OUTLINE

INTRODUCTION

Fronk ai is the first ai-powered gamefi and meme creator. Our platform allows you to feed low-quality memes to the ai and receive a higher quality meme in return.

We are building a social network where people can create and share memes with a copyright option to ensure proper attribution. In addition, we are developing fast-paced multiplayer card games that operates on a win2earn and free2play model, aiming for real sustainability in the web3 gaming space.

Apart from the card playing feature we have taken it two steps further with one being the use of memes which would be on cards and also people's avatar which can be turned into nfts and sold in the marketplace.

The second step being the integration of artificial intelligence to help monitor and play games for users.

FRONK CLASSIC

The gameplay for our multiplayer card game is similar to UNO, but with tweaks and new features to make it more playful and fun. To earn rewards, players must win games. The more games you win, the more you earn.

However, if you lose too many games, you may lose some rewards. The main objective of the game is to be the first player to play their last card. The game can be played among 2-8 players at a time. At the start of the game the system shuffles the cards and shares 5 random cards to each player and to play you either have to play a matching colour or number.

Anyone who is unable to play on their turn would be given an extra card automatically. In the game there are special cards.

Take 2: a card that allows the next player draw 2 extra cards and skip their turn

Take 3: a card that allows the next player draw 3 extra cards and skip their turn

Suspension card: a card that suspends the next player which makes them skip their turn

Joker: used to nullify any speical card played to you.

Gamer: a card that can be played regardless of the colour or number ontop at any time.

FRONK WARRIORS

Fronk Warriors unlike Fronk Classic would be battle based where players would only play 1 V 1, 2 V 2 and 3 V 3. (We are working on a handicap mode for the game) The Fronk core team will ensure that all the functionalities of the game associated with the Fronk brand is with agreement of the community. Fronk warriors consists of battle cards which are further categorized into;

-Tank (Strong card with a lot of defense and attack but less agility and speed)
-Warrior (A balanced card with good attack, defense, agility and speed)
-Mercenaries (A card with high attack, agility and speed but low defense)

All Warriors have their special abilities and can be upgraded. After every battle you would get Experience points (XP). The amount of XP you get would be determined by your performance in the game. The more XPs you get the more you rank therefore unlocking more abilities.

FRONK TOKEN

Fronk Token ($FNK) is the game's governance token and its the token which will be integrated into the Fronk game in order to provide increasing levels of decision-making ability and control over the product to the player-base, asset owners, and other stakeholders.

This token is also what would be awarded to players for winning in games and also the base currrency for exchange in the marketplace.

$FNK is a Bep-20 token created on the Binance Smart Chain (BSC)

DAO

Fronk token will be set up as a Decentralized Autonomous Organization (DAO) via a series of smart contracts which will be published on the Binance Smart Chain (BSC) platform.

At first we looked as using the Ethereum blockchain for the governance token contracts; however, the gas fees required to publish transactions to the Ethereum blockchain have become very expensive and would greatly limit what can be done with the governance token contracts and the number of people able to participate.

As a result, the Binance Smart Chain was chosen due to many factors including its current popularity, low transaction fees, fast transaction confirmation times, and the ability to easily port smart contracts between BSC and Ethereum which will allow the Furbo contracts to be migrated to Ethereum in the future when/if it makes sense to do so.

NFT MARKETPLACE

Apart from the gaming feature; users can also create unique memes to use as their avatar and also sell on the NFT marketplace in which if a user buys them they can be used as their avatar but there is always a tag on the NFT giving credit to the original creator of the meme art. The $FNK token would be the currency used in trading on the NFT marketplace.

AIRDROP

2% of the total supply of $FNK which is 2,000,000 tokens would be airdropped to users of the platform but they would not be given out at once but instead over a 6 months period.

How are we going to do this?

There would be a weekly snapshot taken on every users wallet to know how much tokens they hold and also how active they are in the game and this would determine how much of the airdrop they would get in a week.

Also to reward long term holders, if there isnt a reduction in their holdings compared to the last snapshot they would get a 0.7% increase in their airdrop. More information on this would be given as we progress.

AI TECHNOLOGY

While playing the game to earn rewards, our AI system monitors your gameplay, copies it, and plays on your behalf when you're offline or unavailable to play.

This feature ensures that you don't miss out on any rewards even if you're not able to actively play the game. The integration of Artificial intelligence in Fronk AI is because we understand that a lot of people play games but not everyone would actively play it for a long time. From the point you start playing the game the AI studies your playing pattern and overtime it would be able to play games for you while you are away so even if you're not actively playing, you are progressing.

The level of AI that would play for you would depend on the amount of tokens you hold and there would be a minimum amount of tokens to hold before an AI can start to lay for you. If you go below the required tokens you would lose the AI auto-play feature.

AI TECHNOLOGY

Apart from this, our AI is also responsibe for viewing and checking memes that have ben copied or modified. Basically this feature helps to protect original owners from their work being copied.

There would be a section where users can lay complaints by sending the original work and the copied work and the AI would check for similarities and once they are similar to a particular percentage the AI would take down the copied work and issue a warning to the user.

TOKENOMICS
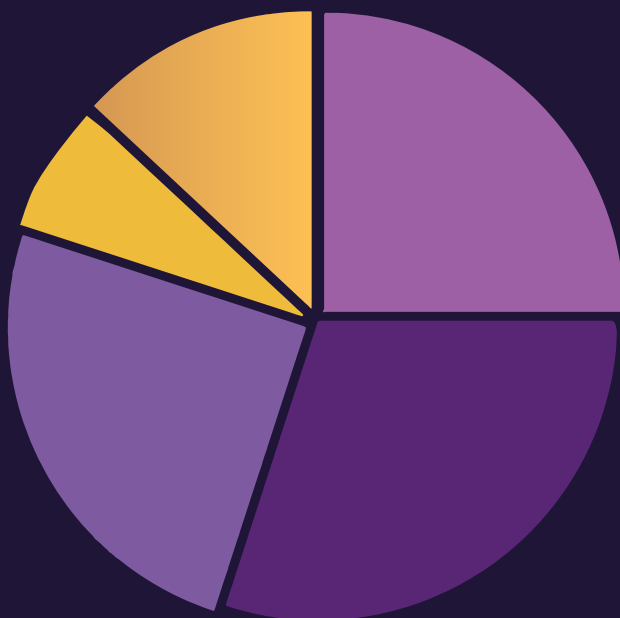
Total supply - 1,000,000,000

🟪	Burn tokens	25%
🟪	Game ecosystem	30%
🟪	Liquidity	25%
🟨	Team	7%
🟧	Marketing	13%

ROADMAP

Q2

Q2 2023

Ideas and Brainstorming of
the Project
Getting the Team
Getting first Investor on
Board
Finalizing the concept of
the Project

Q3

Q3 2023

Creation of Project Socials
Getting Game Devs on
board
Partnerships
Token and Presale Launch
Staking
Game Development

Q4

Q4 2023

Beta Game Version
Gameplay Optimization
Weekly Contests
Alpha Game Version on iOS
and Android
Marketing and
Partnerships

Q1

Q1 2024

Governance
DAO
PC Version

Q2

Q2 2024

Occasional Bug Fixes
Live Gaming Events
Personal Avatar

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