CraftChain Whitepaper (v0.1)

Abstract

CraftChain is a Solana-native protocol that empowers makers - from professional pattern makers to hobbyist sewers - to monetize their creations, build on-chain reputation, and participate in decentralized governance. It bridges the gap between the real-world craftsmanship economy and scalable, transparent Web3 infrastructure.

1. Problem Statement

- Skilled makers work behind brands with no attribution

- They lack digital identity or proof of skill

- No scalable path to ownership or equity

- Current platforms (like Etsy) solve commerce, but not reputation or decentralization

2. Solution Overview

CraftChain enables:

- NFT/SFT Marketplace: Sell digital and physical goods

- Token Economy: Earn $CRAFT for contributions

- On-chain Skill Records: Verifiable maker portfolios

- DAO Governance: Community controls platform direction

3. Why Solana?

- Low fees: Enables micro-payments for low-priced patterns

- Mobile stack: Content upload from real-world workspaces

- Compressed NFTs: Efficient storage of low-cost digital goods

- Solana Pay: Enables real-world commerce integrations

- High throughput: Supports high-volume peer interactions

4. Business Model

- Platform fee: 10% on every sale (physical or digital)

- Premium Membership: Monthly subscription for tools and exposure

- Brand Sponsorships: Commission from brand-maker matching

- Educational Content: Paid access to courses and tutorials

Projected Year 1:

10,000 active users × $20 GMV/month = $2M/month

10% fee = $200K/month platform revenue

5. Use Cases

- Upload a pattern as a compressed NFT

- Build reputation by offering tutorials

- Earn $CRAFT by voting on DAO proposals

- Sell finished garments to global buyers

- Get matched with a sustainable fashion brand

6. Team

Founder: Kayz

- 15+ years as a professional pattern maker in Japan

- Designed stagewear for a solo idol

- Deeply rooted in real-world sewing and garment manufacturing

7. Roadmap (Short-term)

- Q2 2025: GitHub MVP & Solana integration

- Q3 2025: Token deployment & DAO bootstrap

- Q4 2025: Beta launch and pattern marketplace

- 2026: Ecosystem expansion, international onboarding

Tokenomics Overview (Draft v0.1)

Token Name: Craft Token ($CRAFT)

Utility

- Used to purchase premium content & services

- Rewarded to content creators & workshop hosts

- Required for governance (DAO voting)

- Staking unlocks visibility and reputation boost

Allocation (Preliminary)

- Ecosystem Incentives: 40%

- Team & Advisors: 15%

- DAO Treasury: 20%

- Investors: 15%

- Liquidity: 10%

Total Supply: 1,000,000,000 $CRAFT

Distribution Mechanism

- Earned via contributions, workshops, governance

- Optionally purchased for premium use cases

- Burnable through DAO or marketplace mechanisms (e.g. buyback/burn)

Example Token Flow

1. Maker uploads tutorial -> earns $CRAFT

2. Learner purchases advanced content using $CRAFT

3. DAO votes to use treasury funds to boost visibility of certain content

4. Platform buys back $CRAFT with protocol revenue for long-term value

Sustainability Measures

- DAO-controlled emission schedule

- Periodic burn or lock mechanisms

- Premium membership requires $CRAFT holding

- Buyback program linked to GMV milestones

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