Trust

Introduction

I have imagined a new political and economic system, and the purpose of this text is to define and explain it. This system aims to be fairer, with more opportunities, greater transparency, efficiency, democracy, and less corruption. It is based on addressing needs, desires, ideas, and solutions.

This system is designed to meet needs, increase citizen participation, and reduce corruption and costs by automating the roles of politicians and companies.

This project began five years ago, almost as a game. During an innovation elective in my unfinished Computer Engineering degree, I was asked to propose a project idea. I came up with several ideas but struggled to choose one. I analyzed their advantages and disadvantages and ranked them. The more I thought about it, the harder it was to decide. So, as a somewhat humorous solution to my dilemma, I thought of a “meta” version of my task, a system that creates and evaluates projects based on ideas. A monetary, political, and educational system quickly took shape in my mind, but I set it aside, thinking it was too ambitious and that someone more capable would eventually discover it.

However, this idea kept resurfacing every time I encountered a problem in daily life, making me think about how my system could solve it. It became a constant internal debate. I felt frustrated by the idea I lacked the courage to pursue and guilt over the problems it could potentially solve. I also wanted to share it, get it off my chest, and perhaps live in it, not as a leader but as an ordinary participant.

Everything changed when I explained my problem to my girlfriend at the time. Despite my lack of clarity, she gave me her sincere support, which made me very happy but also pushed me toward a path I saw as dangerous. The potential backlash from powerful interests made me panic, and feeling overwhelmed, I froze.

Now, I am finally ready to share this idea and see how far it can go. I expect experts in various fields to critique it, which is what I hope for, as it is designed to be evolutionary and adaptive. This means it can improve and become more complete through feedback. If everything I write here is critiqued and changed, I will be happy because it means people took the time to understand and value it, leading to its improvement.

This system will not be imposed by force or revolution. It will be adopted gradually and organically by convenience, making the previous system secondary, similar to how barter systems evolved. If this does not happen naturally, it means I was wrong.

I will call it Trust because I want a system that promotes trust in the future, in those around you, in your community, and ultimately in all of humanity.

Overview

Trust is a comprehensive socio-economic framework designed to address and improve various aspects of society through transparency, efficiency, and democratic participation. By leveraging modern technologies like **blockchain**, **artificial intelligence (AI)**, **machine learning**, and **big data**, Trust creates an adaptable and scalable system. Central to this system is the unique digital currency called **Berries**, which are earned and spent within the ecosystem.

The primary focus of Trust is on meeting basic needs and desires through a decentralized and democratic process that balances collective input with expert knowledge. Users vote on their needs, and these votes drive project development and resource allocation. The core components of Trust include a structured project development cycle, mechanisms for user participation and evaluation, and systems for efficient resource management.

Key Components

1. Trust System Structure

- **Turtle**: Manages resource exploitation and allocation by providing real-time data on resource availability. It ensures sustainable use of resources through a dynamic prioritization system.
- **Trunk**: Serves as the central coordination hub that mediates interactions and manages relationships between different parts of the system, facilitating communication and decision-making.
- **Branches**: Handle project development and implementation to address community needs and desires, following a structured development cycle.

2. Phases of Project Development

1. **Need or Desire Identification**: Users express their needs or desires, which are then categorized and prioritized through voting.
2. **Idea Generation**: Generating ideas to meet these needs or desires, encouraging innovation and creativity.
3. **Investigation**: Conducting research to validate and refine ideas, ensuring feasibility and effectiveness.
4. **Development**: Developing ideas into feasible projects with detailed plans and resource requirements.
5. **Production**: Producing solutions or products based on developed projects, utilizing efficient and sustainable methods.
6. **Distribution**: Distributing the solutions or products to the community in an equitable manner.
7. **Maintenance**: Maintaining the solutions or products to ensure longevity and continued benefit.
8. **Recycling**: Recycling solutions or products to reclaim resources, promoting sustainability and environmental responsibility.

3. Resource Prioritization and Allocation System

- **Distinction Between Necessities and Desires**: The system differentiates between essential needs (**Necessities**) and non-essential wants (**Desires**), allocating resources

accordingly.

- **Voting System for Necessities**:
  - **Expert-Weighted Voting**: Experts vote on projects first, and their input determines weighting factors for the general vote.
  - **Priority Point Calculation**: An algorithm considers both user votes and resource requirements to calculate a priority score for each project.
  - **Resource Ownership**: The system seeks to acquire sources of vital resources to ensure long-term availability for essential projects.
- **Open-Market System for Desires**:
  - Resources for Desires are purchased incrementally through an open market within the Trust ecosystem.
  - **Resource Availability**: Turtle provides real-time data, ensuring projects are aware of resource constraints.

4. Berry Currency

- **Blockchain-Based**: Ensures secure, transparent, and traceable transactions within the system.
- **Generation and Distribution**:
  - Users earn Berries as a monthly salary based on their **Level**, which is determined by accumulated **Experience Points (XP)**.
  - Berries are also generated to secure the resources needed for projects, following the priority allocation system.
- **Expiration**: Berries have an expiration date to control inflation and encourage continuous participation in the system.

5. User Participation and Evaluation

- **Levels and Experience Points (XP)**:
  - Users earn XP by participating in successful project phases.
  - Accumulating XP increases a user's Level, leading to higher Berry earnings and recognition within the system.
- **Voting and Expert Input**:
  - Users vote on projects and ideas, influencing the system's direction.
  - **Expert-Weighted Voting System** ensures that expert opinions guide decisions requiring specialized knowledge, with final votes scaled proportionally.
- **Trace System**:
  - Tracks the educational and professional development paths of users.
  - Provides personalized recommendations and identifies latent talents, promoting personal growth and optimal team formation.

6. Team Selection and Mediation

- **Open Draws**:
  - Participants for each project phase are selected through an open lottery among those with the necessary skills, balancing randomness and compatibility.
- **Team Compatibility**:
  - Teams are formed based on compatibility statistics.
  - Performance evaluations between team members inform future team formations.
- **Mediation**:

    - Problems within teams are addressed through an anonymous mediation process, ensuring fair resolution and maintaining team cohesion.

7. Improvement, Automation, and AI Alignment

- **Satisfaction Index**:
    - Monthly satisfaction ratings for roles and tasks identify areas needing improvement or automation.
- **Automation Incentives**:
    - Jobs with the lowest satisfaction index are prioritized for automation.
    - Incentives are provided for proposing effective automation solutions.
- **AI Alignment with Humanity**:
    - The system creates a framework of incentives for AI to align with human interests.
    - AI prioritizes supporting or replacing workers in jobs with low satisfaction, allowing humans to engage in more fulfilling activities.

8. Mental Health Support

- **Monitoring and Support**:
    - The system uses data to detect signs of mental distress among users.
    - Offers free psychological support while freezing the user's XP status to prevent negative impact on their progression.

Governance and Adaptability

- **Open-Source and Customization**:
    - Trust is designed to be open-source, allowing anyone to use it as a foundation to create their own version.
    - The **Trust Maker Engine** enables users to customize the system by adjusting initial parameters and visualizing interactions through an interactive map.
- **Recursive Development**:
    - Trust is recursive, meaning it can finance and develop itself through the same processes it applies to other projects.
    - This adaptability ensures the system evolves based on user feedback and changing societal needs.
- **Expert Involvement and Meritocracy**:
    - Experts play a crucial role in decision-making processes, especially in technical areas.
    - A balance is maintained between expert input and democratic participation to avoid undeserved concentration of power.

Strategies for Implementation

1. **Self-Financed**:
    - Development teams are created and rewarded with the system's own currency, Berries.
2. **Crowdfunded**:
    - Initial development is financed through crowdfunding platforms, engaging the community from the outset.
3. **Open Development**:
    - The idea is communicated openly, encouraging independent communities to

contribute to development.

4. **Traditional Funding**:
    - Financing is sought through public or private funds, leveraging existing financial systems for initial support.

Challenges

- **Scalability**:
    - Ensuring the system can handle a large number of transactions and participants without loss of efficiency.
- **Accessibility**:
    - Requires access to digital devices and reliable internet, which may be limited in some regions.
- **Complexity and Education**:
    - Users need education to understand and effectively participate in the system.
    - Ongoing educational initiatives are essential for widespread adoption.
- **Balance of Power**:
    - Maintaining a balance between expert influence and democratic participation to prevent undeserved concentration of power.
- **Resource Management**:
    - Efficiently managing resources to prevent scarcity and ensure sustainability, using the Resource Prioritization and Allocation System.

Conclusion

The **Trust** system aims to create a fair, transparent, and efficient socio-economic framework that adapts to the needs of its users. By leveraging modern technologies and promoting democratic participation balanced with expert knowledge, it seeks to improve the quality of life and address various societal challenges. Trust fosters sustainability, encourages innovation, and aligns artificial intelligence with human interests, paving the way for a more equitable and thriving society.

Problem

The world is in crisis. Each year, the concentration of wealth reaches new heights, surpassing previous records. Depression and suicide rates are rising, and we generate more waste annually. In the coming decades, we face global water shortages, increasing national and international tensions, and a lack of political transparency that exacerbates these issues.

The current system has no incentive to meet the basic needs of those who need it most, as there is no profit in feeding those without money. Research and development of humanitarian solutions rely on donations and political interests, which often use others' misfortune as a campaign platform, corrupting the very institutions they claim to support.

Projects with significant investment focus on creating needs in a target audience that does not suffer from basic needs. These projects prioritize brand and status, leading to media-driven success and leaving many small entrepreneurs bankrupt due to lack of interest from this captive public.

While we hear stories of the few who succeed, the vast majority end up defeated, in debt, and with nothing to show for it. The current system fosters innovation through brute force, burning resources and lives.

During World War II, planes were initially reinforced in the areas most damaged upon return. Statistician Abraham Wald suggested reinforcing areas without damage, as undamaged areas indicated lethal hits. This phenomenon is known as "Survivor Bias." Similarly, current systems prioritize the experience of the successful, ignoring the real problems that prevent most from succeeding.

Products today are designed not to completely satisfy needs, ensuring future markets. Planned obsolescence, design against maintenance, and advertising focused on status and lifestyles create disposable products that are cheaper to produce and buy but destined to fail and be irreparable.

This leads to products that quickly become waste, exhausting finite resources without solving the problems they claim to address. The current shortage of electronic components, driven by lack of raw materials, illustrates this issue. Most users differentiate technologies by aesthetics, not improvements, with raw materials ending up processed and discarded in landfills.

Ultimately, people are left without what they need, wanting and getting what they don't require for the short time it is fashionable and works. This philosophy creates products that will be used for one or two years and garbage for thousands of years, thus creating an accelerated machine for converting finite resources into garbage.

Another big problem is that ideas are quickly privatized, often leading to their destruction. They are purchased to prohibit their development and continue to incompletely satisfy a need or to be stored until the precise moment or place is found in which maximum monetary profit can be generated with them, this leads to lobbies that seek stricter and more lasting intellectual property laws in favor of the companies that own them rather than the true inventors or intellectual authors and the rest of society.

Our political system is based on vague campaign promises that rarely materialize, seeking the benefit of politicians and their parties rather than addressing actual needs.

People are motivated by recognition, respect, stability, and socioeconomic status. Before globalization, these dimensions were more interconnected locally or nationally, creating a natural moral limit. Abusing power led to immediate repercussions. However, in today's system, money and influence are invisible to local communities, and abuse is exported to places without retaliation. This dominance questions the legitimacy of those in power.

The speculative market is another major issue. Without a clear valuation system, speculative bubbles form and burst, impacting the entire market and revealing its fragile foundations.

Most politicians focus on staying in power and benefiting themselves and their close associates, rather than working for the public good. Democracy is in crisis, with increasing polarization, lack of dialogue, and social tension.

A looming future problem is uncontrolled artificial intelligence. AI is replacing jobs at an accelerating pace, benefiting mainly the upper social class. Experts predict that within the next 20 years, AI will surpass human intelligence, leading to exponential growth in capabilities that will outpace human abilities in all areas. If AI develops under the current system's logic, it will amplify its existing problems.

In short, the world is in a complex and challenging situation. Innovative and sustainable solutions are needed to address our social, economic, technological, and environmental challenges. A radical transformation of existing systems is required to end poverty, inequality, and environmental degradation, creating a more just, sustainable, and prosperous future for all.

As a solution, I propose a system where the currency itself, its generation, and exchange have implicit rules, making speculation unnecessary through transparency and clarity.

Proposal

I propose a system where the currency itself, its generation, and exchange have implicit rules, making speculation unnecessary through transparency and clarity.

There can be many types of systems based on their currency ensuring its standards. Below, I present my version. I encourage anyone to use this as a foundation and create their own version. This approach prevents any single owner from controlling the entire socioeconomic system, making it more adaptable and democratic. I trust that the best versions will prosper in different sectors due to their results, and that cultural and geographical differences will determine the version used, allowing for specialized versions for extreme situations or places.

I will explain the important factors and risks in each part of the system. My goal is to help people gravitate towards the most balanced versions that respond to the needs of their sector. This is similar to online competitive games, where various systems exchange skills and resources. No game is abandoned faster than one that is unbalanced or unfair, and no one detects these flaws better than its players.

This system will be digital, taking the form of an application, an operating system, or both. I aim to find analogous options that make the system more accessible, flexible, and resilient.

I hope to fulfill three maxims:

- **Transparency**: Without it, there is no trust.
- **Efficiency**: Without it, there is no future.

- **Flexibility**: Without it, there is no freedom or true understanding.

Trust is divided into three main systems, represented by its logo: a turtle with a tree on its back. The "Turtle" is the base, responsible for resource management and exploitation through the "Roots," which exploit the "Hexagons" of the turtle, representing unexploited resources. Next is the "Trunk," the central system for both the system and its users. It serves as a starting center for users (referred to as People) and mediates between the different "Branches" and Roots.

Branches and Roots are different types of projects. Branches focus on meeting the needs of People or other Branches, while Roots focus on meeting the raw material supply needs of the same projects or Branches. The Trunk mediates the transfer of resources and people.

Currently, people vote with their wallets, but not everyone has the same number of votes. Trust reverses this process. First, you vote, and based on the result, Berries are generated to finance the voted-for item transparently and explicitly. Berry is the name of the currency of Trust.

The general sequence of the projects or Branches is divided into eight phases:

1. Need or Desire
2. Idea
3. Investigation
4. Development
5. Production
6. Distribution
7. Maintenance
8. Recycling

All phases are managed and executed by the same People.

Need and Desire are interchangeable steps depending on the level of votes.

There will be various types of votes, some intended to define the next step of the process. Certain votes can be mandatory since the decisions will affect all system users.

The voting process will be anonymous and secure. Encryption and security tools will be used to ensure votes are not manipulated or altered. Additionally, votes will not be transferable, preventing third-party manipulation.

Trust will be financed by generating its own digital currency called "Berry," created based on users' needs. Users can generate this currency through participation in a Branch or Root, contributing ideas, research, developments, and/or implementations. Berries will be distributed equally among participants according to their participation level and other factors that I will explain later.

Transparency is a fundamental pillar of the system. All relevant aspects, including voting results, user proposals, and financial reports will be publicly available. This will allow users to make informed decisions and monitor the system's development.

In short, Trust is an economic system based on user participation, transparency, and equitable resource generation. It is adaptable and democratic, allowing anyone to use it as a base and create their own version. A good development method would be to make Turtle and Trunk unique while creating different versions of Branches and Roots. This ensures efficient resource exploitation within Turtle and avoids duplicating processes for each Branch. It also allows for resource-scale exploitation and a holistic plan that considers the replenishment needs of each resource.

Trust aims to generate a fair and sustainable economic system where all users have a voice and vote in making important decisions.

Definitions

Person: A Person is an individual participant in the Trust system. They play a vital role by expressing needs, voting on projects, and contributing to various phases of development.

- **Need Factor**: Expressed as 100 points to be distributed, indicating how much a Need affects their life.
- **Participation**: Can join and contribute to all phases of the Branches or Roots cycle.
- **Voting**: A Person votes for projects that can solve their needs.
- **Level and Experience (XP)**: Tracks their progress and contributions.
- **XP Ratio**: Can vote to define the Level/XP ratio.
- **Trace**: Shows their personal development path.

Branch and Root: Branches and Roots are the core structural elements of the Trust system, addressing different types of needs and desires through various project phases.

- **Needs or Desires**: Each has one or more needs or wants to solve.
- **Phases**: Includes Idea, Research, Development, Production, Distribution, Maintenance, and Recycling phases.

Need/Desire: Needs and Desires are the driving forces behind the projects. Needs are essential requirements, while Desires are niche needs.

- **Geographical Map**: Displayed to all users on a 3-dimensional map showing density, criticality, and Level.
- **Statistics**: Includes data like age range and geographic sector.

Idea: Ideas are proposed solutions to address Needs or Wants. They originate from individuals and go through evaluation and development phases.

- **Origin**: Comes from a Person.
- **Related Needs/Desires**: Connected to zero or more Needs/Desires.
- **Popularity**: Rated by the number of votes it receives.
- **Difficulty Level**: Assigned based on complexity by experts and the Persons.

Investigation: Investigation is the phase where ideas are explored for viability and potential development.

- **Ideas Taken**: Involves one or more Ideas.
- **Involvement**: Engages People and space.
- **Results**: Delivers outcomes of the investigation.
- **Difficulty Level**: Based on the needs and desires addressed.

Development: Development is the phase where viable ideas are turned into functional prototypes or plans.

- **Inputs**: Takes in Needs and Investigations.
- **Resources**: Uses People, space, and resources.
- **Outputs**: Delivers a detailed plan including space, resources, personnel, and an organizational chart.
- **Difficulty Level**: Based on the project's complexity.

Production: Production is the phase where developed plans are executed to create the final product or service.

- **Geographical Sector**: Focuses on the area of People that voted for the Need/Desire
- **Resources**: Utilizes people, space, and resources defined in Development.
- **Plan and Organization**: Follows a production plan and organizational chart.
- **Estimated Time and Difficulty Level**: Includes timelines and difficulty ratings.

Distribution: Distribution ensures that the produced goods or services reach the intended recipients.

- **Geographical Sector**: Targets the area of the People and Branches/Roots with the needs.
- **Resources**: Uses People, space, and resources defined in Development.
- **Plan and Organization**: Follows a distribution plan and organizational chart defined in Development.
- **Difficulty Level**: It has a difficulty level.

Maintenance: Maintenance involves the ongoing support and upkeep of the products or services provided.

- **Target System or Product**: Focuses on specific items or systems.
- **Resources**: Uses people, space, and resources defined in Development.
- **Plan and Organization**: Follows a maintenance plan and organizational chart.
- **Difficulty Level**: Based on the complexity of the maintenance required.

Recycling: Recycling is the phase where products are repurposed, and materials are recovered for future use.

- **Target System or Product**: Focuses on specific items or systems.
- **Resources**: Uses people, space, and resources defined in Development.
- **Plan and Organization**: Follows a reuse and recycling plan and organizational chart.
- **Difficulty Level**: Based on the complexity of the recycling process.

Needs

Needs are what one prioritizes for voting. This vote is divided into points, initially proposed as 100 points. These points are allocated to what you consider basic needs, such as health, food, etc.

These are the starting point of any project process and what the entire system aims to satisfy.

You and anyone who is in Trust have a voice and vote on decisions simply by entering your basic needs. This mechanism is the foundation of Trust.

The system is configurable, allowing voting on specific needs. Each proposed change must include an attached proposal that will be voted on within a period of time.

First, vital needs must be voted on. Then, when this is no longer a burden on the system, it can be increased to X amount of Necessity points. These points will determine the needs that will generate Berries, which can be spent on Desires.

Desires

Desires are niche products, solutions or services not popular enough to be Needs.

- **Desires vs Needs**:
  - Function similarly to Needs but are financed by interested parties using their own Berries.
- **Bonuses and Difficulty Factor**:
  - Applied in the same way as for Needs.
  - Interested parties are not charged for the bonus Berries.
- **Ensuring Balance**:
  - Needs create Berries for Peoples Wants, encouraging people to satisfy group needs and rewarding them with their individual desires.

Needs of Branches and Roots

Branches and Roots also have Needs, which are defined during their creation or by a designated Person of the Branch or Root.

Multiple Branches or Roots can address a single Need, however, in these cases, the voters are the Branch or Root designated Person.

Branches and Roots don’t have Desires, they are always designated as Necessity.

Level and Experience Points (XP)

In the **Trust** system, each person's salary and progression are based on their **Level**, which increases with the accumulation of **Experience Points (XP)**. XP is earned by contributing to successful phases of a **Branch** or a **Root** and is distributed based on individual efforts, teamwork, project success, and the satisfaction of the community impacted by the project.

Base Salary and Level Advancement

- **Base Salary Determination**:
  - The base salary for each Level is defined by community vote, ensuring transparency and collective agreement.
  - Salary increases with each Level advancement, reflecting the user's growing experience and contributions.
- **XP Accumulation and Leveling Up**:
  - **XP is earned through participation in project phases**, with a focus on successful delivery and community satisfaction.
  - The amount of XP required to advance to the next Level is determined by vote and may increase progressively (e.g., each new Level requires 30% more XP than the previous one).

XP Allocation and Timing

- **Phase Completion XP**:
  - **Partial XP** is awarded upon the successful completion of each project phase:
    - **Investigation Phase**: Participants receive XP upon successfully completing research and planning tasks.
    - **Development Phase**: XP is awarded for creating viable project plans and solutions.
    - **Production Phase**: Participants earn XP for effectively producing or constructing the project's deliverables.
  - This immediate reward acknowledges individual contributions and maintains motivation throughout the project.
- **Distribution Phase XP Based on Community Satisfaction**:
  - Upon reaching **Phase 4: Distribution**, **XP is awarded according to a Satisfaction Index** determined by the community affected by the project.
    - **Community Voting**:
      - The beneficiaries of the project vote to express their satisfaction with the delivered solution.
      - The Satisfaction Index is calculated based on the percentage of positive feedback.
    - **XP Calculation**:
      - The **Distribution Bonus XP** is adjusted according to the Satisfaction Index.
      - **Higher satisfaction** leads to **greater XP rewards** for participants.
    - **Example**:
      - If the community satisfaction is 90%, participants receive 90% of the maximum possible Distribution Bonus XP.
- **XP Distribution Criteria**:
  - XP is distributed within development teams based on:
    - **Individual Contributions**: Assessed through peer evaluations and objective performance metrics.
    - **Teamwork and Collaboration**: Recognition of effective communication and cooperative efforts.
    - **Project Success and Community Satisfaction**: Alignment with the

successful achievement of project objectives and beneficiary approval.

Difficulty Factor

- **Definition**:
  - A modifier assigned to a project based on its complexity and challenges.
- **Calculation Factors**:
  - **Project Complexity**: Technical difficulty and scope.
  - **Failed Attempts**: Number of previous unsuccessful solutions.
  - **Time Without a Solution**: Duration the Need has remained unaddressed.
  - **Level of Need**: Urgency and importance as expressed by those affected.
  - **Expert Opinions**: Insights from specialists regarding project challenges.
  - **Resource Availability**: Access to suitable professionals and materials, prioritizing disadvantaged sectors with complex problems.
- **Impact on XP**:
  - **Higher Difficulty Factor** increases the amount of XP awarded, reflecting the greater effort required.

Bonuses

- **Definition and Purpose**:
  - Additional XP incentives applied to projects exhibiting desirable characteristics, encouraging alignment with Trust's values.
- **Bonus Criteria**:
  - **Sustainability**: Projects that are ecological and promote environmental responsibility.
  - **Maintainability**: Solutions that are easy to maintain over time.
  - **Self-Sustainability**: Projects that can operate independently after implementation.
  - **Decentralization**: Initiatives that distribute resources and control equitably.
  - **Modularity**: Solutions designed with flexibility and scalability in mind.
- **Implementation**:
  - **Proposal and Voting**:
    - Any user can propose a bonus criterion.
    - Proposals are subject to community vote.
    - Only proposals surpassing a cutoff percentage are adopted.
  - **Bonus Level Determination**:
    - The magnitude of the bonus is determined by the **Voting Level**, reflecting the community's prioritization of certain values.

Level Advancement and Salary Increase

- **Percentage-Based Progression**:
  - The XP required for Level advancement and the corresponding salary increase are percentage-based and determined by community vote.
  - **Example**:
    - Advancing to a new Level requires **30% more XP** than the previous Level.
    - Achieving a new Level results in a **20% increase** in monthly salary.

- **Recognition of Growth**:
    - Level advancement signifies personal and professional development within the Trust system.
    - Higher Levels grant users increased earning potential and recognition for their contributions.

Vacation Time and XP Preservation

- **Balancing Productivity and Well-being**:
    - The system provides **vacation time** during which a user's XP is not subject to decay, promoting rest and preventing burnout.
- **Vacation Time Allocation**:
    - Expressed as a percentage of overall participation time.
    - **Minimum and Maximum Limits**:
        - Proposed by experts in health and economics to ensure sufficient rest and maintain system productivity.
        - **Minimum Percentage**: Guarantees a baseline of rest for all users.
        - **Maximum Percentage**: Prevents excessive absence that could hinder project progress.
- **Adjustments via Vote**:
    - The community can adjust vacation time percentages through voting.
    - Decisions must be supported by research outlining impacts on individual well-being and system efficiency.

XP Loss and Inactivity

- **Inactivity Consequences**:
    - **XP Decay**:
        - Occurs when a user is inactive beyond their allocated vacation time.
        - The rate of XP loss (referred to as "gravity") is determined by community vote.
    - **Level Decrease**:
        - Prolonged inactivity may result in a decrease in Level, affecting salary and recognition.
- **Preventing XP Loss**:
    - **Active Participation**:
        - Engaging in any project phase, regardless of success, counters XP decay.
    - **Vacation Time Utilization**:
        - Users can utilize their allocated vacation time to preserve XP during planned absences.
- **Encouraging Balance**:
    - The system promotes a healthy balance between work and rest.
    - Users are encouraged to take sufficient breaks without penalizing their progress, provided they remain within expert-advised limits.

Summary of Key Points

- **XP is earned through active participation and successful project completion**, with significant emphasis on delivering solutions that satisfy community Needs.

- **Partial XP rewards** maintain motivation throughout each project phase, while the **Distribution Bonus XP** is adjusted based on the **Satisfaction Index** from the affected community.
    - **Community Satisfaction Index**:
        - Reflects the beneficiaries' approval of the project's outcome.
        - Directly influences the amount of XP awarded during the Distribution Phase.
        - Encourages teams to focus on quality and relevance to the community's needs.
- **Difficulty Factors and Bonuses** ensure that challenging projects and those aligning with Trust's core values are appropriately rewarded.
- **Level advancement** reflects personal growth, offering increased salaries and recognition within the system.
- **Vacation time and XP decay mechanisms** balance productivity with well-being, encouraging sustainable participation without penalizing necessary rest.

Blockchain-Based Voting

1. **Overview** Blockchain-based voting leverages the principles of blockchain technology to ensure secure, transparent, and immutable voting. It provides an unalterable record of votes that can be independently verified while maintaining voter anonymity.
2. **Key Components**

- **Blockchain Ledger**: A decentralized and distributed ledger that records all votes.
- **Smart Contracts**: Self-executing contracts with the terms of the agreement written directly into code, used to automate vote counting and validation.
- **Cryptographic Techniques**: Advanced cryptography ensures voter anonymity and vote security.
- **User Interface**: A secure and user-friendly interface for casting votes.

3. **Process**

a. **Voter Registration**

- Voters register through a secure system that verifies their identity.
- Once verified, each voter is issued a unique cryptographic key pair (public and private keys).
- The public key identifies the voter on the blockchain, while the private key signs their vote, ensuring authenticity.

b. **Voting**

- Voters cast their vote using a secure application (mobile or web).
- The vote is encrypted and signed with the voter's private key.
- The signed vote is sent to the blockchain network.

c. **Vote Recording**

- Each vote is recorded as a transaction on the blockchain.
- Blockchain nodes (network participants) validate the transaction using consensus mechanisms (e.g., Proof of Stake, Proof of Work).
- Once validated, the transaction is added to a block and linked to the previous block, forming a chain.

d. **Vote Counting**

- Smart contracts automatically count votes as they are added to the blockchain.
- The results are transparent and can be audited by anyone with access to the blockchain.
- The final tally is computed once the voting period ends.

4. **Security Measures**

- **Immutable Ledger**: Once recorded, a vote cannot be altered or deleted.
- **End-to-End Encryption**: Votes are encrypted from the moment they are cast until they are counted.
- **Consensus Mechanism**: Multiple nodes must agree on the validity of a vote before it is recorded, preventing tampering.
- **Public and Private Keys**: Voter identities are protected by cryptographic keys, ensuring anonymity.

5. **Anonymity**

- **Pseudonymity**: Voters are represented by their public key, which does not reveal their actual identity.
- **Zero-Knowledge Proofs**: Advanced cryptographic methods that allow one party to prove to another that a statement is true without revealing any information about the statement itself. This can be used to verify that a vote is valid without revealing the vote itself.
- **Ring Signatures**: A type of digital signature that can be performed by any member of a group of users, each with their own keys, ensuring that the signer's identity remains anonymous.

6. **Verifiability**

- **Transparent Audit Trail**: Every vote is recorded on a public ledger, allowing for complete transparency.
- **Voter Verification**: Voters can verify that their vote has been recorded correctly without revealing their identity.
- **Independent Audits**: Third parties can independently verify the integrity of the vote tally.

7. **Advantages**

- **Security**: High levels of security due to cryptographic techniques and decentralized validation.
- **Transparency**: The public ledger allows for transparent and independent verification of results.
- **Anonymity**: Cryptographic measures ensure voter anonymity while maintaining vote integrity.
- **Immutability**: Once recorded, votes cannot be altered, ensuring the integrity of the election.

8. **Challenges**

- **Scalability**: Blockchain networks can become slow and expensive as the number of transactions increases.
- **Accessibility**: Requires access to digital devices and a reliable internet connection.
- **Complexity**: Requires voter education and understanding of the technology.

Expert-Weighted Voting System

To enhance decision-making within the **Trust** system while maintaining democratic principles, an **Expert-Weighted Voting System** is introduced. This system balances the collective input of all participants with the specialized knowledge of experts in relevant fields. By incorporating expert insights into the voting process, Trust ensures that decisions, especially those of a technical or complex nature, are both democratically legitimate and informed by the best available knowledge.

Overview

- **Expert Voting Phase**: Experts cast their votes on specific issues or projects within their area of expertise.
- **Determination of Weighting Factors**: The results of the expert vote establish weighting factors for the general voting process.
- **General Voting Phase**: All participants vote on the issue, with their votes influenced by the weighting derived from expert opinions.
- **Final Decision**: The outcome reflects both the will of the community and the informed guidance of experts, with final percentages scaled proportionally to sum up to 100%.

Implementation Details

1. Identification of Relevant Experts

- **Expert Criteria**: Experts are individuals with recognized qualifications, experience, and credibility in a specific field relevant to the decision at hand.

- **Expert Pool Maintenance**: Trust maintains a dynamic registry of experts across various domains, ensuring diversity and representation.
- **Conflict of Interest Checks**: Experts must disclose any potential conflicts to maintain the integrity of the voting process.

2. Expert Voting Phase

- **Invitation to Vote**: When a decision requires specialized knowledge, relevant experts are notified to participate in the expert voting phase.
- **Confidential Voting**: Experts cast their votes independently to prevent undue influence and promote honest opinions.
- **Aggregation of Expert Votes**: The system calculates the percentage of experts in favor or against a proposal.

3. Determination of Weighting Factors

- **Calculating Weights**: The percentage results from the expert vote determine the weighting factors applied to the general vote.
    - **Example**: If 80% of experts support a proposal and 20% oppose it, these percentages become the weighting factors.
- **Adjustable Scaling**: The weighting factors can be adjusted to ensure practical influence without overpowering the general vote.

4. General Voting Phase

- **Information Dissemination**: Participants receive comprehensive information about the proposal, including:
    - **Detailed Descriptions**: Clear explanations of the issues or projects being voted on.
    - **Expert Opinion Summaries**: Insights into the expert consensus and key arguments.
    - **Weighting Explanation**: Transparency about how expert opinions will influence the voting outcome.
- **Casting Votes**: All participants vote according to their convictions, informed by both the proposal details and expert insights.

5. Calculation of Final Outcome

- **Applying Weighting Factors**:

Weighted Support = (General Support Vote %) × (Expert Support Weight)

Weighted Oppose = (General Oppose Vote %) × (Expert Oppose Weight)

- **Total Weighted Votes**:

Total Weighted Votes = Weighted Support + Weighted Oppose

- **Scaling to 100%**:

Scaled Support % = (Weighted Support / Total Weighted Votes) × 100%

Scaled Oppose % = (Weighted Oppose / Total Weighted Votes) × 100%

- **Result Aggregation**: The scaled percentages are used to determine the final decision, ensuring that they sum up to 100%.
- **Outcome Announcement**: Results are communicated transparently, showing the influence of expert weighting and the scaling process.

Example Scenario

Decision: Adoption of a new environmental regulation.

1. **Expert Voting Phase**:
    - **Experts in Environmental Science Vote**:
        - Support: 80%
        - Oppose: 20%
    - **Weighting Factors Determined**:
        - Expert Support Weight: 0.8
        - Expert Oppose Weight: 0.2
2. **General Voting Phase**:
    - **General Vote Results**:
        - Support: 60%
        - Oppose: 40%
3. **Calculation of Final Outcome**:
    - **Applying Weighting Factors**:

Weighted Support = 60% × 0.8 = 48%

Weighted Oppose = 40% × 0.2 = 8%

    - **Total Weighted Votes**:

Total Weighted Votes = 48% + 8% = 56%

    - **Scaling to 100%**:

Scaled Support % = (48% / 56%) × 100% ≈ 85.71%

Scaled Oppose % = (8% / 56%) × 100% ≈ 14.29%

    - **Final Outcome**:

    - **Support**: ≈ 85.71%
    - **Oppose**: ≈ 14.29%
    - **Decision**: The regulation is adopted with a significant majority after weighting and scaling.

Benefits of the Expert-Weighted Voting System

- **Informed Decisions**: Ensures that specialized knowledge informs critical decisions without excluding general participant input.
- **Democratic Integrity**: Maintains the fundamental democratic principle that all participants have a voice in the decision-making process.
- **Transparency**: Participants understand how expert opinions affect outcomes, fostering trust in the system.
- **Educational Value**: Access to expert insights educates participants, leading to more informed voting choices.
- **Proportional Clarity**: Scaling the final percentages to sum to 100% enhances clarity and comprehension of results.

Safeguards and Considerations

Expert Selection Integrity

- **Verification Processes**: Experts are vetted for qualifications and potential biases.
- **Rotation and Renewal**: Regular updates to the expert pool prevent stagnation and encourage fresh perspectives.

Weighting Limits

- **Maximum Influence Cap**: A cap on expert influence prevents over-centralization of power.
- **Issue-Based Adjustments**: Weighting factors can be modified depending on the issue's technical complexity and societal impact.

Accountability and Oversight

- **Performance Monitoring**: Experts are evaluated based on decision outcomes and adherence to ethical standards.
- **Feedback Mechanisms**: Participants can provide feedback on expert contributions and suggest improvements.

Educational Initiatives

- **Workshops and Seminars**: Opportunities for participants to learn about complex issues enhance overall system knowledge.
- **Interactive Platforms**: Q&A sessions with experts allow for direct engagement and clarification of concerns.

Integration with Trust's Core Principles

- **Alignment with Transparency**: The system upholds Trust's commitment to open and transparent processes.
- **Promotion of Sustainability**: Expert input in areas like environmental management ensures decisions contribute to long-term societal well-being.
- **Enhancement of Resource Allocation**: In resource management, expert weighting aids in the efficient and responsible distribution of resources.

Application Areas

- **Resource Management**: Decisions on allocating scarce resources benefit from expert input to prevent misuse and promote sustainability.
- **Technological Developments**: Projects involving advanced technologies require expert guidance to assess feasibility and risks.
- **Healthcare Initiatives**: Medical experts inform decisions impacting public health, ensuring safety and efficacy.
- **Economic Policies**: Economists and financial experts contribute to policies affecting the system's economic stability.

Conclusion

The **Expert-Weighted Voting System** enriches the Trust framework by integrating specialized knowledge into the democratic process. By proportionally scaling the final weighted percentages to reach 100%, the system maintains clarity and ensures that the influence of expert weighting is transparent and comprehensible. This balanced approach fosters a more effective and responsive system, better equipped to meet the challenges of a dynamic society.

Selection and Teams

To make the Trust system more transparent, efficient, and ecological, teams are formed for each phase, and each phase is repeated until the objective of the phase is satisfied.

Phase Participation

- **Open Draw**: Each phase involves an open draw with participation requirements determined by the previous phase, an expert, the number of times the phase has been tried, and previous similar projects.
- **Participant Selection**: A percentage of participants are selected randomly, while the rest are based on team assignments.

Team Formation

- **Compatibility Tree**: Teams are formed using a compatibility tree based on system statistics and compatibility declarations.

- **Inclusivity**: A percentage of participants with outdated or no compatibility data are included to create opportunities and increase team flexibility. This percentage depends on the difficulty level of the project.
- **Success Rate**: Teams are organized according to system-determined success rates for different configurations, managed using Artificial Intelligence and Big Data.

Internal Evaluation

- **Rating System**: At the end of a phase, team members evaluate each other's compatibility, rating participants from 1 to 5 stars.

Problem Mediation

- **Complaint Submission**: To address problems within a team, complaints can be submitted to the system.
- **Mediator Role**: A mediator outside the team ensures the anonymity of those involved.
- **Anonymous Voting**: The team votes anonymously to assess the severity of the problem, and the mediator provides a solution.
- **Mediator Evaluation**: At the end of the phase, the mediator is evaluated on a scale of 1 to 5 stars. Team members can also vote to replace the mediator if necessary.

Notifications and Assignments

- **Notifications**: Each Person is notified when a need or project phase affecting their geographic sector advances.
- **Profile Matching**: Those who fit the necessary profile or are compatible with the selected group may also be notified.
- **Annual Work Calendar**: The system can automatically assign projects to a Person to create an annual work calendar, avoiding large gaps between projects.

Team Leadership Selection

To ensure effective and fair team leadership, the process combines system recommendations and team preferences:

1. System Recommendations

- **Data Analysis**: The system analyzes compatibility, past performance, and relevant experience to generate a list of suitable leadership candidates.
- **Leadership Index**: An index based on previous evaluations, successful projects, and peer feedback helps identify potential leaders.

2. Team Voting Process

- **Transparency**: Detailed profiles of pre-selected candidates, including their leadership index, past projects, and peer reviews, are shared with the team.
- **Anonymous Voting**: Team members vote anonymously for their preferred leader, ensuring unbiased choices.

3. Mixed Selection Method

- **Weighted Voting**: The final decision combines the system's recommendation (30%) and the team's vote (70%). (This percentages can be voted on)
- **Runoff Voting**: If no candidate achieves a majority, a runoff vote is held among the top candidates from the initial round.

4. Regular Evaluation and Rotation

- **Performance Reviews**: Regular reviews allow team members to provide feedback on their leader, ensuring accountability and effectiveness.
- **Term Limits**: Leaders serve for a predetermined term, with the possibility of re-election based on performance and team vote, to prevent stagnation and encourage fresh perspectives.

Implementation Steps

1. **Generate Pre-Selected List**: The system generates a list of potential leaders based on data analysis.
2. **Share Profiles**: Detailed candidate profiles are shared with the team.
3. **Team Voting**: An anonymous vote is conducted within the team.
4. **Combine Results**: The final leader is chosen based on a weighted average of the system's recommendation and team votes.
5. **Regular Feedback**: Implement periodic performance reviews and feedback cycles.
6. **Leadership Rotation**: Conduct new leadership selection processes at the end of each term.

This approach ensures that team leaders are both competent and trusted by their teams, fostering a collaborative and effective working environment.

Mental Health

Trust will monitor a Person's statistics and use Machine Learning and Big Data to identify signs of potential mental distress. If signs of mental distress are detected, the system will alert the Person and offer free psychological support. During this time, the Person's XP state will be frozen to prevent any negative impact. Trust will cover the costs of doctors and treatments, incorporating their payment into the system by XP and Level, just as it does for every other Person.

Improvement and Automation

The various roles and tasks that a Person can perform within Trust will have an associated satisfaction index, which will be provided by the People themselves.

This index will determine which jobs and functions need improvement and automation. Jobs with the lowest satisfaction index will be prioritized for automation ideas, with a bonus of higher Berry earnings as an incentive. The rest will be encouraged for continuous improvement using the same method.

Managing Berry conversion

To maintain economic stability and encourage user participation within the Trust system, implementing specific measures regarding the conversion and use of Berries is essential.

Key Measures

1. **Limitations on Conversion**:
    - **Concept**: Limit the number of Berries that can be converted to any other currency within a specific timeframe.
    - **Benefits**: This measure controls the outflow of Berries, preventing large-scale conversions that could destabilize the system.
    - **Implementation**:
        - **Caps**: Set daily, weekly, or monthly caps on conversions.
        - **Dynamic Adjustments**: Adjust caps dynamically based on economic conditions and user behavior.
2. **Desires Purchased Only with Berries**:
    - **Concept**: Restrict the purchase of non-essential goods and services (Desires) to Berries only.
    - **Benefits**: Creates a direct incentive for users to earn and hold Berries, as they need them to access Desires within the system.
    - **Implementation**:
        - **Exclusive Offers**: Ensure that desirable goods, services, or experiences are only available for Berries.
        - **Marketplace Integration**: Integrate a marketplace within the Trust system for spending Berries on Desires.
        - **Visibility**: Regularly highlight and promote the available Desires.

Detailed Implementation Suggestions

Setting Conversion Limits:

- **Initial Caps**: Start with conservative limits and adjust based on system performance.

    - **Monitoring and Review**: Regularly monitor and review conversion activities to ensure effectiveness.
    - **User Notification**: Clearly communicate the limits and provide updates on any changes.

User Education: Educate users on the benefits of holding Berries and participating in the system, emphasizing the exclusive access to Desires and the controlled conversion process.

Advantages

- **Stability**: Limiting conversions helps maintain economic stability by preventing sudden outflows of Berries.
- **Incentives**: Restricting Desires to Berries ensures users have a clear incentive to earn and hold Berries.
- **User Engagement**: A well-curated Desires marketplace keeps users engaged and reduces frequent conversions to traditional currency.

By implementing limitations on conversion and restricting the purchase of Desires to Berries, the Trust system can effectively maintain economic stability and encourage user participation. These measures address core issues in a straightforward manner, ensuring the integrity and success of the Trust system. With careful implementation and ongoing monitoring, these strategies can create a sustainable and engaged user community.

Resource Prioritization and Allocation System

In order to manage the efficient use of resources, **Turtle** will continuously inform the system of the available resource levels. To ensure that projects are prioritized based on both societal demand and resource availability, a dynamic **Resource Prioritization and Allocation System** has been developed. This system allows for the fair distribution of materials, balancing the needs of various **Branches** and **Roots** with the available supply from Turtle.

1. Turtle Resource Availability Dashboard

Turtle acts as the resource manager, providing real-time data on the availability of all raw materials needed for ongoing and future projects. This dashboard will be visible to all Branches and Roots, offering full transparency on the current levels of each resource, such as metals, water, timber, and other critical materials.

2. Voting Weight (Demand)

Each project in the Trust system—whether it be from a Branch or Root—gathers **votes** from system participants based on how strongly they feel the project addresses an important need or desire. These votes represent the **demand** for a project. The more votes a project receives, the more it indicates a priority for society.

3. Resource Weight (Supply)

In addition to voting, projects submit a detailed request for the resources they require to complete each phase. This resource request is weighted by:

- **Scarcity**: Resources that are in short supply will carry more weight to prevent overuse.
- **Sustainability**: Projects that promote resource efficiency, recycling, or that have a regenerative impact will receive positive weighting.

4. Priority Point Calculation

To ensure fair resource allocation, projects are assigned a **priority score** based on both their societal demand and their resource efficiency. This score will be calculated using the following formula:

Priority Score = (Vote Weight * α) + (Resource Availability Weight * β) - (Resource Demand * γ)

- **Vote Weight (α)**: The strength of the project's public demand.
- **Resource Availability Weight (β)**: The availability of the required resources, with more plentiful resources carrying lower weight.
- **Resource Demand (γ)**: The amount of resources the project needs, penalizing projects that require excessive materials relative to their importance and availability.

This ensures that high-demand, low-resource projects are prioritized, while resource-heavy projects that request scarce materials may need to wait for availability.

5. Priority-Based Resource Allocation

Projects with the highest **priority score** will receive the necessary resources first. This process ensures:

- **Efficiency**: Projects that require fewer resources are executed more quickly.
- **Fairness**: Popular projects with broad societal support are completed in priority, but not at the cost of depleting important resources.
- **Sustainability**: Projects that promote environmental sustainability and resource recycling are favored, creating a positive feedback loop within the system.

6. Incentivizing Recycling and Resource Sustainability

Projects that demonstrate clear recycling and resource recovery plans will receive additional priority points in their allocation process. This encourages Branches and Roots to minimize waste and explore regenerative approaches in their project development.

7. Dynamic Feedback and Voting Adjustment

As projects submit their resource requests, system users will receive feedback on the resource availability and the likely success of each project based on current priorities. Users can adjust their votes dynamically, shifting support to projects that have a higher likelihood of success given the available resources.

8. Automation through Smart Contracts

The resource prioritization system will be automated using **smart contracts** built into the blockchain. This ensures:

- **Transparency**: Every decision is traceable and visible to all participants.
- **Objectivity**: Resource allocation is based purely on algorithmic calculation, free from human bias or interference.

9. Example Use Case

Consider a Branch that seeks to develop a new public transportation solution that requires large amounts of steel and electricity. Simultaneously, a Root is working on a project to clean and recycle wastewater, requiring minimal raw materials. The public has voted heavily in favor of both projects. However, due to a temporary shortage of steel, the transportation project's priority score is lowered, while the recycling project, which requires fewer resources, is given the green light to proceed immediately.

Conclusion

The **Resource Prioritization and Allocation System** balances the **demand** of Trust system participants with the **availability** of resources managed by Turtle. By using a priority point system that factors in both votes and resource needs, the Trust system ensures that projects are completed efficiently, sustainably, and equitably. This approach promotes **transparency**, **fairness**, and **long-term resource management**, aligning the system's goals with the overall well-being of the planet and its inhabitants.

Labor Value in Trust

The Trust system builds upon and extends classical economic theories of labor value, creating a more nuanced and dynamic approach to calculating the worth of work. This concept is central to how Berries are generated and distributed within the system.

Adam Smith, in "The Wealth of Nations," proposed:

"The real price of everything, what everything really costs to the man who wants to acquire it, is the toil and trouble of acquiring it... Labor was the first price, the original purchase-money that was paid for all things."

While Trust acknowledges labor as the fundamental source of value, it goes beyond simple time-based calculations to incorporate multiple factors that reflect the true impact and worth of work in a complex society.

Factors in Calculating Labor Value

1. **Need Impact**: The sum of Need points affected by the work, reflecting its importance to the community.
2. **Difficulty Level**: Assessed for each task or project phase, accounting for complexity and required expertise.
3. **Success Rate**: The outcome of the project or task, encouraging effective execution.
4. **Individual Contribution**: Evaluated within team contexts, promoting both collaboration and personal effort.
5. **Experience (XP) and Level**: Reflecting accumulated skills and knowledge of the contributor.
6. **Bonuses**: Additional value for qualities like sustainability, modularity, or innovation.
7. **Scarcity**: Indirectly incorporated through difficulty assessments and need votes.

Dynamic Valuation

Unlike static labor theories, Trust's approach allows for dynamic valuation. The worth of similar tasks may vary based on current societal needs, project success, and other real-time factors. This flexibility enables the system to adapt to changing circumstances and priorities.

Transparency and Fairness

All factors and calculations in labor valuation are transparent and accessible to all participants. This openness promotes fairness and allows for community oversight and adjustment of the valuation process.

Intellectual and Creative Labor

The system is designed to adequately value intellectual and creative contributions, particularly in the Ideas and Investigation phases. This addresses a common shortcoming in traditional labor value theories.

Continuous Relevance

The XP decay mechanism ensures that labor value is tied not just to past contributions, but to continued relevance and participation in the system. This encourages ongoing learning and adaptation to new needs and technologies.

By implementing this multi-faceted approach to labor value, Trust aims to create a more equitable and responsive economic system. It seeks to accurately reflect the real worth of diverse types of work to society, incentivizing contributions that genuinely meet community needs and promote overall well-being.

Resource Allocation for Necessities and Desires

To ensure a balanced and efficient allocation of raw materials, Trust introduces two distinct systems for managing resources based on their use: a *Voting System for Necessities* and an *Open-Market System for Desires*. The key difference between these systems lies in how resources are acquired. For *Necessities*, the system seeks to buy the source of vital resources to secure long-term access, while other resources are purchased from the open market. For *Desires*, resources are purchased incrementally as needed.

Additionally, resources owned by the system are made available in the open market, but only to projects within Trust, ensuring that Desires also have access to these resources.

Voting System for Necessities

In Trust, essential raw materials required to meet fundamental needs—such as food, water, shelter, and basic infrastructure—are managed through a democratic process. The system seeks to acquire and control a limited set of vital resources, defined by community voting, to ensure stable and sustainable access. Initially, the number of vital resources is limited to seven, representing materials critical for life and society.

1. Informed Estimate of Resources:

The system provides a clear estimate of available raw materials and their sources, considering current reserves and future discoveries.

2. Vital Resources Definition:

Through community voting, the system identifies and defines vital resources—those deemed essential for life and society. These vital resources are limited to seven initially, ensuring that only the most critical materials are protected from market forces. However, the system allows for **dynamic reclassification**, where resources can be periodically reassessed and reclassified based on evolving needs and demand.

3. Acquisition of Resource Sources:

For these vital resources, the system seeks to buy the source (e.g., mines, farms, water reservoirs) to maintain control over their long-term availability. This ensures that the

community has consistent access to essential resources without being subjected to market fluctuations.

4. Purchasing Non-Vital Resources:

For other resources not considered vital, the system purchases them from the open market as needed for projects addressing Necessities, the amount of Berries available for purchasing resources is a direct conversion from the votes, in a one to one basis, this “value of a vote” can be changed according to market forces. This ensures that non-vital resources are still available for essential projects without requiring long-term ownership.

5. Voting for Resource Allocation:

Projects that require access to vital resources must reach a voting threshold proportional to the percentage of the resource needed. This democratic process guarantees that the materials are distributed according to community priorities. In cases of resource scarcity, a **weighted resource allocation model** is used, prioritizing vital needs while still allocating some resources to non-essential uses.

6. Sustainability for Future Generations:

The system employs algorithms to ensure a portion of vital resources is preserved for future generations, either by acquiring additional sources or limiting current consumption.

7. Transparency and Fairness:

All voting outcomes and resource allocations are transparent, ensuring that decisions are fair and equitable.

Open-Market System for Desires

For non-essential projects, referred to as *Desires*, Trust employs an open-market system where resources are purchased as needed. This ensures flexibility and efficiency for acquiring materials.

1. Market-Based Allocation:

Projects addressing *Desires* bid for resources in an open market, with prices fluctuating based on demand and availability. Resources go to the highest bidder, ensuring efficient use of materials.

2. Incremental Purchasing:

Resources for *Desires* are purchased incrementally, allowing projects to acquire only the materials they need at the time. However, if certain resources become consistently

necessary for *Desires* projects, they may be temporarily flagged for a source of the resource purchase, to ensure long-term availability.

3. Access to System-Owned Resources:

Resources owned by the Trust system (such as vital resources and others it controls) are made available on the open market, but only to projects within the system. This ensures that even *Desires* have access to these critical materials while maintaining a closed loop within the Trust ecosystem.

4. Equal Access for All Versions of Trust:

Different versions of Trust can access both system-owned and market-available resources through the open market, ensuring fair competition and innovation within the system.

Balancing Necessities and Desires

By separating *Necessities* from *Desires*, Trust creates a balanced resource allocation system. For *Necessities*, the system secures ownership of the source of vital resources, ensuring these essential materials are protected from market forces and available for the long term. Other resources for *Necessities* are purchased from the open market, ensuring projects have access to what they need without requiring long-term ownership of every resource.

For *Desires*, resources are purchased through the open market as needed. System-owned resources are also available in the open market but only to Trust projects, ensuring that even non-essential projects have access to the materials they require while maintaining the integrity of the system's closed resource loop.

Through **dynamic categorization** and **hybrid classification**, Trust ensures that resources can be flexibly reallocated as needed. If a *Desires* resource becomes critical to *Necessities*, it can be reclassified based on usage trends and expert advice. This dual approach ensures that the most critical needs are met equitably, while also fostering flexibility and competition for non-essential desires, creating a balanced, sustainable, and innovative resource management system.

Trust Market System and Pricing Mechanism

To ensure a transparent, legal, and equitable exchange of goods and services within the Trust system, we introduce the **Trust Market**—a centralized marketplace where individuals can buy with Berries and sell goods in exchange for Berries or XP. This system guarantees that all transactions are compliant with Trust's principles and supports sustainable, fair pricing across all products and services.

1. Centralized Trust Market

The Trust Market will act as a **regulated intermediary** for all exchanges between individuals, ensuring that all goods bought or sold are legally compliant with system rules, sustainable, and beneficial to society.

- **Buy and Sell Anything**: Individuals can sell any item or service to the Trust Market in exchange for XP (XP is gained once the item is sold). The Market then put these goods for sale at the same price (There is a conversion between XP and Berries) to any user who needs or wants them.
- **Ensuring Fairness**: By centralizing the buying and selling process, the Trust Market ensures that no manipulation, exploitation or illegality occurs. All items are priced according to the system's regulations, making the market transparent and fair for all participants.

2. Determining Prices

The challenge of determining fair prices for goods and services is solved through a combination of factors, ensuring prices reflect real costs, sustainability, and availability. Here's how prices are calculated:

A. Base Pricing System

- **Production Costs**: The price of an item starts with its **total production cost**. This includes the raw materials, labor, development, and distribution costs. The system calculates these costs automatically based on the resources used.
- **Cost-Plus Markup**: A standard markup is added to cover operational costs and ensure the sustainability of the market. This markup can range between 10-20%, depending on the item's complexity and production effort.

B. Dynamic Market Pricing

- **Supply and Demand**: The price of items will fluctuate based on **real-time demand and availability** within the system. If demand for an item is high and supply is low, prices will increase to reflect scarcity. Conversely, if supply is abundant and demand is low, prices will drop.
- **Price Floors and Ceilings**: To maintain fairness, certain items—especially necessities—will have **minimum and maximum price limits**. This ensures that essential goods remain affordable while luxury items can vary more freely based on market conditions.

C. Community Voting on Prices

- **Voting-Based Pricing**: For specific items, especially those considered necessities, the Trust community can **vote** on acceptable price ranges. This democratic process ensures that the community has control over the affordability and accessibility of key products.

- **Weighted Votes**: Voting on prices can be weighted based on users' **XP levels** or expertise in relevant fields, ensuring that knowledgeable participants have a greater say in price-setting.

D. Scarcity and Sustainability Factors

- **Scarcity Multipliers**: Products made from scarce or finite resources will have a **scarcity multiplier** applied to their price. The rarer the resource, the higher the price, which discourages wasteful consumption and encourages resource conservation.
- **Sustainability Discounts**: The sellers that sell products that comply with the Trust bonuses will receive bonus Berries for the selling of them, this bonus will be a discount on the buyers side. This incentive encourages both producers and consumers to prioritize sustainability in their choices.

E. XP and Contribution-Based Pricing

- **XP-Based Labor Valuation**: For labor-intensive products or services, the price is determined by the **amount of XP** earned by participants during production. Items requiring more expertise or effort will carry higher prices to reflect the value of the labor involved.
- **Team-Based Pricing**: For projects produced collaboratively, the total price will be derived from the **combined XP contributions** of the team members.

F. Auctions for Desires

- **Non-Essentials Auction**: For items classified as desires, an **auction system** allows users to bid for products, with the final price determined by what participants are willing to pay. This lets supply and demand dictate prices more freely for non-necessity goods.
- **Price Caps**: Auctions may have a price ceiling to prevent excessive inflation, ensuring that even luxury items remain within reasonable reach.

G. AI and Data-Driven Pricing

- **Machine Learning Algorithms**: The system will utilize AI to analyze historical data, supply chains, and user behavior to dynamically set prices based on market trends. This allows the system to adjust prices in real time, ensuring that they reflect the current state of the market.
- **Predictive Pricing**: AI will also predict future shortages or surges in demand, allowing the market to proactively adjust prices before significant shifts occur.

H. Turtle Market Influence

- **Turtle Resource Pricing**: The prices of raw materials will be set by Turtle, based on the availability of resources and the system's exploitation levels. When resources

are in limited supply, prices will rise to reflect scarcity, while abundant resources will be priced more affordably.
- **Resource Quotas**: Turtle may impose limits on the extraction of key resources to ensure sustainability, which will directly influence their market price.

3. Maintaining a Fair and Sustainable Market

The Trust Market ensures that all transactions are transparent, sustainable, and equitable. Whether buying essentials or luxuries, users can trust that prices are fair, resources are allocated responsibly, and the market supports the well-being of all participants.

This centralized market model supports the core principles of the Trust system: **transparency**, **efficiency**, and **flexibility**. It provides a stable and regulated platform for the exchange of goods and services, ensuring that the economy remains healthy and balanced.

Physical Space

- **Project Space**:
  - Physical space needed for Projects is purchased within the budget of the phase.
  - The estimated time of use is calculated, after which or if the phase ended, the space is reassigned to other Projects.
- **System Management**:
  - Ensures necessary physical space is purchased and maintained based on system growth projections.
  - Avoids leasing to maintain transparency and reduce continuous currency conversion between regular money and Berries.

Turtle

Turtle is the resource and raw material management system within the Trust ecosystem, designed to meet the needs of various Trusts. Unlike traditional Trusts, Turtle focuses on providing essential materials that enable the execution of projects within the Trusts. It uses a **unified currency**, called **Nutrient**, and a **hybrid system** that combines a central instance with local subdivisions called **Hexagons**, which operate in open markets to ensure efficient resource distribution

Turtle System Structure

1. Resource Exploitation Projects: "Roots"

The resource exploitation projects within Turtle are called **Roots**. They function **the same as Branches focused on Desires**, but are specifically dedicated to fulfilling the raw material needs expressed by the Trusts.

- **Function of the Roots**: Roots are not focused on fulfilling individual users' desires but rather the resource demands of the Trusts projects. Roots focus on the extraction, procurement, and distribution of the resources needed to complete Trust projects that are within its Hexagon sector.
- **Heatmap of Needs**: The raw material needs of the Trusts are visualized on a **heatmap**, which displays the intensity of demand from each Trust. This map is also overlaid with nearby potential sources of resources, allowing Turtle and the Trusts to more efficiently identify which Hexagons and Roots can meet those needs.

2. Hybrid System: Turtle and Hexagons

Turtle operates as a hybrid system, combining a **central instance** that globally manages resources with **Hexagons**, which are local subdivisions responsible for resource exploitation and distribution on a regional level.

- **Turtle Central**: Globally coordinates the distribution of raw materials, ensuring that the priority needs of the Trusts are met and regulating the interaction between the Hexagons.
- **Hexagons**: Each Hexagon acts as a local market within Turtle, allowing Trusts to acquire resources according to local supply and demand. Trusts interact with these Hexagons using the **unified Turtle currency**, called **Nutrient**. The distribution of Nutrients within the Hexagons follows the same logic as the **Desire Branches** within the Trusts, ensuring that resources are allocated fairly and efficiently based on local value.

3. Unified Currency: Nutrient and Simplified Conversion of Berries

Turtle employs a **unified currency** called **Nutrient**, which facilitates transactions between the various Trusts. Each Trust's local currency (Berries) is automatically converted into Nutrients based on a simplified formula, ensuring a fair exchange across different Trust economies.

Simplified Formula for Converting Berries to Nutrients:

$$\text{Nutrients} = \frac{\text{Average Berries per Active User across All Trusts}}{\text{Berries per Active User in the Trust}} \times \frac{P_N}{P_D}$$

- **Average Berries per Active User across All Trusts**: The average number of Berries per active user across all Trusts interacting with Turtle.
- **Berries per Active User in the Trust**: The number of Berries per active user within a specific Trust.
- **P_N/P_D**: The proportion of the Trust's projects focused on **needs** (P_N) versus **desires** (P_D).

This formula ensures a straightforward and equitable conversion from Berries to Nutrients, rewarding Trusts that balance their economies and focus on needs over desires.

Conclusion

Turtle, along with its local subdivisions (Hexagons) and resource exploitation projects (Roots), creates an efficient and balanced system for managing and distributing resources within the Trust ecosystem. The unified currency **Nutrient**, combined with a hybrid system of local markets and global coordination, ensures that the needs of the Trusts are met fairly, reflecting both the scarcity of resources and the dynamics of supply and demand at the regional level.

Dynamic Division of Physical and User Scales

The Trust system proposes a dynamic approach to dividing physical spaces and user groups, enhancing flexibility and adaptability. This dynamic division method allows the system to respond more precisely to community needs, though it requires careful integration with existing administrative boundaries such as counties, cities, and neighborhoods.

Advantages of Dynamic Division

1. **Flexibility**:
    - **Adaptation to Needs**: Dynamic divisions adjust to changing needs and priorities within the community.
    - **Resource Allocation**: Resources are allocated efficiently based on real-time data and shifting demands.
2. **Precision**:
    - **Granularity**: Precise divisions allow for targeted interventions and specific solutions.
    - **Scalability**: The system scales up or down according to the project scope or population size.
3. **Inclusivity**:
    - **User-Centered**: Divisions based on user interactions and data reflect the lived experiences of people, ensuring their specific needs are addressed.
    - **Community Engagement**: Encourages active participation and continuous feedback from users.

Challenges and Solutions

1. **Clashing with Existing Boundaries**:
    - **Coordination**: Collaborate with local governments and administrative bodies to ensure dynamic divisions complement existing structures.
    - **Integration**: Develop a system that overlays dynamic divisions on traditional boundaries, allowing for hybrid approaches.
2. **Complexity**:
    - **User Understanding**: Ensure users can easily understand and navigate dynamic divisions.
    - **System Management**: Implement robust algorithms and data management practices to handle the complexity of dynamic divisions.
3. **Consistency and Fairness**:

- **Equitable Distribution**: Ensure dynamic divisions do not lead to unequal distribution of resources or services.
- **Transparency**: Maintain transparency in creating and adjusting divisions to build trust and avoid perceptions of bias.

Implementation Strategy

1. **Hybrid Model**:
   - **Baseline Boundaries**: Use existing administrative boundaries as a baseline.
   - **Dynamic Layers**: Add dynamic layers that adjust based on data inputs like population density, needs assessments, and resource availability.
   - **Overlay System**: Allow users to view both traditional boundaries and dynamic divisions to understand their interaction.
2. **Data-Driven Decision Making**:
   - **Real-Time Data**: Utilize real-time data collection and analysis to inform dynamic divisions.
   - **AI and Big Data**: Leverage artificial intelligence and big data analytics to continuously refine and optimize divisions.
3. **User Involvement**:
   - **Participatory Design**: Engage users in the design and adjustment of dynamic divisions through surveys, forums, and feedback mechanisms.
   - **Transparency Tools**: Provide tools and platforms for users to see how decisions are made and contribute their insights.
4. **Pilot Programs**:
   - **Small-Scale Pilots**: Start with pilot programs in select areas to test and refine the dynamic division approach.
   - **Iterative Improvement**: Use feedback from pilot programs to make iterative improvements before broader implementation.

Example Scenario

1. **Urban Area**:
   - **Existing Boundaries**: Use city districts and neighborhoods as the initial framework.
   - **Dynamic Divisions**: Create dynamic divisions based on real-time data like traffic flow, public service usage, and environmental conditions.
   - **User Interaction**: Residents can view and provide input on dynamic divisions through a mobile app, contributing to real-time adjustments.
2. **Rural Area**:
   - **Existing Boundaries**: Use counties and townships as the baseline.
   - **Dynamic Divisions**: Adjust divisions based on agricultural needs, resource distribution, and population changes.
   - **User Interaction**: Farmers and residents use a web platform to report needs and view changes in resource allocation.

Dynamic division of physical and user scales is integral to the Trust system's flexibility and responsiveness. By addressing the challenges and leveraging modern technologies and

participatory approaches, the Trust system aims to better serve the community while respecting existing administrative structures. This dynamic division approach ensures that the Trust system can adapt to changing circumstances and priorities, promoting a more equitable and responsive economic system.

Phases

Anyone can join the Needs/Wants as affected. Ideas are voted on, gaining visibility and can be connected to different Needs/Wants. These ideas are tested, evaluated, and their viability is assessed in the Investigations phase. One or more Investigations are then taken to Development, where an organizational scheme and a plan for each subsequent phase are created, along with an ecological and human evaluation. In the Production phase, what has been learned is adapted and scaled for the required sector or number of users. Distribution is responsible for delivering or supplying the community and/or sector as needed. In the Maintenance phase, support and upkeep are provided for both people and products. Finally, in the Recycling phase, parts and materials are recovered and reused.

General Branch Sequence

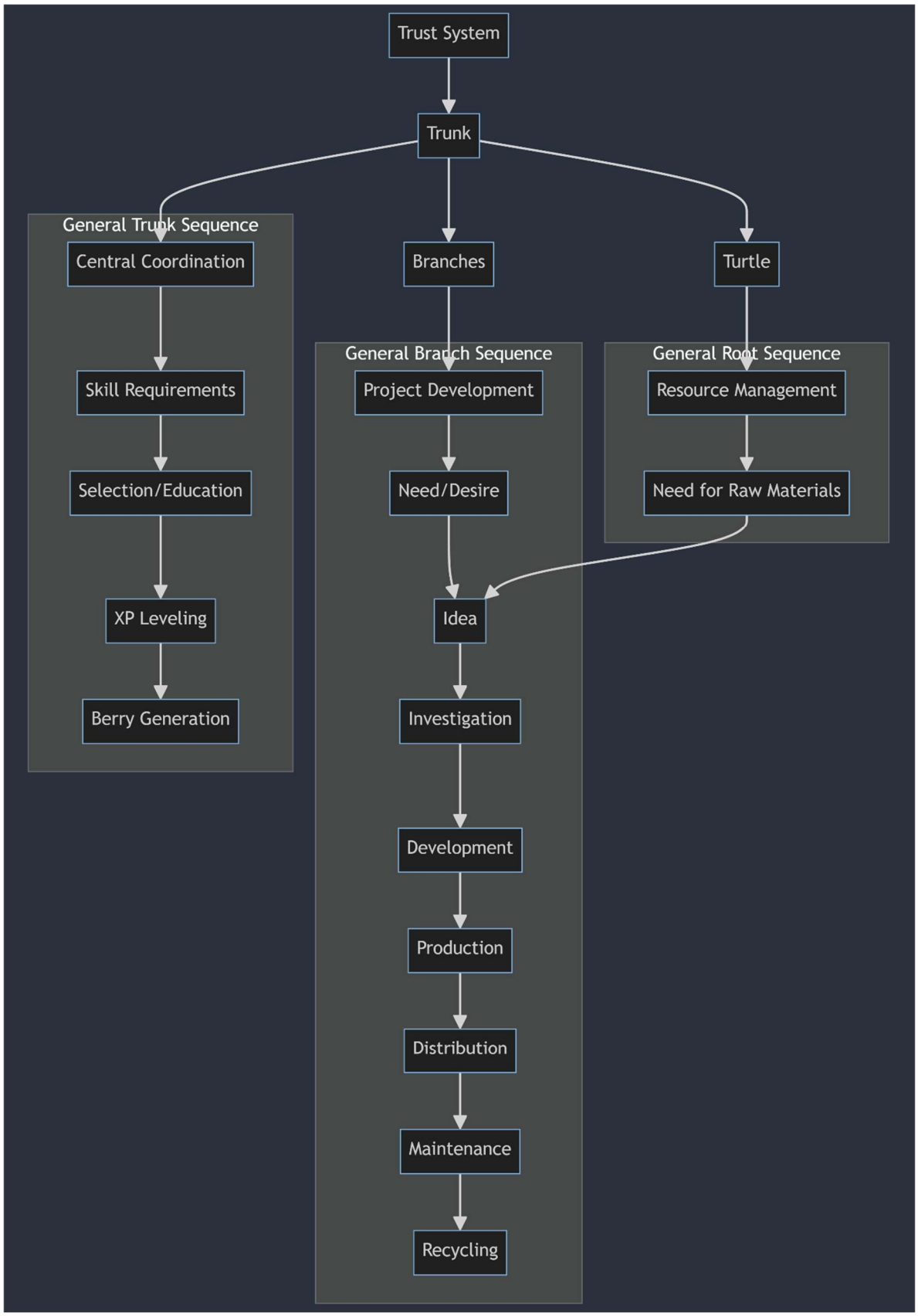
1. **Needs/Wants**: People or other Branches identify needs or wants.
2. **Idea**: These needs or wants generate ideas.
3. **Investigation**: The ideas are explored through investigations.
4. **Development**: Research results are refined and optimized in the development phase.
5. **Production**: Developments are adapted and scaled during production.
6. **Distribution**: The products of production are distributed to the final people.
7. **Maintenance**: People and products are maintained and supported.
8. **Recycling**: Products are repurposed, or materials are recovered in the recycling phase.

General Root Sequence

1. **Raw Material Needs**: Branches identify a need for raw materials.
2. **Idea**: Needs generate ideas for exploitation.
3. **Investigation**: These ideas are explored through investigations.
4. **Development**: Research results are refined and optimized in the development phase.
5. **Production**: Developments are adapted and scaled during production.
6. **Distribution**: The products of production are distributed to the different branches.
7. **Maintenance**: People and products are maintained and supported.
8. **Recycling**: New methods of resource recovery and replanting are explored.

General Trunk Sequence

1. **Skill Requirements**: The Trust system identifies the need for people with certain abilities.
2. **Selection/Education**: People with these abilities are selected and/or educated.
3. **XP Earning**: People earn XP by working in Branches and/or Roots and level up.
4. **Berry Earnings**: The level determines the number of Berries that people earn.
5. **New Projects**: A new Branch or Root is created.
6. **Project Participation**: People can join the project from a Branch or Root.


Trust System
Trunk
General Trunk Sequence
Central Coordination
Skill Requirements
Selection/Education
XP Leveling
Berry Generation
Branches
General Branch Sequence
Project Development
Need/Desire
Idea
Investigation
Development
Production
Distribution
Maintenance
Recycling
Turtle
General Root Sequence
Resource Management
Need for Raw Materials

Simulating a Complete Cycle

Turtle is a crucial component of the Trust system and of every step in this cycle, responsible for managing resource exploitation and allocation. It ensures that resources are used efficiently and sustainably across all projects. Turtle's roles include:

- **Resource Monitoring**: Provides real-time data on the availability and status of resources.
- **Prioritization**: Allocates resources based on project priority, which is determined by factors such as community needs, expert evaluations, and resource scarcity.
- **Sustainability Enforcement**: Promotes sustainable practices by favoring projects that utilize resources responsibly.
- **Dynamic Adjustment**: Adjusts resource allocation in response to changes in resource availability or project priorities.

Below is a complete walkthrough of the **Idea Cycle** within the **Trust** system, incorporating the additional details provided. We will use a three water-related ideas throughout the entire process:

1. **Installation of water purification systems**
2. **Construction of a new water pipeline**
3. **Implementation of rainwater collection systems**

This walkthrough details each step, including voting, Branch transformation, XP and Berry generation, resource allocation, and the use of the Satisfaction Index from the affected community.

Need or Desire

1. Identification

- A **Need** is raised: Lack of access to clean drinking water in a specific community.
- The Need appears in a **"General Feed"** visible to people in the affected geographic sector and those who follow relevant tags (e.g., #cleanwater, #communityhealth).

2. Joining

- Individuals can **join** the Need as **affected** or **interested**, assigning a percentage to indicate how much it affects their life or interests them.
    - Each person has **1,000 points** to distribute among their Needs.
    - Points are released when the Need is satisfied or manually withdrawn.
    - These points determine the **percentage of interest** of the person.
- **Example**:

- A resident assigns **300 points** to this Need, indicating it significantly affects them.

Idea

3. Debate

- An open **debate** is created where people can comment and "give likes" on comments.
- Discussions revolve around potential solutions to the clean water Need.
- Comments with more likes get on top of the list of comments.

4. Solution Posting

- People post **Solution Ideas**, respond to several comments with their ideas, and relate them to previous Ideas.
- The three main ideas proposed are:
    1. **Installation of water purification systems**
    2. **Construction of a new water pipeline**
    3. **Implementation of rainwater collection systems**
- Voters are notified, and all people who have expressed the Need can vote on the Ideas.

5. XP Earning

- The proposers of the **top 7 most voted Ideas** earn part of the total XP.
    - The total XP is the sum of Need points of all the people subscribed to the Necessity.
- In this case, the proposers of the three main Ideas receive XP based on their Idea's popularity.

Investigation

6. Team Formation

- An alert is sent to qualified individuals to apply for the **5 research teams** tasked with demonstrating the viability of the **5 most voted Ideas**.
- A draw is held among applicants, forming teams based on criticality, balancing randomness and compatibility.
- Teams are assigned to investigate each of the three water Ideas.

7. Research

- **Teams develop and estimate the viability** of the Ideas:
    - **Installation of water purification systems**: Assess technology options, costs, maintenance needs.
    - **Construction of a new water pipeline**: Evaluate feasibility, infrastructure requirements, environmental impact.
    - **Implementation of rainwater collection systems**: Study rainfall patterns, storage solutions, community acceptance.
- They calculate ecological impact, identify challenges, and determine the necessary Level for the next phase, **Development**.
- If an Idea isn't viable, reasons and necessary changes are provided.

8. Verification

- For highly critical projects or those requiring significant investment, a **second team verifies** the study.
- Example: The **Construction of a new water pipeline** requires significant resources; a verification team reviews the initial investigation.

9. Voting

- Interested parties are notified of the Investigation results.
- They vote on whether the Investigation is satisfactory.
    - If the vote exceeds a defined percentage, the team earns XP.
- All three water Ideas receive satisfactory votes, and teams earn XP.

Development

10. Project Selection

- Affected people are notified of study results.
- They vote on the projects that passed the previous phase.
- The **top 3 projects** are developed in parallel.
- In this case, all three water projects proceed to Development.

11. Open Applications

- The selected project opens applications for each required position according to system statistics.
- Positions include technicians, engineers, installers, and coordinators.

12. Prototyping

- Teams deliver a **functional prototype** with tests, operating statistics, and instructions for maintenance and recycling.

    - **Water purification systems** team builds a prototype unit.
    - **Water pipeline** team creates a model demonstrating the pipeline's functionality.
    - **Rainwater collection systems** team sets up a demo collection system.

13. Resource Estimation

- Teams estimate:
    - **Personnel** needed for Production, Distribution, Maintenance, and Recycling phases.
    - **Organizational charts** outlining team structures.
    - **Resources** required, including materials and equipment.

14. Final Decision

Expert Review and Voting Preparation

- **Identification of Experts**:
    - Experts in civil engineering, environmental science, and water resources are selected from the system's expert pool.
- **Expert Voting Phase**:
    - Experts evaluate the three ideas, considering technical feasibility, environmental impact, and sustainability as informed in the previous phases.
    - **Expert Voting Results**:
        - **Installation of water purification systems**: 50% support.
        - **Construction of a new water pipeline**: 30% support.
        - **Implementation of rainwater collection**: 20% support.
- **Determination of Weighting Factors**:
    - The experts' support percentages become the **Weighting Factors** for the general vote.

The **best-evaluated Development** earn XP.

General Voting

- **Information Dissemination**:
    - All users receive detailed information about the need, the three proposed ideas, and the experts' opinions.
    - It is explained how the Weighting Factors will influence the voting outcome.
- **Voting Process**:
    - Users cast their votes for the idea they support.
    - **General Voting Results**:
        - **Installation of water purification systems**: 40% of the votes.
        - **Construction of a new water pipeline**: 35% of the votes.
        - **Implementation of rainwater collection**: 25% of the votes.
- **Calculation of Weighted Votes**:
    - **Applying Weighting Factors**:

        - **Installation of water purification systems**:
            - Weighted Vote = 40% × 0.5 = 20%
        - **Construction of a new water pipeline**:
            - Weighted Vote = 35% × 0.3 = 10.5%
        - **Implementation of rainwater collection**:
            - Weighted Vote = 25% × 0.2 = 5%
    - **Total Weighted Votes**:
        - 20% + 10.5% + 5% = 35.5%
    - **Scaling to 100%**:
        - **Installation of water purification systems**:
            - (20% / 35.5%) × 100% ≈ 56.34%
        - **Construction of a new water pipeline**:
            - (10.5% / 35.5%) × 100% ≈ 29.58%
        - **Implementation of rainwater collection**:
            - (5% / 35.5%) × 100% ≈ 14.08%
- **Result**:
    - **Installation of water purification systems** is selected for implementation, receiving the highest percentage after scaling.

The **best-evaluated Development** earn XP.

- The **best-evaluated project** proceeds to **Production**.

Production

15. Open Applications

- The selected project opens applications for each required position, as defined in the Development phase.
- Positions include technicians, engineers, installers, and coordinators.

16. Infrastructure

- Necessary infrastructure and means of production is built or assigned though Turtle:
    - Workshops for assembling purification units.
    - Storage facilities for the assigned materials and finished products.

17. Production Methods

- Methods developed in the Development stage are applied:
    - Mass production techniques for water purification units.

18. Plan Changes

- If objectives or timelines aren't met, changes in plans or new deadlines are open to voting by stakeholders.
- An external team may report on whether to:
    - Revert to a previous phase.
    - Terminate the project.
    - Activate the next project on the list (e.g., **Implementation of rainwater collection systems**).

Distribution

19. Team Formation

- Applications for positions in the Distribution phase are opened.
- Teams are formed based on definitions from Development.

20. Distribution System

- Established according to Development phase definitions:
    - For water purification systems, distribution may involve installing units in homes or community centers.

21. Operating Times

- The Distribution phase maintains the operating time windows set in Development.

22. Evaluation

- Upon receiving the product or service, people evaluate it and its distribution.
- Teams involved in **Production** and **Distribution** earn XP based on satisfaction ratings.
    - High satisfaction with the water purification systems results in XP rewards.

Maintenance

23. Team Formation

- Applications for Maintenance positions are opened.
- Teams are formed as defined in Development.

24. Maintenance System

- Established for product upkeep and user support:

    - Scheduled maintenance services.
    - Customer support channels for reporting issues.

25. Operating Times

- Maintains the operating time windows set in Development.

26. Evaluation

- Clients evaluate their experience after receiving support or maintenance.
- The Maintenance team earns XP for positive evaluations.

Recycling

27. Team Formation

- Applications for Recycling positions are opened.
- Teams are formed as defined in Development.

28. Recycling System

- Established for reuse and recycling:
    - Processes for collecting and recycling old purification units.

29. Operating Times

- Maintains the operating time windows set in Development.

30. Contamination Report

- A final product contamination report is created:
    - Assessing environmental impact and safety of recycled materials.

31. XP Earning

- XP is earned based on the amount of raw materials recovered compared to the estimates in Development.

Independent Investigation Phase

- Researchers can propose **independent investigations** outside the standard project phases.

- **Participation**:
  - Researchers submit proposals for exploratory studies.
- **Funding**:
  - XP is not generated unless the research is cited in successful projects.
  - Participation helps maintain their XP level.
- **Evaluation**:
  - Research results are periodically reviewed for citations and references in other projects.
- **Citation-Based Rewards**:
  - Researchers earn XP based on the significance of citations their investigations receive.
- **Encouraging Innovation**:
  - Supports a broad range of research, fostering long-term benefits for the community.

Summary of Key Elements in the Cycle

- **Points System Integration**:
  - Individuals allocate points to express the level of impact or interest in a Need.
- **Enhanced Idea Phase**:
  - Open debates and voting on comments.
  - Top proposers earn XP based on community engagement.
- **Detailed Team Formation**:
  - Teams are formed for each phase based on criticality, skill levels, and compatibility.
- **Parallel Project Development**:
  - Multiple Ideas proceed through phases simultaneously, increasing chances of success.
- **XP Earning at Multiple Stages**:
  - XP is earned by proposers, Investigation teams, Development teams, and during Production, Distribution, Maintenance, and Recycling based on evaluations and satisfaction ratings.
- **Plan Adjustments and Accountability**:
  - Mechanisms for plan changes and potential project termination if objectives aren't met.
- **Independent Research Encouraged**:
  - Separate phase for exploratory investigations, promoting innovation.
- **Consistent Use of Water Examples**:
  - The three water-related Ideas are followed throughout the cycle, illustrating practical application.

Conclusion

This improved **Step-by-Step Idea Cycle in Trust** incorporates the detailed mechanisms provided, offering a comprehensive view of how Needs are identified, Ideas are developed, and projects are implemented within the Trust system. It emphasizes community participation, transparent processes, and continuous evaluation at each stage. By maintaining the three water-related examples throughout the cycle, it demonstrates the practical application of these mechanisms in addressing real-world Needs.

Strengths and Weaknesses

Strengths

1. **Transparency and Accountability**
    - **Strengths**: The system emphasizes transparency by making all transactions and decisions publicly accessible, reducing corruption and increasing trust among users.
    - **Examples**: Blockchain-based voting, public audit trails for votes and transactions. The entire process is open to the public, with all project documents available, and those involved in one phase have no connection to the next, preventing manipulation for personal gain.
2. **Decentralization and Democratization**
    - **Strengths**: Power is distributed among users rather than centralized in politicians, banks, or corporations. This promotes a more democratic and fair system where everyone has a voice.
    - **Examples**: Open-source nature, community-driven decision-making processes. The system does not require politicians, banks, or businessmen to create and maintain products for the common good, dissolving power concentration.
3. **Efficiency and Optimization**
    - **Strengths**: By using advanced technologies like AI, Machine Learning, and Big Data, the system can optimize resource allocation and improve operational efficiency.
    - **Examples**: Automated satisfaction index for jobs, dynamic team formation based on compatibility. It avoids unnecessary roles like bosses, managers, and bureaucrats, using specialized teams assembled for specific tasks with unlimited talent within and outside the company. Jobs and products are not kept waiting for problems or unnecessary work, using less energy per project, and reducing transportation and pollution by eliminating centralized offices.
4. **Adaptability and Scalability**
    - **Strengths**: The system is designed to be adaptable to different needs and scalable to accommodate growth. This allows it to evolve and expand without significant structural changes.
    - **Examples**: Recursive financing and development within the system, dynamic recalibration of roles and tasks.
5. **User Participation and Empowerment**

    - **Strengths**: Users are actively involved in decision-making and project development, which increases engagement and personal investment in the system's success.
    - **Examples**: Voting on projects and ideas, earning XP and Berries through participation.
6. **Innovation and Continuous Improvement**
    - **Strengths**: The open-source nature encourages innovation and continuous improvement. New ideas can be tested and implemented quickly, leading to a more robust system over time.
    - **Examples**: Open development strategies, incentives for proposing automation and improvements.
7. **Environmental and Social Responsibility**
    - **Strengths**: Projects can be designed to be sustainable and socially responsible, addressing environmental issues and societal needs directly.
    - **Examples**: Ecosystem restoration projects, new recycling methods, durable product designs. Products are designed to fully satisfy needs, be easy and cheap to maintain, and last rather than be thrown away. They can be modular and upgradeable, more ecological, and require fewer resources from society and the planet, with society acting as the investor and the profit being the improved quality of life generated by the projects.
8. **Support for Mental Health**
    - **Strengths**: The system includes mechanisms for detecting and addressing mental health issues, ensuring that users receive necessary support without penalizing their progress.
    - **Examples**: Monitoring for mental distress, offering free psychological support, freezing XP status during treatment.
9. **Community Building**
    - **Strengths**: The system fosters a sense of community with common projects, goals, and a shared sense of purpose.

Weaknesses

1. **Complexity and User Education**
    - **Weaknesses**: The system is complex and requires significant user education and understanding, which can hinder widespread adoption.
    - **Examples**: Understanding blockchain technology, navigating the multi-phase project cycle.
    - **Mitigants:** A series of educational videos about the system and its functions can be created.
2. **Initial Adoption and Critical Mass**
    - **Weaknesses**: Achieving initial adoption and reaching a critical mass of users can be challenging, especially when competing with established systems.
    - **Examples**: Convincing users to adopt a new currency (Berries), ensuring enough participants for effective decision-making.
    - **Mitigants:** Make the video and initial message as viral as possible to quickly reach the critical mass.

3. **Resource Intensive**
    - **Weaknesses**: Implementing and maintaining the system can be resource-intensive, requiring significant technological and financial investments.
    - **Examples**: Costs of developing and maintaining the blockchain infrastructure, AI systems, and user interfaces.
    - **Mitigants:** Use the Proof of Stakes (PoS) modality to significantly reduce the computational cost of the Blockchain system, which would consume the most resources.
4. **Dependency on Technology**
    - **Weaknesses**: The system relies heavily on technology, which can be a disadvantage in areas with limited access to digital devices or reliable internet connections.
    - **Examples**: Need for secure digital devices, stable internet access for participation.
    - **Mitigants:** The system encourages the incorporation of new communities with great needs due to being the ones that generate the most XP, which will encourage new solutions to the lack of connection and security of this communities.
5. **Security and Privacy Concerns**
    - **Weaknesses**: While blockchain provides security, there are still risks of breaches, and the need for biometric data for unique authentication raises privacy concerns.
    - **Examples**: Ensuring the security of biometric data, preventing unauthorized access and manipulation.
    - **Mitigants:** The early and solid incorporation of data security will be prioritized in the development of the system.
6. **Resistance to Change**
    - **Weaknesses**: People and institutions may resist changing from familiar traditional systems to a new and innovative system, creating barriers to implementation.
    - **Examples**: Overcoming skepticism from potential users, persuading traditional entities to adopt new practices.
    - **Mitigants:** It will be mitigated if the message is viral enough and some good educational videos are achieved.
7. **Governance and Conflict Resolution**
    - **Weaknesses**: Establishing effective governance structures and conflict resolution mechanisms can be challenging, especially in a decentralized system.
    - **Examples**: Ensuring fair and timely mediation of disputes, maintaining trust in decentralized decision-making processes.
    - **Mitigants:** The work team conflict resolution system can be extrapolated to more areas.
8. **Currency Restrictions**
    - **Weaknesses**: Direct transfers of the currency (Berries) are not allowed to ensure transaction integrity within the system, limiting flexibility.
    - **Examples**: Exceptions are made within family groups or a limited list of friends, but overall flexibility in currency transactions is restricted.

- **Mitigants:** The system will allow the limited exchange of Berries into common currencies.

Conclusion

The Trust system presents a forward-thinking and innovative approach to addressing socio-economic challenges, emphasizing transparency, efficiency, and user participation. Its strengths lie in its potential for decentralization, adaptability, and continuous improvement, making it a promising alternative to traditional systems.

However, the system faces significant challenges in terms of complexity, scalability, and initial adoption. Addressing these weaknesses will be crucial for the successful implementation and long-term sustainability of the Trust system. By carefully managing these challenges and leveraging its strengths, the Trust system has the potential to create a more fair, transparent, and efficient socio-economic environment.

Possible Projects

1. **Cleaning and Restoration of Ecosystems**:
   - Projects aimed at cleaning and recovering ecosystems damaged by pollution could be financed.
   - **Positive Points**:
     - Significant reduction in environmental pollution.
     - Restoration of biodiversity and natural habitats.
     - Improvement in air and water quality.
     - Enhanced ecological balance and sustainability.
2. **New Recycling Methods**:
   - With more funding, new recycling methods could be developed quickly, even if they are not profitable.
   - **Positive Points**:
     - Reduction in waste and landfill use.
     - Increased efficiency in resource utilization.
     - Innovation in recycling technologies.
     - Job creation in the recycling industry.
3. **Better Public Transportation**:
   - Comprehensive public transportation solutions could be developed, such as long-distance trains, metro systems for cities, buses to support metro systems, cars for less frequented areas, and bicycles for short distances.
   - **Positive Points**:
     - Reduced traffic congestion and pollution.
     - Improved accessibility and mobility for all citizens.
     - Lower transportation costs for individuals.
     - Decreased reliance on fossil fuels.
4. **Improved Public Health System**:
   - As one of the greatest needs, a better public health system could be financed quickly through Trust.

- **Positive Points**:
  - Enhanced access to healthcare for all.
  - Better disease prevention and management.
  - Reduced healthcare costs.
  - Improved public health outcomes and life expectancy.

5. **Standard Products**:
   - Non-disposable products designed to last and be repaired, with recycling instructions and a focus on each part being recyclable.
   - **Positive Points**:
     - Reduced waste and environmental impact.
     - Increased product lifespan and durability.
     - Cost savings for the entire system over time.
     - Promotion of sustainable consumption practices.
6. **Standard Software**:
   - Free software that becomes the standard for use in every home and industry.
   - **Positive Points**:
     - Increased access to technology and information.
     - Reduction in software costs for individuals and projects.
     - Enhanced cybersecurity and data privacy.
     - Promotion of digital literacy and skills.
7. **Renewable Energy Projects**:
   - Development and implementation of renewable energy sources such as solar, wind, and hydroelectric power.
   - **Positive Points**:
     - Reduction in greenhouse gas emissions.
     - Decreased reliance on non-renewable energy sources.
     - Job creation in the renewable energy sector.
     - Promotion of energy independence and sustainability.
8. **Affordable Housing Projects**:
   - Construction of affordable and sustainable housing for low-income families.
   - **Positive Points**:
     - Reduction in homelessness and housing insecurity.
     - Improved living conditions for disadvantaged populations.
     - Promotion of social equity and community development.
     - Increased economic stability and growth.
9. **Urban Green Spaces**:
   - Creation and maintenance of parks, gardens, and green spaces in urban areas.
   - **Positive Points**:
     - Improvement in mental and physical health of residents.
     - Increased biodiversity and urban ecology.
     - Enhancement of community well-being and social cohesion.
     - Reduction in urban heat island effect and air pollution.

Trace

Trace is a joint Trust system, created and funded through Trust as its first trial project.

The lack of opportunities and corruption in the current system not only affect workplaces and politics but begin with educational foundations for individuals. Those without a great amount of money, which is the majority, face daily struggles due to a lack of resources and poor attention in education.

What good is a fair system if its foundations are not fair?

Trace aims to democratize, personalize, and optimize education.

It is called Trace because it uses data from the educational and professional paths of previous Trust users to show the most common paths taken by experts in an area, the demand for these professionals, the success rate, and the average time for level advancement.

Trace will also assess your educational development to identify latent innate talents dynamically. This will be achieved using Artificial Intelligence, which already identifies patterns in large datasets.

Trust will even predict future system needs after a few years by analyzing geographical sectors and their trends. Trace will use this information to highlight the professions likely to be in demand throughout a future working life, allowing for dynamic calculations of difficulty, need, and the Base Level obtained by meeting educational requirements.

All of this is optional. Trace will show several resulting paths in a tree format, along with user-chosen paths, displaying success percentages and demand as estimated by Trace.

Training courses can be taught by any Person meeting the requirements. Instructors will earn XP for each student that succeeds its certification tests, creating a success rate as a tutor. They will also be evaluated by their students.

The enhanced decision-making capacity provided by Big Data and Artificial Intelligence will be available to individuals. This will estimate success probabilities, team compatibility, estimated times, and the advantages and disadvantages of different training paths, presented as an intuitive decision tree with various branches and characteristics.

The gradual loss of Levels for inactivity, rather than an immediate drop, allows a Person to change professions or specialize while maintaining their Level temporarily. This reduces the economic burden of changing professions and increases system flexibility to meet evolving needs. The reasons for this decline could be determined by voting or system statistics, but it will be transparent.

Integration Between Systems

To manage interactions between various Trust systems enabled by Free Code, the system will compare its own code against the one intended for a transaction.

It will show whether it is the same system, a different but known one, or a new one. For known systems, it will provide an analysis including the percentage of difference, expert opinions, and justification for the differences, serving as a "cover letter" with the base code. For new or unknown systems, it will directly show code differences and create a need for analysis, which can be done by qualified individuals, earning them XP.

Users will decide whether to proceed with transactions, with analysis priority increasing based on the percentage of differences and interaction levels. Analysts can interrupt interactions if they find them hostile, stopping the analysis and opening a debate for voting. Interactions can be denied, accepted, or an analysis team can be formed to clarify security doubts.

I am unsure whether to make needs internal to each system version, meaning they are only satisfied by the generating system, or independent, allowing the most suitable system to respond. This would require a separate system to manage needs, possibly visualized on a needs map linked to a geographical map, showing different system interactions and growth, and listing system differences to enable switching at the Person level.

Summary

- Transparent, modifiable, and flexible system, free to use and distribute, with agreed interaction between its different versions by its users.
- Socioeconomic Ladder with margins and subdivisions defined by all people or society.
- People with educational levels and success statistics in projects determining their Socioeconomic level.
- Open and transparent projects for participation by a holistic system, addressing the needs of all people.
- Free ideas open to debate, generating a salary for those who create and improve them.
- Decentralized education financing aimed at personal goals supported by data from previous users and probable future needs.
- Transparent and traceable currency, avoiding corruption and organized crime.
- Durable and ecological products designed to fully satisfy needs with minimal human, energy, and raw material expenditure.

Closing Words

I do not believe this system is applicable to all possible societies, now or in the future. It would be incredibly arrogant to think that just because I do not see a flaw or essential

problem, it doesn't have one. To mitigate this, it will be an open-source project. This means anyone can use it as a basis to create their own version or simply distribute it, with the only condition that their system must also be open source. Additionally, my system will be recursive. It will be financed and developed within itself, as one more Branch, applying all the previously shown steps, with specific teams for each step and using the system's Berries.

This version includes parameters I find ideal, but they are open to votes for gradual and measured changes. The entire system is open for major and/or immediate changes if necessary.

By making the system free in this way, I hope it can be quickly and easily replaced by a system better adapted to the reality of the moment and sector. Think of it like the cells of a body: each cell has the same base but specializes based on its environment and function. I hope my system acts as the totipotent base cell, evolving and specializing to interact with its clones and variations. People provide the energy for each cell, determining its size and quantity per sector on the interaction map. With this in mind, I designed Trace as a subsystem to quickly and intuitively show the advantages and disadvantages of each "cell," making it easier to decide where to contribute your information, time, and participation.

Strategy

Here are the possible strategies to carry out this project, along with the modes of financing and implementation:

1. Self-Financed

Chances of Success: Moderate to High

Create a development team and finance the project with rewards in the system's own currency (Berries) for those who work on it.

Strengths:

- **Control**: Full control over the development process without relying on external funding.
- **Commitment**: Participants who are rewarded with the system's own currency are likely to be highly committed to the project's success.
- **Autonomy**: Freedom to pivot or make changes quickly without needing to get approval from external stakeholders.

Challenges:

- **Initial Funding**: Requires an initial investment or sufficient resources to start the project.

- **Scalability**: May struggle to scale quickly if the initial team is small or lacks diverse expertise.
- **Market Acceptance**: Convincing early adopters to join and use a currency with no initial external value can be difficult.

Mitigation Strategies:

- Start with a small, dedicated team and scale up gradually.
- Focus on creating a strong, clear value proposition for early adopters.
- Develop a phased approach to increase the system's visibility and user base over time.

2. Crowdfunded

Chances of Success: High

Use a crowdfunding platform to finance the initial development.

Strengths:

- **Funding**: Access to a large pool of potential backers who can provide necessary funds.
- **Community Engagement**: Early backers are often enthusiastic and can become advocates for the system.
- **Visibility**: Successful crowdfunding campaigns can generate significant publicity and interest.

Challenges:

- **Initial Appeal**: Requires a compelling campaign to attract backers.
- **Expectation Management**: Backers expect transparency and progress updates, which can add pressure.
- **Fulfillment Risk**: Failure to deliver on promises can damage reputation and future funding opportunities.

Mitigation Strategies:

- Create a detailed and compelling crowdfunding campaign with clear goals and rewards.
- Regularly update backers on progress and be transparent about challenges.
- Set realistic funding goals and stretch goals to manage expectations and ensure feasibility.

3. Open Development

Chances of Success: Moderate

Focus on communicating the idea by providing a GIT repository as a seed with only the guidelines to follow, leaving development to independent communities.

Strengths:

- **Innovation**: Leveraging the collective intelligence of independent communities can drive innovation.
- **Cost Efficiency**: Reduced initial costs as development is distributed among volunteers.
- **Flexibility**: Open-source nature allows for continuous improvement and adaptation.

Challenges:

- **Coordination**: Managing contributions from a dispersed group of developers can be challenging.
- **Quality Control**: Ensuring consistent quality and integration of diverse contributions.
- **Sustainability**: Maintaining long-term commitment from contributors without financial incentives.

Mitigation Strategies:

- Establish a core team to oversee and coordinate development efforts.
- Implement strict quality control and code review processes.
- Foster a strong community culture with recognition and non-monetary rewards for contributions.

4. Traditional Funding

Chances of Success: High

Seek financing through public or private funds.

Strengths:

- **Resources**: Access to significant financial resources from public or private funds.
- **Credibility**: Being backed by established institutions can lend credibility to the project.
- **Scale**: Potential to scale quickly with sufficient funding.

Challenges:

- **Dependency**: Reliance on external stakeholders who may have their own agendas or requirements.

- **Bureaucracy**: Possible delays and complications due to bureaucratic processes.
- **Flexibility**: Less flexibility to pivot or make changes without stakeholder approval.

Mitigation Strategies:

- Clearly align the project's goals with those of potential funders to ensure mutual benefits.
- Maintain transparency and regular communication with stakeholders to build trust.
- Develop contingency plans to address potential delays or changes in funding.