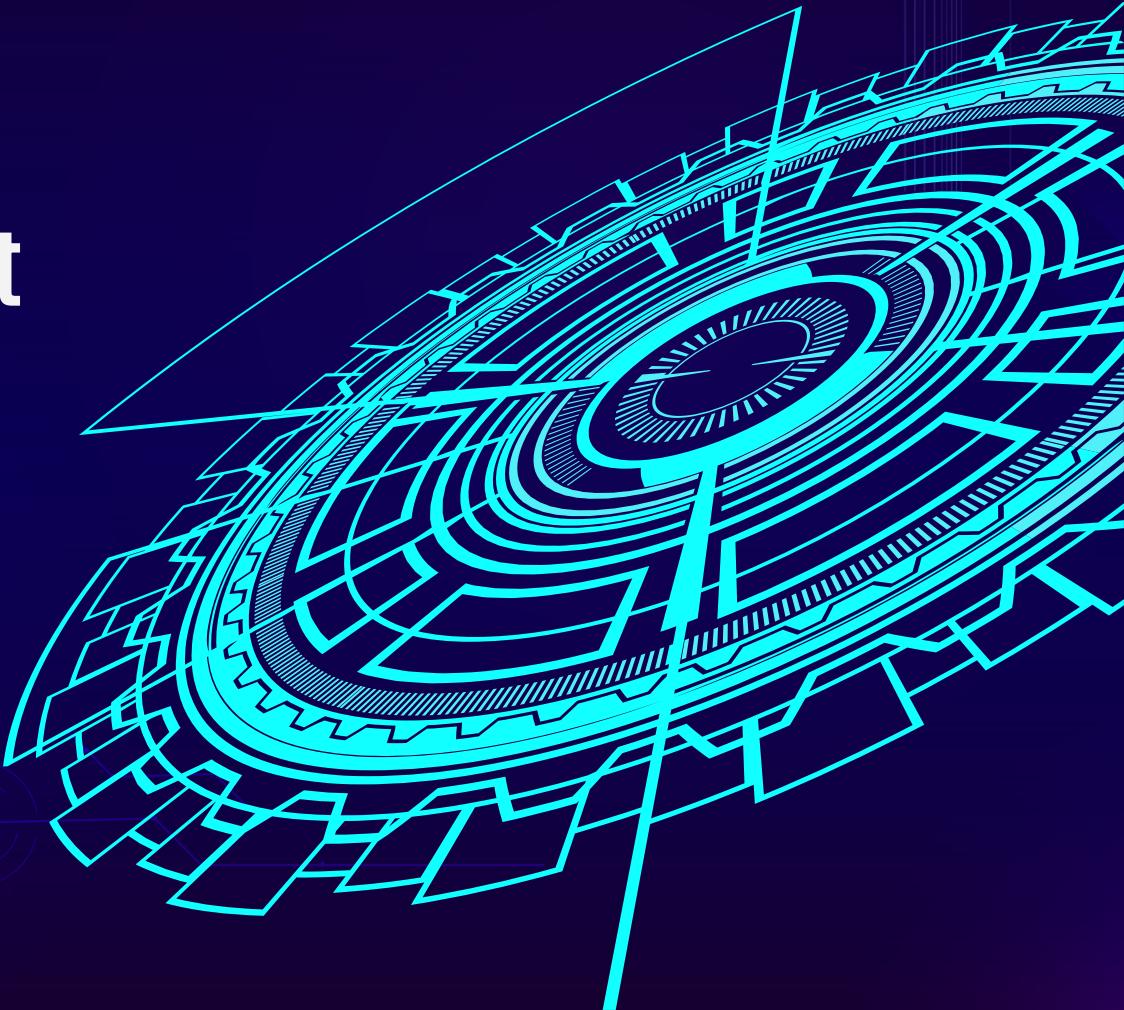


The Ultimate Best Season Rewards System

Made by [hackathon_ninja](#)



INTRODUCTION

The UBSSS combines features from regular reward systems with some interesting **innovative ideas**.

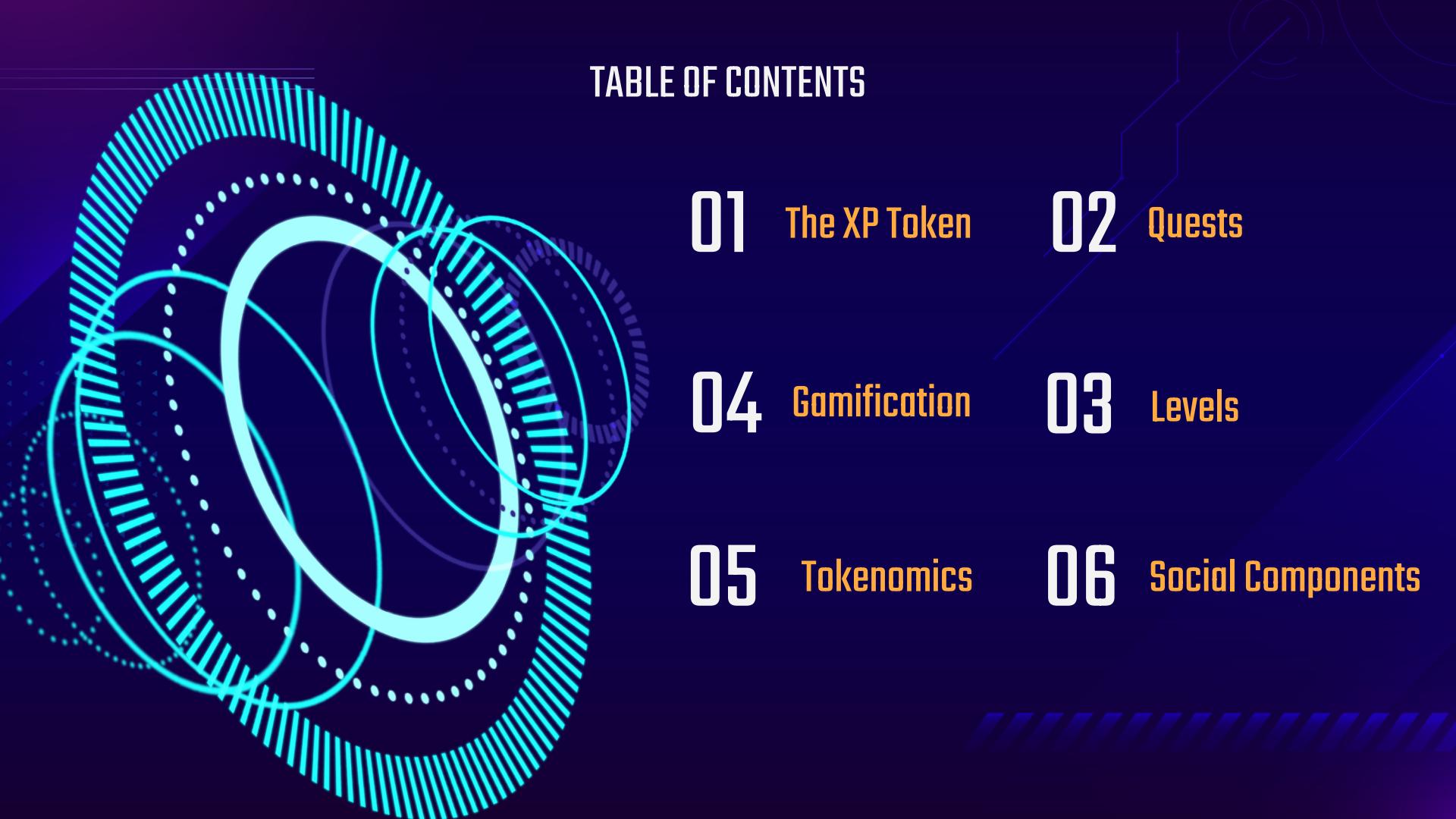


TABLE OF CONTENTS

01 The XP Token

02 Quests

04 Gamification

03 Levels

05 Tokenomics

06 Social Components

01. THE XP TOKEN

ACQUISITION METHODS

QUESTS AND ACHIEVEMENTS

DYNAMIC COLLABORATIONS

PLAYER-GENERATED
CONTENT CONTRIBUTIONS

IN-GAME CHALLENGES

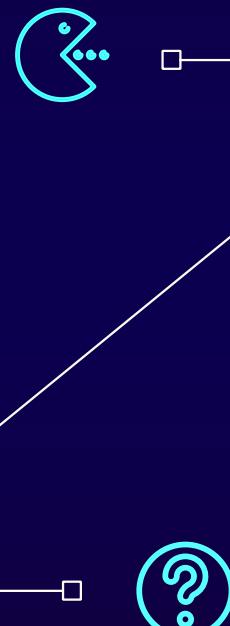


01. THE XP TOKEN

TOKEN BURN MECHANISM: BLACK HOLE EVENT

HEAVY TOKEN BURN

- All tokens get burned
- Exclusive rewards for the winners
- Emphasizes scarcity and prestige of rewards

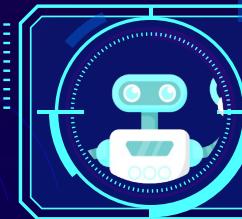


XP TOKEN MULTIPLIER BURN

- Only a portion of the tokens get burned
- Dynamic token reward structure based on the tokens contributed
- Element of risk and reward

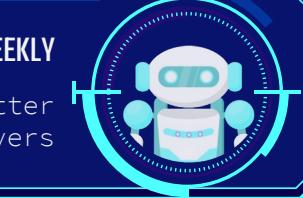
02. QUESTS

TYPES OF QUESTS



DAILY

Short tasks for daily rewards
in games



WEEKLY

Longer challenges with better
rewards for the players

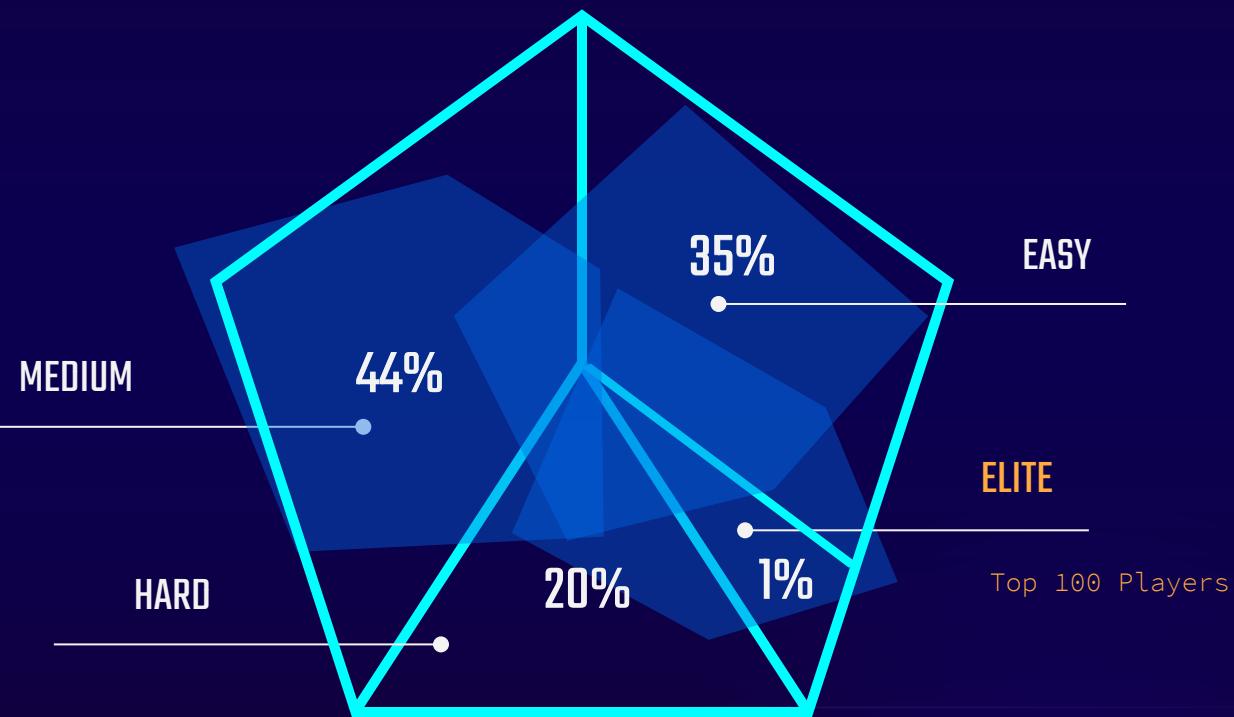


SPECIAL EVENTS

Time-limited quests that can
occur on specific events

02. QUESTS

DIFFICULTY LEVELS



02. QUESTS

REWARDS



03. LEVELS

LEVELING UP MECHANISM

THE MATRIX
OF MASTERY

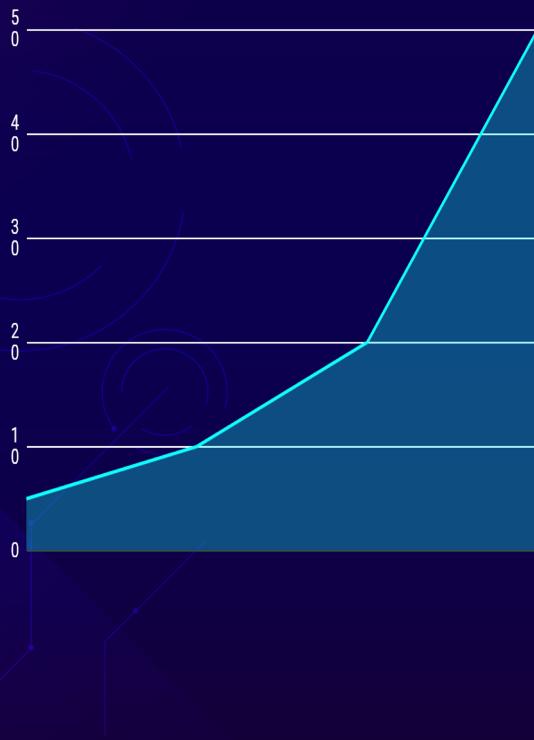
SKILL SYNERGY AND
CUSTOMIZATION

SKILL NODES AND
SKILL POINTS

EVOLVING MATRIX AND
GRANDMASTER NODES



03. LEVELS



LEVELING BENEFITS

UNLOCKING EXCLUSIVE REALMS

MULTI-DIMENSIONAL REWARD MULTIPLIER

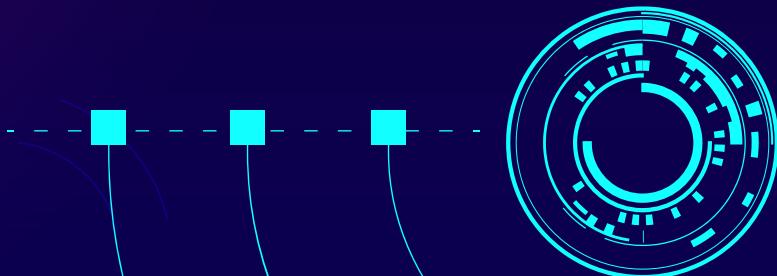
DYNAMIC LEADERBOARDS AND RANKING

THE MEMORY ARCHIVE

SKILL INHERITANCE

04. GAMIFICATION

GAMIFICATION ELEMENTS



BADGES AND ACHIEVEMENTS

- Unlock hidden, rare and unique batches

POINT SYSTEMS

- Bonus points based on time
- Additional tiers/levels
- Dynamic point multiplier system

PLAYER RANKINGS

- Live leaderboards
- Ranking Races

04. GAMIFICATION

UI ENHANCEMENTS

IMMERSIVE 3D VIRTUAL ENVIRONMENT

VISUAL REPRESENTATION OF PROGRESS

ANIMATED REWARDS SHOWCASE

REWARDING VISUAL ANIMATIONS

CUSTOMIZABLE UI

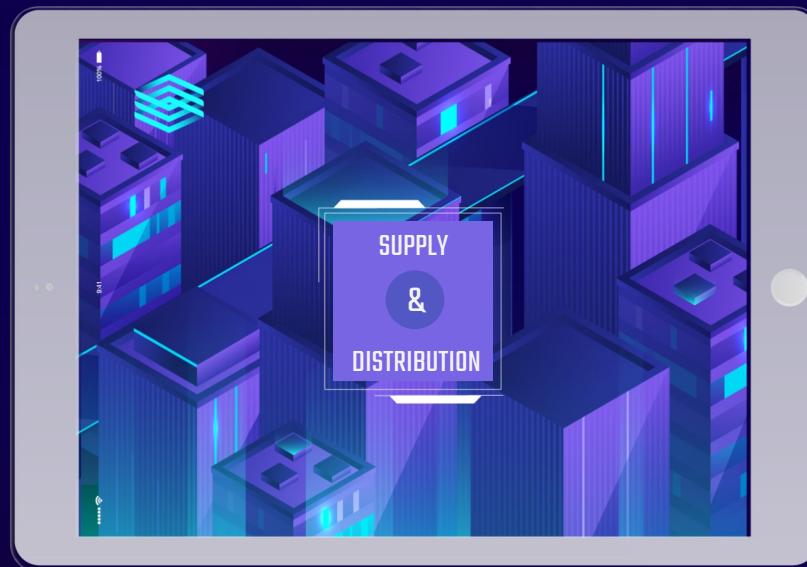
AUGMENTED REALITY REWARDS SHOWCASE



05. TOKENOMICS

TOKEN SUPPLY AND DISTRIBUTION

Token supply: 1B tokens



ICO

20% for ICO

Ensures fair distribution



PRIVATE SALE

15% for private sale

Sold at a negotiated price

05. TOKENOMICS

TOKEN VALUATION AND DEMAND



INTRINSIC VALUE

Intrinsic value for exclusive content, features, challenges, and competitions



TOKEN DEMAND

Active participation, high-value rewards and marketplace trading



TOKEN BURN - BH

Sustains token economy with periodic burning for supply reduction

05. TOKENOMICS

TOKEN USAGE AND RESTRICTIONS

USAGE WITHIN THE PLATFORM

Unlock premium content, access features, and enhance user experience



CREATOR HOLDINGS AND VESTING PERIOD

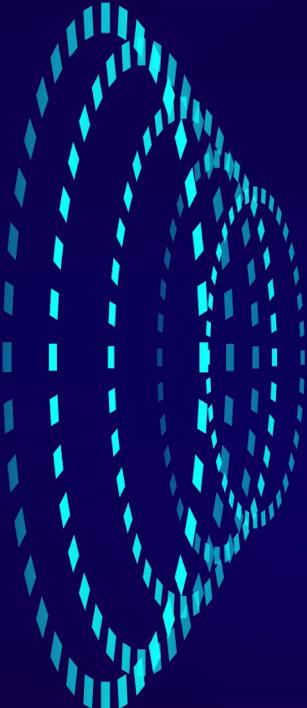
10% token allocation for creators with vesting period



TIME RESTRICTIONS ON TOKEN SALE

Sales restrictions for 60-90 days to promote token use

GOVERNANCE



GXP

The XP token can be traded with a governance token (GXP). Before voting, a lock-up period starts for GXP tokens, preventing short-term token holders from voting maliciously and then immediately selling.

I wrote the Solidity contracts to implement the DAO logic in the gaming platform. The code can be found in my [Github](#).

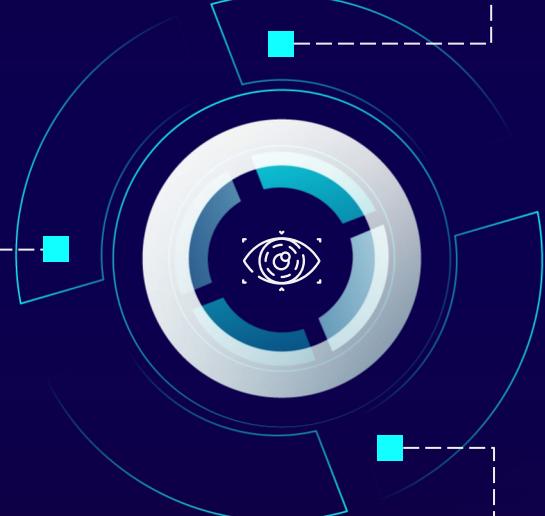
06. SOCIAL COMPONENTS

GUILDS AND ALLIANCES

IN-GAME EVENTS SHARING

COLLABORATIVE QUESTS

GUILD LEADERBOARDS



SOCIAL SHARING

FAMOUS GAMING PERSONALITIES

- Create teams associated with gaming/streaming personalities
- Compete in weekly gaming leagues

THANKS

Do you have any
questions?

Feel free to reach
me out through
Discord.



@hackathon_ninja



github.com/ninjalemo