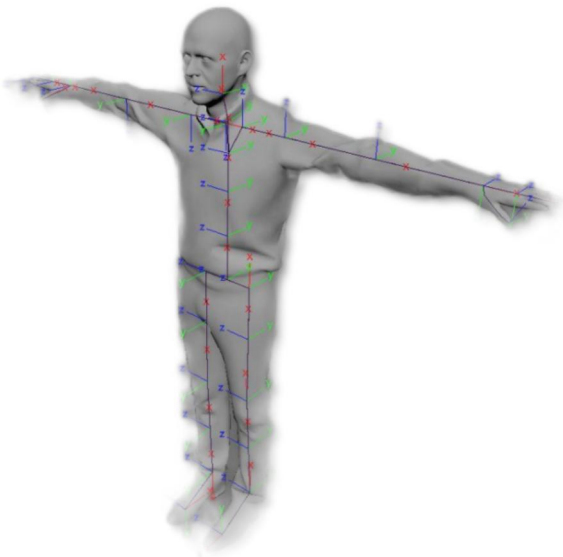
kinectSensor.SkeletonStream.Enable();

kinectSensor.SkeletonFrameReady += new EventHandler<SkeletonFrameReadyEventArgs>(kinectSensor_SkeletonFrameReady);

2 Preparing the WPF interface. Add 20 dots to the interface to track 20 key points of the human body retrieved by the Kinect for Windows SDK and mark the 20 dots with different colors.

```
<Canvas Name="SkeletonCanvas" Visibility="Visible">
    <Ellipse Canvas.Left="0" Canvas.Top="0" Height="10" Name="headPoint" Width="10" Fill="Red" />
    <Ellipse Canvas.Left="10" Canvas.Top="0" Height="10" Name="shouldercenterPoint" Width="10" Fill="Blue" />
    <Ellipse Canvas.Left="20" Canvas.Top="0" Height="10" Name="shoulderrightPoint" Width="10" Fill="Orange" />
    ...省略中间的 Ellipse 定义
    <Image Canvas.Left="303" Canvas.To
```

◉ FTP scene interaction design interface



3 Write the Kinect sensor () event handler. The event handler is triggered when the user stands in front of the Kinect and the Kinect correctly recognizes the human body:

```
private void kinectSensor_SkeletonFrameReady(object sender,
SkeletonFrameReadyEventArgs e){
        using (SkeletonFrame skeletonFrame = e.OpenSkeletonFrame())
        {
            if (skeletonFrame != null)
            {
                skeletonData = new

Skeleton[kinectSensor.SkeletonStream.FrameSkeletonArrayLength];
                    skeletonFrame.CopySkeletonDataTo(this.skeletonData);
                Skeleton skeleton = (from s in skeletonData
                    where s.TrackingState == SkeletonTrackingState.Tracked
                    select s).FirstOrDefault();
                if (skeleton!=null)
                {
                   SetAllPointPosition(skeleton);
                }
            }
```

The above code uses LINQ statements to get the skeletal data for a TrackingState equal to Tracked. Currently, the SDK can track up to two skeletons. For simplicity, this example tracks and displays only the first skeleton captured.

4 The Skeleton attribute set holds all the information about the Skeleton points, each of which is a Joint object. To get specific bone points, also use LINQ statements to filter the Joint's JointType attribute, using the following code:

```
Joint headJoint = (from j in skeleton.Joints
                    where j.JointType == JointType.Head
```

select j).FirstOrDefault();

In this example program, each skeleton point needs to be traversed and treated separately. This is implemented using the foreach statement and processed according to the JointType attribute. You can see the implementation details in the SetAllPointPosition () function.

```
foreach (Joint joint in skeleton.Joints){
    Point jointPoint = GetDisplayPosition(joint);
    switch (joint.JointType)
    {
        case JointType.Head:
            SetPointPosition(headPoint, joint);
            headPolyline.Points.Add(jointPoint);
            break;
            ...
    }}
```

5 The X, y, and z of the Joint Position attribute represent the three dimensional Position of the bone point, where x and y range from-1 to 1, and Z is the distance from the Kinect to the recognition object.

To better display these 20 points, you need to scale the X and Y values of Position by using the following functions.

```
private Point GetDisplayPosition(Joint joint){
    var scaledJoint = joint.ScaleTo(640, 480);
    return new Point(scaledJoint.Position.X, scaledJoint.Position.Y);}
```

In the above statement, the last two parameters of the ScaleTo function, 640 and 480, represent the maximum values of the original data x and Y, respectively, enlarge the y coordinate to any value in the range 0 ~ 480. The coordinates are relative to the upper-left corner (0,0) of the application window, which has a width of 640 and a height of 480 to ensure that the color image matches the result of the bone drawing.

Where the Scaleto () function is a method in the Help class of coding 4fun. Coding 4FUN is an auxiliary library for Kinect development. Readers can download the library from http://c4fkinect.codeple.com/and Add 4funthrough the "Add Reference" menu. Kinect. . W.P.F. Add a DLL to your project.

6 Write a function that maps the converted (x, Y) coordinates of each skeleton point to the Left and Top properties of the Ellipse control, as follows:

```
private void SetPointPosition(FrameworkElement ellipse, Joint joint){
    var scaledJoint = joint.ScaleTo(640, 480);
    Canvas.SetLeft(ellipse, scaledJoint.Position.X);
    Canvas.SetTop(ellipse, scaledJoint.Position.Y);
    SkeletonCanvas.Children.Add(ellipse);}
```

Using the Polyline class to represent skeleton lines, it is obvious that the skeleton is made up of five multi-segment lines, each of which is defined, and the corresponding points are sorted and stored as the skeleton points are traversed. See the SetAllPointPosition () function, which has the following code:

```
Polyline headPolyline = new Polyline();Polyline handleftPolyline = new Polyline();Polyline handrightPolyline = new Polyline();Polyline footleftPolyline = new Polyline();Polyline footrightPolyline = new Polyline();private void SetAllPointPosition(Skeleton skeleton){
    SkeletonCanvas.Children.Clear();
    footleftPolyline.Points.Clear();
    footrightPolyline.Points.Clear();
    foreach (Joint joint in skeleton.Joints)
    {
        Point jointPoint = GetDisplayPosition(joint);
        switch (joint.JointType)
```

7. DAO

Due to its automated execution of uniform rules and high transparency, daos allow stakeholders to fill the world of blockchains, and hot spots and concepts often change. Under the wheel of history, some names will disappear with time, and some essence will be selected by the market, enduring.

"Dao" is one of the fate of the beloved, strictly speaking: is experienced vicissitudes, but still lucky beloved.

The "Dao" in the blockchain domain can be understood as a fair organizational governance structure, spelled Distributed Autonomous Organization, translated as decentralized Autonomous Organization. The core of Dao can be summarized as follows: 1. Deconcentration. 2. Common purpose. 3. Organizational structure.

There's not much to go on about who first came up with the concept of "Dao," but it's safe to say that everyone from Vitalik Buterin to Dan Larimer, the founder of Ethereum, have been more in-depth thinking about "Dao" and try, but also ultimately for the emergence and development of "Dao" made a certain contribution.

The term "Dao" does not refer specifically to a specific architectural design, but rather to an umbrella for a decentralized governance approach.

In a nutshell, the DAO enables people in different environments around the world to exercise their rights in a "contracted" way to achieve the common goals of the group.

As one of the "most visible" terms in Crypto this round, "Dao" is almost a must-have concept for hot blockchain projects these days.

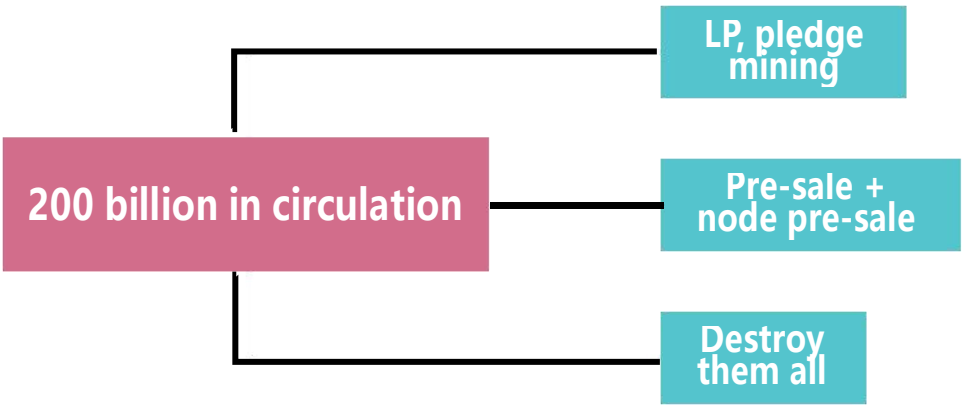
"Dao" is not a very novel blockchain noun, more representative of The earliest "Dao" project "The Dao" can be traced back to 2016.

"The DAO" is a remarkable story. It was once touted for its excellent governance, when it raised 11.5 million Ethereum stores. But because of a loophole in The contract, eventually created one of the most powerful hacking attacks in the encrypted world. Even The rise and fall of The Dao to a certain extent affected The development of The entire area of The blockchain.

Since then, "Dao" projects have emerged and become active in the market. Most of the "Dao" is in the form of voting governance, the development of the project vote and the distribution of benefits. A few "Daos" have blazed a wider trail.

In the future, FTP will complete the future ecological planning and sustainable development through DAO Governance, and will realize the absolute fairness of ecological autonomy.

8. Token economy



Token allocation

Name: FTP

Issue size: 200 billion

Original Price: 0.0002USDT

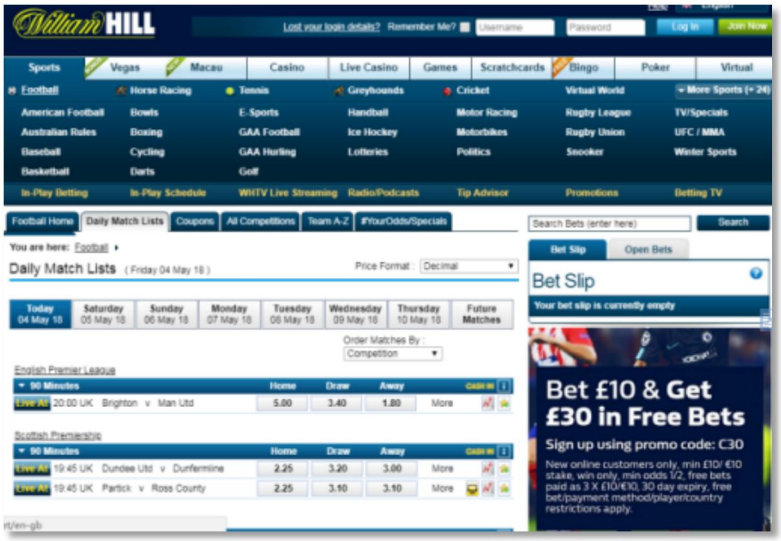
LP pledged mining: 36.24 million

Pre-sale + node pre-sale after the completion of all black hole destruction

9. Future expansion

Football as a competitive sports, known as the "World's first sports.". The industrialized soccer is the sport with the highest production value, the widest audience and the biggest influence in the world. It is the single largest event in the sports industry. Soccer accounts for 43% of the total output value of the entire sports industry, football leagues and clubs rank high in global sports and corporate business values. Worldwide, the soccer industry has an annual gross domestic product of US $1000 billion and is known as the "17th largest economy in the world". Based on the encrypted digital currency property of FTP, the future of FTP has a wide imagination in event tickets, player endorsement income, player transfer, club operation and so on.

- FTP tokens will infiltrate:



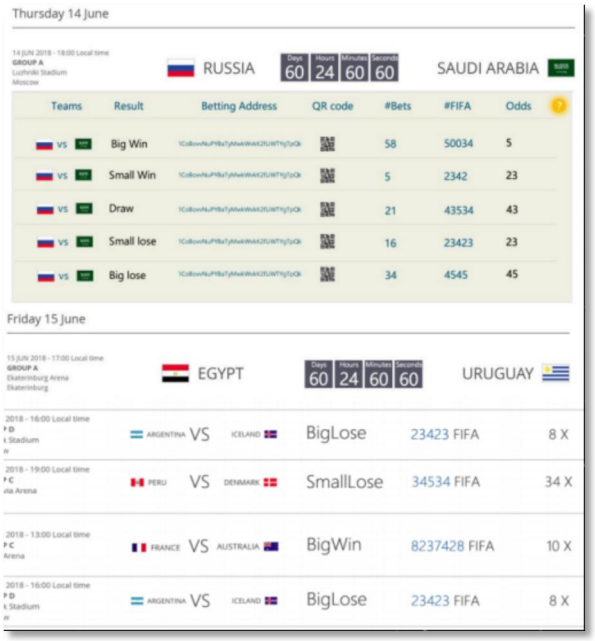
Player training, event ticket sales, broadcast rights sales, commercial sponsorship, football betting, football guessing, football games, football derivatives development, and club trading and other application scenarios! FTP in the process of dissemination

and public participation will cultivate a vast fan base, forming a blockchain-based commercial football system.

◉ The football guessing market

Gambling is a huge market around the world. In 2016, the gaming market had revenues of $484 billion. It is estimated that the average annual growth rate will rise from 3% to 3.5% in 2020. And in the short-term, medium-term and long-term gaming market revenue overall showed an upward trend.

In 2016, global sports betting revenues reached about $212 billion and had very high growth potential. By revenue, the biggest area of the world's gaming market is sports guessing, whose share is growing. The growth rate is expected to increase from 3.9% in 2017 to 5.2% in 2020.



The FTP team will continue to offer guessing games based on football matches during and after the World Cup. For both ETH and FTP, the guessing process takes

place on the main chain, which avoids potential security risks and provides unimpeachable consensus and fairness.

Due to the reasonable value of the FTP token, and the convenience of the transaction, players will get rid of the traditional, football guessing tedious intermediate links and costs, safe and pleasant experience of the charm of football guessing!

A、The construction of hardware equipment

The Age of the smart universe will be led by the FTP device. The development of digital economy has reached the limit of space display up to now, and the 2D interactive mode is difficult to highlight the advantages of 5G network, such as large bandwidth, high reliability and low latency. FTP devices, by contrast, offer a wide display area and immersive 3D experience, making them ideal for delivering 5G content.

B、FTP-XR

VR technology threshold is low, recreational content is much, take the lead in XR popularity. Because VR devices are mostly used for indoor c-terminal entertainment and are isolated from the real environment, users have a higher tolerance for the appearance, volume and lens thickness of head displays, the use of the scene on the optical display and endurance requirements are lower. In contrast, the FTP-XR device is currently used more in the B terminal work, long-term wear on the device lightweight requirements, at the same time, the characteristic of virtual + real

scene leads to the problem of unequal color optical display, which is more difficult to realize.

C、FTP Universal Computing Platform

FTP will revolutionize the way we interact with one another, or as a next-generation general-purpose computing platform. Recalling the evolution of pcs and smartphones, where greater portability and more natural ways of interacting have made mobile phones the second-generation universal computing platform, but this iterative process has also partially "degenerated," If the display range is far less than the PC and size is limited by the palm size. We believe that fully integrating real and virtual devices can compensate for the shortcomings of mobile phones, and that the evolution of interactions captured by keyboard + mouse finger touch screen movements is more in line with our innate intuition, fTPR devices are expected to replace mobile phones as the third generation of common computing platform, FTP also as a design specification to promote the development of low-threshold, strong compatibility of hardware and software, thus driving the rapid spread of emerging terminals.

D、The meta-universe sports interactive scene

Unity and FTP will work together to explore the possibilities of Unity Metacast for sports and live entertainment. FTP will redefine the way sports are run and managed, and the way fans and players participate in sports content.

"the sports experience is no longer just about giving 2D content," said Peter Moore, General Manager of Unity Sports and live entertainment. "the future is going to be about making the experience as real as the experience itself."

Secondly, it is the scene of sports marketing, can "Move" to the meta-universe, brand sports marketing can consider through the immersion of interactive guide users.

Many brands already have agreements with FTP, and they will be marketed through the Meta Universe. For example, build a Gucci Garden. Vans and Gucci design virtual goods through space scenes, allowing users to have immersive interaction. In the process of user interaction, the brand can achieve invisible brand marketing effect through the setting of space scenes or activities.

E、PVP Games

Through FTP users will be able to directly enter the football field and the game between the global players PK, and in can get a certain FTP rewards, after the FTP will create extreme sports scenes, it allows the user to truly experience the excitement of extreme sports in the meta-universe without risk.

10. Strategic Partners

11. Founding team

James

CEO

RWTH Aachen University is Professor of media processes at the University of California, Santa Barbara, and head of the business process management research group at the Fraunhofer FIT.

Senior Research Fellow, University of Ulm, Germany. He has been with the Fraunhofer Institute for Applied Information Technology (FIT) since 2002.

The research team was funded by the German B-IT (Bonn-aachen International Information Technology Centre) Foundation. The B-IT Foundation provided 56 million euros in funding, in addition to additional federal project funds and matching funds from the North Rhine-westphalia.

Myerson

CTO

The noble family background of the sub-english jazz makes Adam have a unique understanding of the spirit of football, and after entering the blockchain circle, the combination of the spirit of football and the spirit of blockchain has resonated. And has nearly 5 years of block chain development experience, has been for a number of well-known foreign enterprises to provide related business consulting. With deep industry experience, rich business management experience and outstanding capacity of capital Operation Reputation in the industry. Double Master of Computer Science and Finance, Senior Financial System Analyst, many years of service in international banks such as Morgan Stanley.

Adam

Marketing consultant

He graduated from University College London in 2005, majoring in finance. Former Goldman Sachs London office, focused on emerging market developments, FT financial sector contract columnist, The Economist guest commentator. He is best known for his accurate predictions of the 2008 financial crisis and the economy's later stages.In 2012, we began to study the blockchain market, and predicted that blockchain would replace the traditional financial position, and then invested in the blockchain market. Met with Vitallk in 2015 and participated in the launch of a new version of Ethereum, laying an important foundation for blockchain marketing applications. In 2019, we met CEO James, who was also a football enthusiast. After repeated market research, we decided to build a football universe based on blockchain.

Prof. Wolfgang Prinz

Chief content consultant

Professor of cooperative systems at the RWTH Aachen University, vice president of the Fraunhofer Fraunhofer Fraunhofer Institute, and Director of CSCW research, studied computer science at the University of Bonn and earned a Ph. D. from the University of Nottingham. At the Augustine of Hippo, Fraunhofer FIT leads the collaborative systems division, which studies innovative collaborative technologies, mixed reality, 5g, and blockchain technologies.He focuses on collaborative software systems, enterprise content management, Computer-supported cooperative work (CSCW) , Computer-supported cooperative work, artificial intelligence, social computing, Enterprise 2.0, Web 2.0, collaborative knowledge management, popular games, blockchain technology and applications.

Michael James Owen

FTP co-star

Born 14 December 1979 in Chester, England, former England footballer, former England national football team captain, manager striker.

In 1995, at the age of 15, Owen signed with English Premier League club Liverpool Football Club to train with the Liverpool youth team. 18 year old Owen made his mark against Argentina at the 1998 World Cup in France. In 2001, Owen helped Liverpool to complete the title five and win the European Ballon d'or. In 2004, Owen left Liverpool after eight years to join La Liga side Real Madrid.

At the 2006 World Cup in Germany, Owen suffered a serious ligament injury that took him more than half a year to recover from. Owen joined Manchester United on a free transfer in July 2009, where he won the 2009-2010 League Cup and the 2010-2011 Premier League title for the first time in Owen's career. Owen moved to Stoke City in 2012 and scored his 150th Premier League goal.

Owen announced his retirement on his website in 2013. On November 8,2017, Owen won the 2017 Golden Foot Legend Award