



NEUROLOV

USER JOURNEY

-Final

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1. User clicks on the **START** bot command to launch the microapp.
2. User welcomed by a landing screen, which displays daily check-in claimable xp.
3. Every day users are rewarded 100 **XP**.
4. Users have to click **CLAIM** to proceed to APP.
5. Clicking Claim will give the user 100 XP.
6. After the claim is done, the App Home screen will be shown.
7. Also notification of the recent claim of 100 XP is shown, like User claimed 10 XP. Notification is landing, and disappears after 5 seconds.
8. In the **HOME screen**, an interactive **GPU Fan** is rotating.
9. Users have to click on the **TAP** button.
10. **GPU Fan** will rotate according to user TAPS.
11. **XP** is required for **TAPing**.
12. Each TAP of the GPU fan earns the user 1 **Compute**. (Compute not= \$NLOV, its a mini version of \$NLOV)
13. Users can perform continuous taps to keep earning compute.
14. More **XP** allows for more **taps**, leading to more **GPU fan rotations**.
15. More **fan rotation**, more **compute generation**.
 - XP rewarded to users for task completion.
 - Referrals also give users XP, each referral gets 1000 XP.
 - 10% of XP will be credited to the referee when ever referred person will start making XP.

- There will be fixed daily tasks, weekly tasks, bonus tasks each has different XP points.
- Team will update quests every 24 hours with fixed xp points to each task.
- verification system to track tasks done.
- When Quests are completed XP is automatically reflected in the User profile.
- System for referrals tracking and points.

16. GPU UPGRADATION:

Compute Power Stages:Continuous tapping increases the GPU's compute power (**GPU UPGRADATION**) through stages: CP1, CP2, CP3, etc.

- **CP1:** Achieved after 1,000 taps.
- **CP2:** Achieved after 3,000 taps (1,000 + 2,000).
- **CP3:** Achieved after 6,000 taps (3,000 + 3,000).
- **CP4:** Achieved after 10,000 taps (6,000 + 4,000), and so on.

17. Compute Power and Coin Generation:Each stage of compute power generates more coins per tap than the previous one.

- **Initial Stage** : 1 Compute per tap.
- **CP1** : 2 Compute per tap.
- **CP2** : 3 Compute per tap.
- **CP3** : 4 Compute per tap, and so on.

18. Compute Power Stage Display:The user's compute power stage is displayed beneath their name on the home page, like:

- **BINARYBODI**
- **CP1**

19.Users can upgrade their GPU to the next level by spending their earned compute.

- This provides an alternative method for GPU upgradation besides continuous tapping.

- An upgrade button is always visible on the screen, displaying the current upgrade cost.

(e.g., "**UPGRADE GPU - 100 Compute**").

- After upgrading, the button will show the cost for the next level,

(e.g., "**UPGRADE GPU - 200 Compute**"), and so on.

- Upgrading to a higher compute power level allows you to earn more compute per tap.

20. Cooling Period:After each compute power upgrade (e.g., CP1 to CP2), there is a 5 minute cooling period.

21. Fan Color Indication:

- As the GPU fan rotates, its color changes from blue to red gradually, indicating that it is getting hot.
- After 1,000 taps, the fan will turn fully red.

22. Cooling Down:

- Once the fan turns red, it needs to cool down for 5 minutes.
- During this cooling period, users cannot continue tapping.

23. Alternative Activities:

- While the fan cools down, users can engage in quests, referrals, or claiming XP.

24. Color Change Back:

- After the cooling period, the fan's color will gradually change back to blue.

25. Resume Tapping:

- Once the fan is fully blue, it is ready for tapping again.



26. Leaderboard:

- The leaderboard displays top users based on GPU upgrade status (CP1, CP2, CP3, etc.) and their balance of compute after upgrades.
- The top position is held by the user who has achieved the highest GPU upgrade level.

Summary:

- **XP** is earned through tapping and completing quests.
- **Compute** (coin) is earned from tapping and is used for GPU upgrades.
- GPU upgrades increase compute per tap but require a cooling period after each upgrade.
- **Upgrade Options:**
 - **Option 1:** Tap continuously to earn more compute and gradually advance to the next compute power level (e.g., CP1 to CP2) while keeping your earned compute.
 - **Option 2:** Tap continuously to earn more compute and immediately upgrade the GPU compute power by spending the earned compute.
- **Cooling Period:** After upgrades, the fan cools down for 5 minutes. Fan color changes from red to blue.
- **Leaderboard:** Shows top users by GPU upgrade level and compute balance.

