

# GameYoo Blockchain Gaming Platform

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- **GameYoo Platform Concepts**

- GameYoo Platform is divided into two major groups

- 1 - NFT Mint

The achievements and ranks of users are minted into NFTs for free. After NFT is minted, the platform token GYC can be obtained. The main functions of the token are platform profit distribution and platform governance voting. Users mainly acquire tokens through NFT staking, liquidity mining, staking pool, etc. Users are platform shareholders, and the platform distributes profits according to the share ratio, thereby attracting more users and providing userbase for game developers of the second part of the blockchain game PaaS platform.

- 2 - Part 2 GameYoo Blockchain Game PaaS Platform

The main function of the GameYoo blockchain game PaaS platform is to allow traditional game developers to enter the blockchain game field at a low cost and low technical requirements, without having to care about the obscure technical details of the blockchain, and can quickly transplant new and old games into the blockchain game. Blockchain game and publish it on GameYoo platform. The platform will include contracts and components commonly used in blockchain games. If tokens are issued, tokens are locked, multi-signature wallets, NFT markets, liquidity pools, pledge pools, etc., game developers can enjoy resources such as existing users of the platform for free, saving promotion costs.

- **Part 1 Traditional Games NFT Mint**

- NFT Mint

- STEAM
    - EPIC
    - LOL
    - PUBG
    - APEX
    - IOS GameCenter
    - etc

- NFT MARKETPLACE

- With Fixed price
    - NFT bidding and auctioning

- **Part 2 GameYoo Blockchain Game PaaS Platform**

- Game Token Issuance

- Issued all on TGE
    - Linear issuance
    - Mixed issuance

- Token Vesting Contract
  - Unlocks a certain % at TGE
  - After the cliff period expires, a certain percentage will be released and unlocked
  - Linear unlock
  - Hybrid Unlock Release
- Multi-signature (multisig) wallet smart contracts
  - Multisig N/M
  - Delegation and authorization.
  - Off-line signature
- NFT MARKETPLACE
  - With Fixed price
  - NFT bidding and auctioning
- LIQUIDITY POOL
  - GYC and the game native coin pair
  - GYC and game token pair
  - Game native coin and game token pair
- STAKING POOL
  - Staking game token
- Multi-chain support
  - Blockchain
    - Solana
    - ETH
    - BSC
    - Polygon
    - etc
  - Cross-chain bridge
- Common contract modules in games
  - Gas station
    - Can use game token to exchange for SOL to pay for gas fees, it will be done automatically
  - NFT Mint
    - Character creation, pet incubation
  - Random in-game drops
    - Game items of different qualities
  - Equipment fusion/forge
    - Fusion success and failure systems

- Equipment upgrade
  - Equipment Upgrade success and failure systems
- Equipment recycling/burn
  - Low level equipment can be recycled or burned for token rewards

- EXTRA GAME FEATURES/MODULES

- Mystery boxes/crates
- Prize Wheel
- Lottery Tickets
- Arena --> Battle for the pool's reward
  - Players put in the same amount of tokens in the pool to play, and the winner gets the full prize
- Arena Betting
  - Users can bet on their favorite teams in public tournaments to win or lose

- Game Hub

- Chat rooms
- Game Forum
- Live streams

- Dashboard for Game Developer

- Game users data
- Daily users online
- Token circulation data
- Liquidity pool trade volume
- Daily new users
- etc

- Server side

- Unified identity authentication
  - User Center
    - User Management
  - OAuth2
- Event dispatcher
- Callback notifications
- SDK
  - GO、JavaScript、Python、 etc

- Client

- Wallet APIs
- OAuth2 login authentication

- Token Exchange APIs
- Contract interaction
- SDK
  - Unreal Engine
  - Cocos2D
  - Unity3D
  - etc

- Part 3 GameYoo Platform Token Economic Model

- GYC Token acquisition

- NFT Staking
    - GYC Staking
    - Liquidity mining
    - CEX/DEX trading
    - Other events rewards

- GYC Token usage

- Platform Governance Voting
      - Platform proposal voting
    - Platform profit dividend (POS)
      - Distribute platform profits according to the GYC token hold ratio

At 0:00 UTC every day, profits are distributed according to the proportion of the user's staked amount, and the profit distribution will use the GYC platform token uniformly.

- Platform profit point

- Fees
      - Unstaking fee
      - Liquidity Pool Exchange Fee
      - NFT transaction fee
      - Other fees
    - Service Fees
      - Platform access consulting service fee (owned by the team)