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Hello everyone,

We would like to introduce our <u>secret.buidl.me</u> project and its grant request. Before going into the details of the project, you can read the pitch deck here (or at the bottom of this post):

wetransfer.com

pitchdeck buidl secret.pdf

1 file sent via WeTransfer, the simplest way to send your files around the world

1- Who are we?

<u>Staky.io</u> is a Secret validator that launched a few weeks ago. We're a team of 6 blockchain builders with various profiles: Blockchain and Fullstack developers, UX/UI designers and communication/growth hacking.

Our goal was to define a new staking experience for PoS delegators. We want to bring value to the PoS ecosystem in 3 different ways:

- Indeed, validate and secure the network to ensure its proper operation
- Provide services for delegators such as staking dashboards, balances and rewards tracking or decentralized governance to allow our delegators to be at the center of our decision making. This part takes place on our platform, https://stakv.io.
- And last but not least, we believe that a good validator is actively contributing to the network they're validating. That's what we want to achieve with <u>build.me</u>.

2- What is buidl.me about?

When we designed this formula, we wanted to solve one of the most critical issues facing today's PoS ecosystem: the number of active developers. Blockchain technologies are getting more and more popular, but we're still in an ultra-competitive niche. The most precious resource for ecosystems is developers and what is making the success of DApp platforms such as Ethereum (despite its technical constraints) is its strong developer community.

Buidl.me is a platform that is designed to boost the adoption of specific Blockchain technologies by developers.

3-Buidl.me X \$SCRT

3.1 - <u>Buidl.me</u> is a community platform that will allow anyone to teach and transmit his knowledge through a series of interactive and engaging courses. We benchmarked the most popular e-learning solutions and decided to go on the "Docs with interactive IDE" format.

Users will be able to read through a series of documentation-like chapters and to practice their skills in an interactive IDE. In this way, developers will have an engaging first approach to the skills and will be much more likely to practice this knowledge after the course!

The applications of this kind of platform are countless, it could be a "Get started" course for hackathon or workshop events, an introduction to a new feature that is released on-chain, etc.

And the community aspect, that is allowing anyone to write and publish its own course will drastically boost the amount of available content (rather than counting on a single entity to publish them).

3.2 - Here is what the platform will look like - These prototypes are work in progress and will evolve in the future!

Users will be able to find a tutorial adapted to their skills level

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With the "interactive IDE" format, the lessons will be engaging for the users and they'll be more likely to practice their skills in real condition after the course.

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Anyone can publish a lesson, the collaborative aspect will be a catalyst to bring a lot of content and activity on the platform.

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3.3 - As specified earlier, we want the platform to be community-driven, anyone from the community could apply to be admin and therefore approve/decline submitted courses or even contribute to the repository.

We want Harmony to be one of the first ecosystems to host<u>buidl.me</u>. Our plan is to bring more and more features as we deploy it on other ecosystems. Possibilities are countless: gamification (awards, etc.), incentivized course writing, etc. We would keep all the <u>buidl.me</u> platforms updated. In other words, it's not a one-shot, the development would be continuous throughout the years.

4 - Funding requested

We estimate that we need 4 months to complete the entire platform. We have detailed the missions of each one with the development and creation costs that we will meet in order to create the platform.

3 Fullstack developers who will be in charge of building the collaborative platform. One of the major challenges of this platform is to create the platform and create an efficient course builder tool.

Salary: 2400\$/month/developper

1 Designer

1 UX/UI Designer who will be in charge of designing the collaborative platform. They will be responsible for making a good interactive and engaging experience.

Salary: 2400\$/month/designer

Those costs also include maintenance costs after the release of the platform.

Total: approx ~ 68430 SCRT (38,400\$)

We'd love to have the community feedback or to answer any of your questions about us or the project!

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