



GETSETPLAY



WHITEPAPER

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THE GAMEFI WORLD AND ITS STATUS QUO

The world of gaming is growing exponentially and with the increase of decentralization, a new form of gaming has come to place but with its fair share of problems. Today gameFi is at its pinnacle, but liquidity, trust, and lack of betting protocols make it difficult for gamers to totally absorb this space and create a transition from centralized gaming to decentralized gaming.

'Blockchain technology' and 'gaming' appear to be an obvious match, but the present landscape of both mainly complementary businesses suggests that their merger is still in the works. Many crypto and tech wizards are valiantly tackling the issues provided by accessibility, reach, design, function, and a myriad of others that come to mind, but this progress is accelerated by few people.

Blockchain technology and cryptocurrencies have been hot topics for a few years now. There are numerous successful pilots, implemented projects, and use cases. But what is holding back the

mass adoption of blockchain technology in gaming? Well, there are several factors. Around 2.3 billion people play games on different platforms and devices, creating a gaming industry that in 2016 reached \$100 billion and continues to boom. Only 4,000 pro gamers have made a profit from the time and skill they dedicated to gaming, including the trading of in-game items they have accumulated. Just a few games accumulating to only 6% of the global audience managed a turnover of \$4 billion of in-game items. The rest of the gamers are out of the market due to two main reasons, one being the fact that little to no games have a reward system in return, and second, to monetize their gameplay, gamers need to have a massive fan following and viewership to reach the desired goal in terms of payouts. This is where blockchain technology can come in. Many blockchain games have implemented a Play-to-Earn model where players earn the game's native token for playing the game, as well as turning many in-game items into NFTs that can be sold or traded on their marketplaces, bringing

real-world value to in-game collectibles. When it comes to streaming, there has been an emergence of many blockchain-powered streaming platforms that reward streamers and viewers alike for streaming, encouraging viewers to view streams and pushing more traffic to streamers without the need for a big social following.

The existing technologies cannot connect the many game universes and platforms together as none have tried really addressing all the needs at one time, under one umbrella. The growth of the gaming audience and the rise of the VR and AR technology market has amplified this situation. However, even while everything appears to be in order from the outside, as all of these games immerse the players in a whole new and imaginative world, this industry is not without its problems.

ABSTRACT

Get Set Play is a cutting-edge completely decentralized, DAO-governed Metaverse with Esports and streaming for both on-chain and off-chain games. A platform for competitive gamers and streamers to compete and broadcast to the rest of the world, exhibiting their full potential in a competitive environment.

Get Set Play seeks to fill the gap in the market between the current centralized Esport world, and gamers who can be brought to the next generation of the P2E community by offering tokenized DAO gaming, made possible with blockchain technology.



GAMING INDUSTRY IN A NUTSHELL

Revenue from
Free to Play games
amounts to **over**
85% of all game
revenue.

Over 66% of
console gamers
prefer physical
discs to digital
download games.

Some **67%** of video
game executives
believe that the
number of **mergers**
and acquisitions
within the industry
will increase.

There are over
2.2 billion
mobile gamers.

Global Esports
industry is growing at
the **rate of 30%**
year-over-year.

More than 85%
of total video industry
revenue comes from
free-to-play games.

23% of executives
say that the use of
blockchain
technology will make
the video game market
more secure.

(Clairfield International)

According to new gaming industry statistics from Copia Institute, **Twitch is responsible for 31% of revenue from all gaming video content.**

(Copia Institute)

Steam statistics show that the platform now has well **over 30,000 games in its library, dominating the video gaming market share.**

VALUE OF THE VIDEO GAME MARKET IN THE U.S.

85.86bn USD

CONSUMER SPENDING ON GAMING IN THE U.S. IN Q2 2020

11.6bn USD

U.S. VIDEO GAME INDUSTRY HARDWARE REVENUE IN DECEMBER 2021 **1.3bn USD**

DEFI AND GAMING

Decentralized finance (DeFi) is progressively gaining traction in the blockchain and cryptocurrency sectors. However, its popularity appears to have risen recently and is frequently the first thing that comes to mind when people discuss cryptocurrencies. According to DeFi Pulse, the industry's total value locked (TVL) as of October 6, 2021, was \$92.24 billion, up to \$22 billion from July 9.

CHALLENGES AND PROBLEMS – AT A GLANCE

Technical Challenges

No matter how sophisticated the idea is, there would always be a technical bottleneck that we have seen in loads of blockchain platforms facing downtime issues, scalability, transaction confirmation issues, DDoS attacks, Fraud, and platform outage issues.

Platform Challenges

One of the major challenges to defi gaming has been the platform challenges, the repetitive platform outage coupled with lack of scalability slows down the process of adoption and hence we have seen that even the best blockchain platform is unable to handle the transaction conformity.

Liquidity Challenges

This is a pressing issue, with an even rising number of platforms, it gets very difficult to

have the same liquidity on each platform, this demotivates the developers from onboarding the platform.

Defi Challenges

With the increase of crypto and NFT's involved in decentralized gaming, there is a need to adopt the defi issues. The staking pool has to be properly defined within the limits, the slippage ratio has to be reduced, the yield should increase, the staking interest should be properly defined and should be adaptive for the users

Game Adoption Challenges

The lack of mainstream gaming has been an issue with gaming and has to be addressed and hence more gaming has to be introduced

Prediction-market Challenges

Prediction-market is one of the important aspects of crypto gaming and therefore the risk-reward ratio needs to be properly addressed. Lack of understanding of prediction-market protocols, math, and risk-reward ratio makes people lose loads of money

STREAMING

Expensive Streaming Cost

Almost all cloud gaming platform solutions are currently based on proprietary implementations of a technology commonly known as something sometimes called 'pixel streaming' or 'frame streaming', often just generically labeled video streaming. This technology uses highly specialized resources in the cloud, equipped with GPUs that can render graphics and encode them into video in real-time and send it to players, and this, in turn, encompasses a huge financial burden on the platforms themselves.

This cost inevitably cascades on streamers and to offset manage these streaming costs and generate revenue, platforms exploit streamers in the form of high subscription costs.

Aggressive Hate Raids

A hate raid is a form of harassment in the streaming industry and has been a hot topic for streaming platforms over the last

few months, as many marginalized communities have been targeted by large scale massive attacks from bots that typically spam the streamer with racist, homophobic, or otherwise toxic language that is typically against all streaming these platforms' terms of service.

Some streamers have reported that these bots are raids coming in after a streamer has logged off and proceeded to spam the chat. It is important to note that whilst streamers are offline there is typically no moderation taking place, meaning that this spam will eventually lead to the stream being banned from the platform. While the user is offline, it is important to note there is no moderation which eventually leads to the streamer getting banned.

Cryptic Streaming Monetization

Generating revenue via streaming is by no means an easy feat. While there are streamers out there who have been in the space for a long time and have been able to make a name for themselves and earn a

decent income, there are a host of new streamers for whom making money even passively has been a challenge.

On average, streamers can make anywhere from \$3,000-\$5,000 (if they work 40 hours per week).

Out of these average incomes, mostly are generated via mentioning affiliations during streams, branded merchandise, stream sponsorships ads, and general advertising. All these are in direct correlation with the number of followers and watched hours for each streamer. Streamers with little to no following are rarely approached by brands for affiliations, and because of the small following their watch hours and subscriptions do not cut it for them to earn a decent income.

TOURNAMENTS

Monopolized Esports Community

E-Sports is the umbrella term name given for competitive gaming at a professional level, and it is rapidly sweeping the globe. The industry has grown to be worth billions of dollars, and it is only growing. The esports industry market was valued at more than \$1 billion in 2020, and it is expected to grow to \$1.6 billion by 2023. Getting one's foot in the door of Esports today is a challenge in itself. Esports, just like any other industry, is an industry that is greatly monopolized, which means there is there's a close-knit community of gamers that are hesitant don't let any newcomers become a part of this industry. New entrants may have years of gaming experience, a substantial skillset, and talent, but because of the nepotism in the community, they are unable to make a mark.

Predatory Platform Pricing

Esports is one of the fastest-rising sports in

the world at the moment right now. It has overtaken many of the leading top sports in terms of viewership and revenue money generated, and while it is still a long way off sports like football and soccer, it's catching up fast. Major Esports organizations generate millions of dollars in revenue from the prize pool itself, and in. In most cases, organizations take huge cuts, from anywhere between 41.5 to 60 % of the total prize money pool.

Barrier to Entry

Today entering the Esports industry is extremely difficult for people with little to no prior gaming experience. In order to take part in tournaments, players have to be playing at a professional level to even be considered for tournaments. Playing video games at the professional level requires time, dedication, and a lot of skill. Players You will need to develop expertise in a game and establish yourself in the community in order to build your career in esports.



GET SET PLAY - THE PATH OF SOLUTION

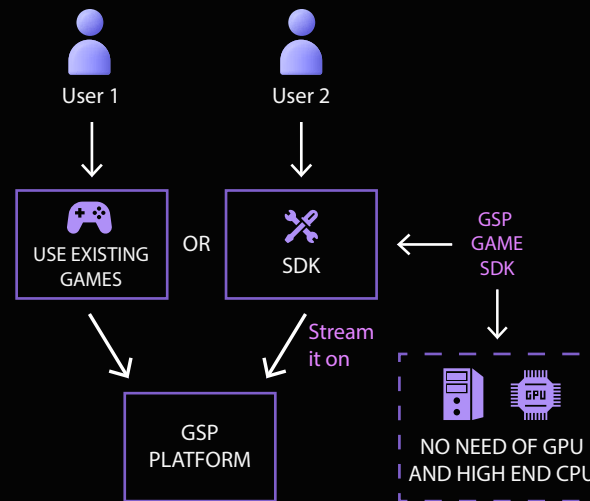
Get Set Play will help gamers, streamers, and viewers understand their potential entry point into this new arena, particularly as it enables access, and offers multiple well-integrated modules such as GSP Arena, GSP Streams, and the GSP Metaverse for live streaming of games, and easy access to the world of Esports.

STREAMING

Decentralized P2P Streaming

Get Set Play aims to leverage blockchain technology to create the first decentralized peer-to-peer video streaming platform whereby video viewers are incentivized to share redundant computing and bandwidth resources to address today's video streaming challenges. Viewers around the globe will contribute their devices as "caching nodes" whereby they form a video delivery mesh network that is responsible for delivering any given video stream to viewers anywhere around the world. To encourage viewers to contribute their computing and bandwidth resources,

Get Set Play will use its native token \$GSP as an incentive mechanism. Caching nodes will be able to earn tokens as they relay video streams to other viewers. Not only does the \$GSP token motivate viewers to join the network as caching nodes, but it also greatly improves the streaming market efficiency by streamlining the video delivery process.



DAO Based Moderation Model

Get Set Plays DAO- (Decentralized Autonomous Organization) based moderation means decisions are made collectively through voting, unlike centralized platforms. Get Set Play's DAO governance system is more community-friendly, transparent, and carries everyone along in decision-making processes. The community is built around certain rules agreed upon and set on the blockchain through Smart Contracts (built-in pre-programmed algorithms that automatically act when a condition is fulfilled). Loyalty \$GSP token holders have given governance and voting rights to define validation and DAO moderation terms. The DAO would moderate streams, and this would counter the problem of hate raids and spam. This would help in streamers from getting suspended or banned from platforms and regulates and controls streamer abuses of all sorts, whilst also protecting them by probing into abuse cases and voting appropriately to determine whether or not, and how streamers should be penalized.

TOURNAMENTS

Fair Matchmaking Process

Get Set Play aims to develop a platform with fair play for all its users. To do so, the platform will be built with algorithms that would enable random matchmaking for tournaments based on staking pools.

While many gamers stand for skill-based matchmaking among opponents, the major disadvantage of accommodating players with moderate to expert experience is what we seek to correct. This process will enable strangers to play against each other irrespective of their skill and give access to even new entrants in the esports industry as long as they have \$GSP tokens staked.

Aside from helping new gamers land a spot at eSports events, Get Set Play's random matching will also tackle the issue of match-fixing via random matching which means a gamer has no control of who they'd be matched with and their skill level. Matchmaking based on staking pools will keep both the parties anonymous and avoid any chances of wrongfully fixing the

outcomes of matches prior to the tournaments themselves, keeping the integrity of the players, the game, and the bettors.

Adjudication based on delegated proof-of-stake

As mentioned earlier, entering the esports industry is not an easy feat. There are multiple entry barriers players have to face, however, Get Set Play aims to eliminate these entry barriers by adjudication based on delegated proof of stake (DPoS). Users will be matched with opponents who have equally staked the same amount as the challenger.

Get Set Play's DPoS consensus mechanism eliminates the major problem of monopolized eSports community by simply giving access to every player of any skill level to take part in tournaments as long as the platform's native token \$GSP has been staked by the user.

Unprejudiced Entry Points

With fair matchmaking, people don't have to be pro gamers and can enter through proof of stake. To give the average or new eSports player a chance to hone their skills and compete with others, we use a proof-of-stake entry system, meaning you're eligible to be matched with another gamer once you have \$GSP tokens staked in any of the pools. Coupled with our DAO-based governance model, our matching system is built around inclusiveness, transparency, eschewing prejudices, and nepotism of every kind. Opponents are matched based on their staking pools and amount of staked token, instead of gaming expertise.

GET SET PLAY'S VISION AND WAY FORWARD

Get Set Play is a first-of-its-kind decentralized Streaming, Esports, and ethical betting platform. We aim to open the doors to infinite possibilities when it comes to gaming, allowing people to benefit from our watch-to-earn and play-to-earn platform.

Get Set Play also focuses on providing a unique opportunity to capitalize on the 180 billion market segment by offering users multiple incentives through play-to-earn avenues.

By combining streaming, esports, and betting under one completely decentralized ecosystem Get Set Play has the first move advantage.

Get Set Play leverages the power of blockchain technology to focus on the following points

Fully Decentralized:

Decision-making of the platform lies entirely in the hands of the community itself.

Robust Awards for All:

The platform aims to maximize the user rewards to its full potential while keeping the token deflationary.

Intensively Tokenized:

The deeply rooted usage of the token on the platform will make crypto earning even for new users an easy feat.

Multifaceted:

The platform is working on developing multiple modules that will include three dApps based on streaming, Esports, and Esports betting. All these protocols will allow users to earn while playing.



GSP ARENA

GSP Arena is a module developed by Get Set Play to cater to players who would be interested in tournaments.

The tournaments available on the platform will be available for two kinds of users. Users who have \$GSP tokens staked will be able to have access to “Premium” matches and users who do not have any \$GSP tokens staked but wish to play and earn by winning matches would have access to “Free to Play” matches.

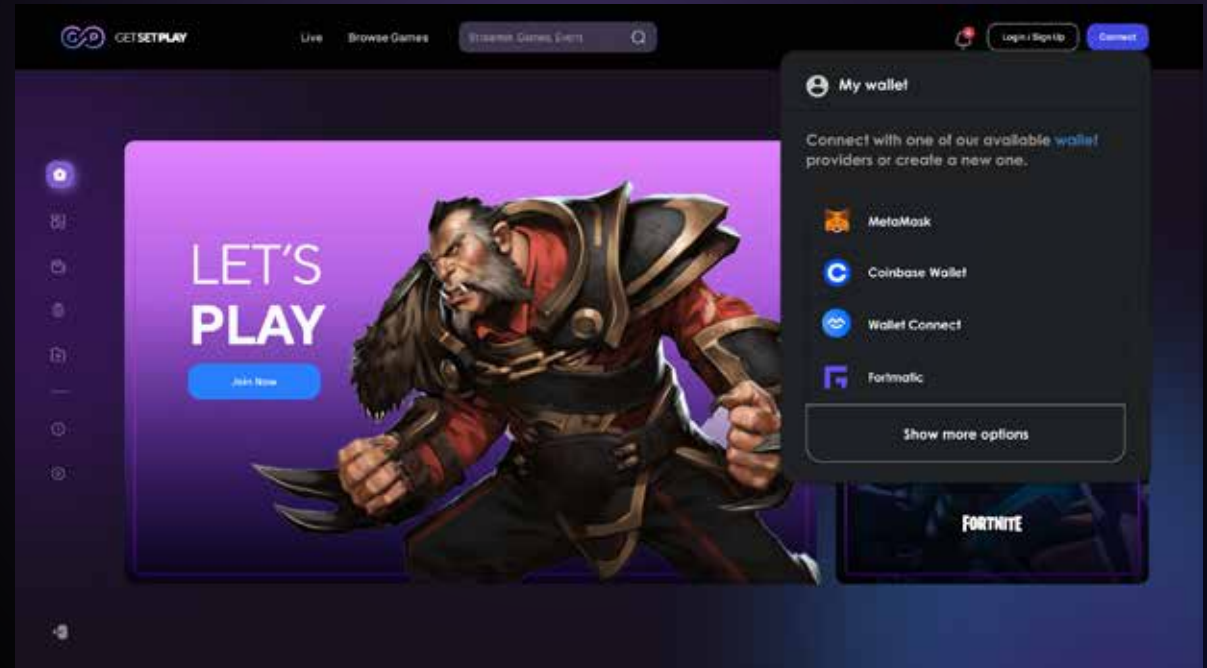
The premium match cards would differ from the “Free to Play” match cards on the platform. Free to play users will have access to match cards with the following

- **Participation Fee**
- **Get Set Play Fee (20% of the participation fee)**
- **Winning up to 91% of the prize money**

While the premium match cards will be more favorable and rewarding to users who have staked \$GSP tokens.

- **Participation Fee**
- **Winning up to 95% of the prize money**

Get Set Play will host quarterly sponsored tournaments, where any user will be able to register at a minimal fee without a prerequisite, compete against teams and win massive rewards, and get recognized by well-known e-sports organizations.



GSP STREAM

With the gaming industry exponentially growing, Get Set Play aims to cover all the verticals in the gaming ecosystem, therefore catering to the streamers and viewers is of utmost importance.

To do so Get Set Play has created a module also known as “GSP Stream”.

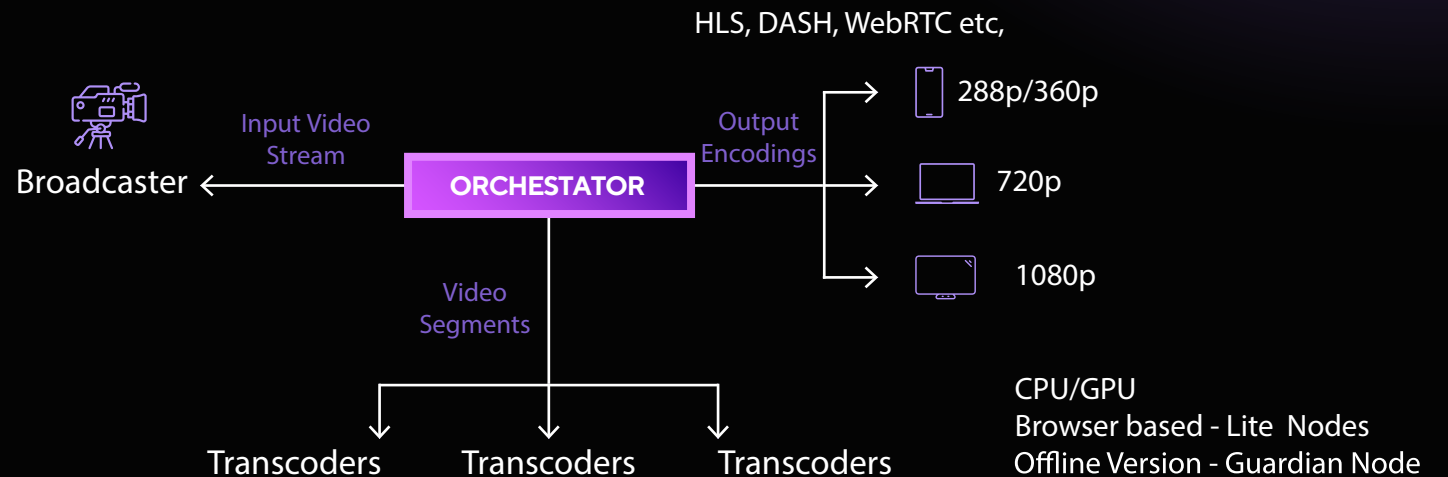
GSP Streams is a Peer-to-Peer video delivery network built using blockchain technology. Our streaming network allows viewers and bettors to simultaneously watch video content and earn token rewards for relaying video to other users who are also watching the same content. In the same vein as other sharing economy models, users opt-in to volunteering their spare bandwidth and computing resources to relay video to other users and earn token rewards for their contributions. Users can contribute to GSP Streams on any PC, mobile device, or smart TV - support for each device will be added in a phase-wise manner.

Having a P2P network allows us to reduce video delivery costs, deepen viewer

engagement, and drive incremental revenues. By spending less on video delivery infrastructure, and more on rewarding their users allows the Get Set Play ecosystem to focus on scaling the revenue-generating slides of our business model like Betting and Game matches - without having to spend a lot on streaming servers stacks.



Our Streaming network - tech architecture



Our current decentralized streaming engine uses WebRTC, TURN and STUN servers to propagate traffic throughout our network. There are two main classifications of nodes in our network - Lite nodes, Guardian nodes.

Lite Nodes - Each user who will be joining the stream will be added as a Lite node. The minimum requirements for a Lite node are given below:

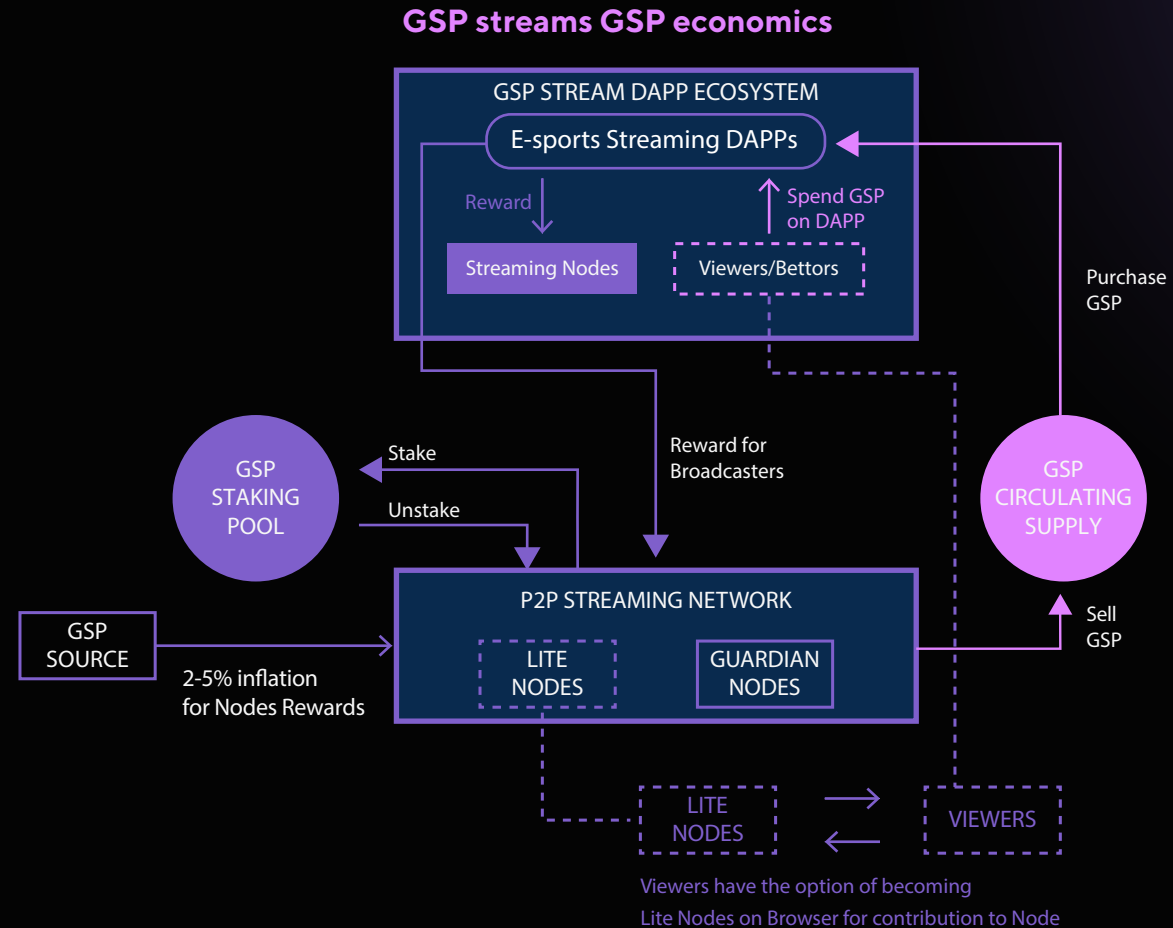
- Minimum 4 GB RAM (75% max allocation for Chrome)
- Minimum bandwidth line of 25 Mbps

Guardian Nodes - Primarily used for transcoding the video stream packets into multiple formats, resolutions and bitrates. The minimum requirements for a transcoding node are given below:

- Minimum 4 CPU Cores
- Minimum 16 GB RAM (75% max allocation for Chrome)
- Minimum bandwidth line of 100 Mbps

Lite nodes earn a portion of the newly inflated GSP based on the amount of GSP staked and its uptime score. It has no dependency on the number of video packets relayed by the node. Financially speaking, this can be viewed as the “base salary” for a lite node.

On top of this base salary, if the node relays data it is also eligible to earn more GSP rewards through our “Proof of Video Broadcast” mechanism by installing the Guardian Node client.



Consensus Mechanism - Proof of Video Broadcast - Reward for Bandwidth Sharing

A viewer can send a certain amount of tokens to the upstream caching node as collateral during a given streaming session. This increases the chance that the upstream caching node generates the next block since it has more stake during the streaming session. The caching node returns the same amount of tokens back to the viewer after the streaming session ends (enforced by the protocol). This way the viewer still gets the video stream for free, yet the expected mining reward of the upstream caching node increases.

A Guardian Node can gain performance-based rewards by submitting the Proof of Video Broadcast certificates to the blockchain. This is to encourage edge nodes by rewarding them based on how much data they actually relay. Denote the hash of the video packet sent by a streamer by `video_data_hash` and the signature of the streamer by `streamer_signature`. The consensus mechanism is composed of two checks:

Condition 1: $\text{HASH}(\text{streamer_signature} || \text{platform} || \text{streamer} || \text{edge_node}) < M$

Condition 2: $\text{block_height} > \text{block_height_when_submitted} - H$

Whenever obtaining a valid Proof of Video Broadcast certificate, the Guardian node can submit it to blockchain (via a smart contract). Later when the platform generates transactions in GSP, a part of it will be rewarded to the Guardian nodes that submitted the Proof of Video Broadcast.

Smart Contract Architecture for distributing Streaming Profits:

EscrowWallet - The escrow wallet will store all the GSP tokens whenever any user tries to convert their GSP tokens for betting credits on the app. (Gnosis Safe multisig). After each stream is over a certain amount of tokens from this wallet is sent to the ValidatorRewardPool. Calculation logic for the same is as follows (will be done manually initially):

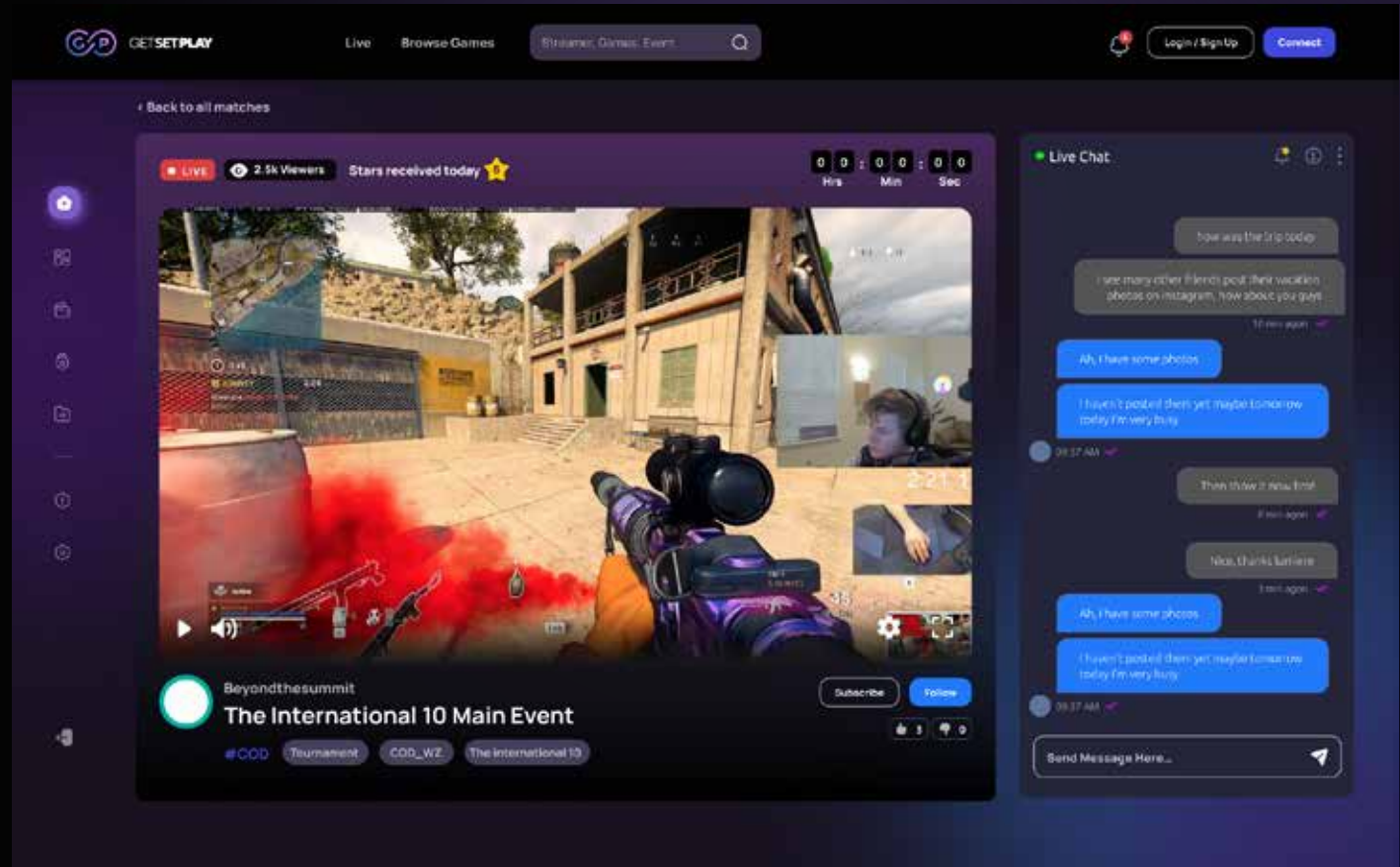
$\text{Stream X} = \text{Credits utilized during the stream} * \text{Avg Conversion Ratio} * 0.05$

Also in order to boost the initial network there will be fixed Reward tokens allocated for each stream which will be distributed to the nodes.

ValidatorRewardPool wallet will contain GSP tokens which will be distributed to users who contribute their internet bandwidth for running the network.

User switches on the toggle to become a validator node and enters the level of bandwidth contribution he wants to do (low - 4 viewers, medium - 10 viewers, high - 25 viewers). The higher the level of contribution the more reward the validator is able to generate.

There will be certificates sent from the dApp of the validator nodes running a stream - at the end of their session. Just before they close/stop the stream/streamer stops the stream. Sending constant pre-signed pings (using browser encrypted key) to make sure the validator is still contributing bandwidth. At the end of each stream, the validator Reward for that particular stream is calculated using the following formula: The rewards earned by the validator will be distributed on a weekly basis. The ValidatorRewardPool will hold a list of beneficiaries / approved streamers' wallets. Total rewards would be calculated weekly and be automatically settled at the end of every week taking a chainlink oracle as reference for time. If a streamer de-registers and chooses not to offer his/her services, they would be taken off the beneficiary list after the weekly settlement. The list of beneficiaries would be updated each week after reward distribution taking the active list of streamers as reference.



GET SET PLAY METAVERSE

ABSTRACT

The development of large proprietary platforms, such as Facebook, has allowed hundreds of millions of users to gather, interact, share content, and play games. Their network effects helped cultivate vast online communities and gamers. These platforms, controlled by centralized organizations, manage the network's rules and content flow while extracting significant revenue from the communities and content creators who drive traffic to the platforms.

People are spending increasingly more time in virtual worlds, for both leisure and work. This occurs predominantly in 2D interfaces such as the web and mobile phones. But a traversable 3D world adds an immersive component as well as adjacency to other content, enabling physical clusters of communities.

Unlike other virtual worlds and social networks, the Get Set Play Metaverse is not controlled by a centralized organization.

MARKET ANALYSIS

Gaming Market

Globally, there are about 2.7B gamers. In 2020 they spent around \$159B on games, a number estimated to grow to at least \$200B by 2023.

Metaverse

In 2019, 10.7M people attended a virtual concert inside Fortnite's game universe by Epic Games, featuring real-world DJ, Marshmello. Another gaming universe builder, Roblox, went public at a \$41.9B valuation. But it's the decentralized games on blockchain like Axie Infinity and Decentraland that allow gamers to directly make a living while playing.

In 2021 alone we saw a major spark in the Metaverse, with global powerhouses the likes of Nike, Meta (Facebook), Disney, and others spending large amounts of resources on developing the Metaverse.

THE METAVERSE

The colonization of virtual worlds has only just begun with many games and platforms providing entertainment, alternative lifestyles, creative marketing, augmented ads, and new sources of revenue. But the true potential of the metaverse is yet to develop and mature.

If we learned anything from the recent pandemic, it's that digitization is the crucial next step for humanity, and it still has a long way to go. Education, remote work, social interactions, virtual galleries, and concerts, can all benefit from the development and mass adoption of metaverse technologies.

The 3D models have applications in art, fashion, medicine, engineering, product design, and more. VR and AR are already used to train professional pilots and walk engineers through the maintenance of ultra-complex systems.

THE GSP METAVERSE

Get Set Play is building a metaverse also known as 'Dome' for streamers where they will be able to share spaces and rooms as Non-Fungible Tokens (NFTs).

These NFTs will allow them to showcase their entire gaming portfolio which could include but are not limited to, streams, in-game assets, position on leaderboards, brand sponsorships, earnings, merchandise, etc.

The dome will consist of three major sections

- Streamer Room
- Gamestation
- GSP Hallways

Streamer Room

The streamer room is a large showroom that the streamers can fully customize according to their preference.

Within these rooms, streamers can change the look and feel of the room which would mainly include colors, lighting, and layout.

- Streamers can display the following in each room

- Live streams
- In-game assets
- NFTs
- Awards
- Position on a leaderboard within the GSP platform
- Total earnings
- Numbers of followers/subscribers

Gamestation Room

The Gamestation room in the GSP metaverse will be a large showroom, with each room consisting of four Gamestations.

Each Gamestation will be an NFT in itself which similar to the Streamer Room can be fully customized. These Gamestations will consist of the following

- Stats/Scores
- Calendar with upcoming matches
- Live Streams
- Total Earnings

GSP Hallways

The GSP hallways are what will connect a user to each room. These Hallways will be displaying information about the Get Set Play platform holistically.

Users can find the following information in the hallways

- Live matches played
- Live matches streamed/Live streamers
- Leaderboard
- Upcoming esports tournaments

Get Set Play's long-term vision is to create a stunning virtual environment for gamers that offers a rich addition to reality. It will be packed with new and exciting revenue-generating possibilities that can be explored by thousands of people at the same time.



WHY AVALANCHE FOR THE GET SET PLAY PLATFORM?

The Get Set Play platform will entirely be built on the Avalanche ecosystem. Avalanche is a fourth generation DeFi (decentralized finance) enabled protocol. The network leverages a multi-chain approach to reduce fees and improve programmability.

The protocol combines 3 separate blockchains to accomplish this task. As part of this strategy, the network introduces a multi-language approach to programming. Specifically, Avalanche developers can program smart contracts using multiple virtual machines.

Avalanche combines three separate blockchain networks to achieve superior scalability and functionality. The protocol operates as a frictionless payment system, cryptocurrency, and DeFi ecosystem. The 3 blockchains, the X-chain, C-chain, and P-chain all serve different roles in the network. Together they empower Avalanche developers to create more robust Dapps.

X-chain: The X-chain is the network that is responsible for the issuance of new digital assets. This network supports the creation of new tokens, NFTs Non-fungible tokens, stablecoins, and more. Users can utilize AVAX to collateralize these assets.

C-chain: The C-chain is designed to improve Ethereum developer onboarding. The developers describe this network as a conversion chain. It features a bunch of protocols to help Ethereum developers seamlessly convert their Dapps to Avalanche.

P-chain: "The P-chain is responsible for monitoring and validating the state of subnets. These Avalanche-powered blockchains can be set up to meet nearly any need. P-chain is also responsible for hosting many of the network's DeFi features such as its staking protocols. Avalanche integrates a Proof-of-Stake consensus mechanism. PoS systems are far more energy-efficient than PoW systems because they don't rely on miners to remain valid. Instead, users stake their AVAX to qualify as Validator nodes. These

nodes run virtual machines and add blocks of transactions to the blockchain.

In terms of scalability, Avalanche is the clear winner. The network's multi-chain design provides excellent linear scalability. The protocol is capable of sub-second transaction times. According to company bench tests, Avalanche can support up to 6,500 transactions per second and can scale to millions.

In terms of gas fees, Avalanche wins again. The network provides developers and users with some of the lowest fees of any programmable network. Users pay minuscule fees for minting new assets and creating blockchains. These fees are then sent to a burn address. These actions help to bolster the price of AVAX as they reduce the total supply of the token in circulation which helps to drive demand up.

In conclusion, keeping the scalability, security, and efficiency of Avalanche in mind, Get Set Play will be moving forward for its platform to make the user's experience smooth and effortless.

COMPETITIVE LANDSCAPE

Get Set Play is a blockchain technology-based platform that aims to serve millions of underserved gamers, providing them with a platform that solves many of the problems gamers face. Get Set Play is the first DAO-based Esports gaming platform that creates monetization opportunities for all gamers within the GameFi ecosystem. Being a first-of-its-kind platform allowed Get Set Play to acquire access to historical data and important industry expertise, enabling us to collaborate with experts in the fields of streaming and betting.



	GET SET PLAY	EXCEED ME	BETU EARN	TWITCH
DECENTRALIZED ESPORT	Yes	Partially	No	No
VALIDATOR MODERATION	Yes	Yes	No	No
DECENTRALIZED STREAMING	Yes	No	No	No
DAO MODERATION	Yes	No	No	No
VARIETY OF BETTING PROTOCOLS	Yes	No	Yes	No
WINNING FOR ALL	Yes	No	No	No

THE GET SET PLAY ECOSYSTEM

Live Streaming

Get Set Play's revolutionary decentralized P2P live streaming module, enables streamers to live stream eSports gameplay to their dedicated supporters all over the world. Interestingly, tournament players can double as streamers. That's to say; like a tournament player, you can also stream your gaming content if you've registered on Arc Stream (Get Set Play's game streaming platform).

Our P2P Streaming module is called "Decentralized" because there's no middleman interference between you and your streaming activities. Plus, it's all blockchain-based, fast, and customizable to suit viewers' needs.

Get Set Play makes partaking in decentralized streaming as easy as it can get. To start creating content, you'd need to register on the Arc-Stream. We've provided various models of Arc-Stream registration, each with its attendant rewards.

Register on GSP Stream

Registering on Arc-Stream gives you instant access to Get Set Play's steaming resources. By registering, you become eligible to earn Arc Star rewards from viewers when they consume your content. Arc Stars are rewarding points, convertible to our native GSP tokens at a nominal value—all on the Get Set Play platform.

Register on GSP-Stream and Stake in Pool A

Streamers can also register on Arc-Stream, but with a staking option. Staking involves locking up your tokens for a given period to contribute to the security and governance of the Get Set Play platform. Staking in Pool A means locking your tokens for 30 to 90 days. Streamers staking in pool A earn their streaming rewards, plus 5% deflationary tokens.

Register on GSP-Stream and Stake in Pool B

A Staking option on Pool B is also available for streamers after registration on Arc-Stream.

The staking period on Pool B runs from 60 to 90 days. Streamers staking in pool B earn their streaming rewards, plus 7.5% deflationary tokens.

Get Set Play Nodes

Get Set Play Nodes, similar to nodes in the traditional crypto space, are participants that process streamed content on Arc-Stream and related transactions. Nodes can apply on the Arc-Stream and are rewarded based on the staking pools. That means the volume of staked assets and the number of nodes constitute factors that determine Nodes' per-head rewards. In essence, Get Set Play Nodes cater to the on-demand customization of video content. They transcode video content into all formats and bitrates before finally relaying it to the end-users.

Viewers

Viewers earn rewards through our Watch-to-Earn module. The rewards for

viewing gaming content depend on the number of video hours watched. Viewers who watch for longer will earn more \$GSP tokens, and vice-versa. Viewers can also support their favorite streamers with Arc Stars which they can exchange for GSP tokens on the Get Set Play platform.

DAO-Based Moderation

Our DAO- (Decentralized Autonomous Organization) based moderation means decisions are made collectively through voting, unlike centralized platforms. Get Set Play's DAO governance system is more community-friendly, transparent, and carries everyone along in decision-making processes. The community is built around certain rules agreed upon and set on the blockchain through Smart Contracts (built-in pre-programmed algorithms that automatically take action when a condition is fulfilled).

Loyalty GSP token holders have given governance and voting rights to define validation and DAO moderation terms. Another vital reason for our DAO-based governance system is to check spam and hate raids. It's common to find streamers being abused and bombarded with spam raids and other malicious comments by rivals. In centralized platforms, these streamers are often suspended or banned from their platforms. Our DAO-based governance regulates and controls streamer abuses of all sorts, whilst also protecting them by probing into abuse cases and voting appropriately to determine whether or not, and how streamers should be penalized.

TOURNAMENTS

ESports is currently one of the fastest-growing economies in the gaming industry. Get Set Play contributes to the booming eSports economy by creating a novel Decentralized Tournament Platform. Decentralization enables tournament players to select games to play and set tournament rewards. To gain access to tournaments, players must first register on the ARC Arena through the following options:

Register on GSP Arena

Registration on the GSP Arena grants you instant access to tournaments where you can set your game preferences and set tournament rewards.

Register on GSP Arena and stake in Pool A

You can also register on GSP Arena and stake your GSP tokens in Pool A. Staking in pool A increases your voting power and ranking on the platform above players with no staked tokens. The staking term (locking period) for Pool A is 30 days.

Register on GSP Arena and stake in Pool B

Registering in the GSP Arena and staking in Pool B further increases your voting power and platform ranking above conventional players and Pool A stakers. The staking term for pool B is 60 days.

Register on GSP Arena and stake in Pool C

Arc Arena players that stake on Pool C have the highest voting power and platform ranking among players. The Pool C staking term is 90 days

TECHNICAL ARCHITECTURE

The Summary components and how do we intend to build the platform:

- Modern JavaScript front-end application written in ReactJS with Socket.io for streaming quick & real-time updates.
- Node JS, Kubernetes, MongoDB, and Java backend technologies.
- iOS and Android apps built in React Native
- Cloud hosting in AWS for deep stack monitoring
- Cloud flare CDN and Firewall for network optimizations and DDOS protection.
- IPFS for a tamper-proof, immutable database management.

Blockchain Integration

The Get Set Play Metaverse ecosystem relies heavily on blockchain technology. Regardless, our goal is to make the product as user-friendly as possible so that traditional gamers may interact with blockchain without even recognizing it.

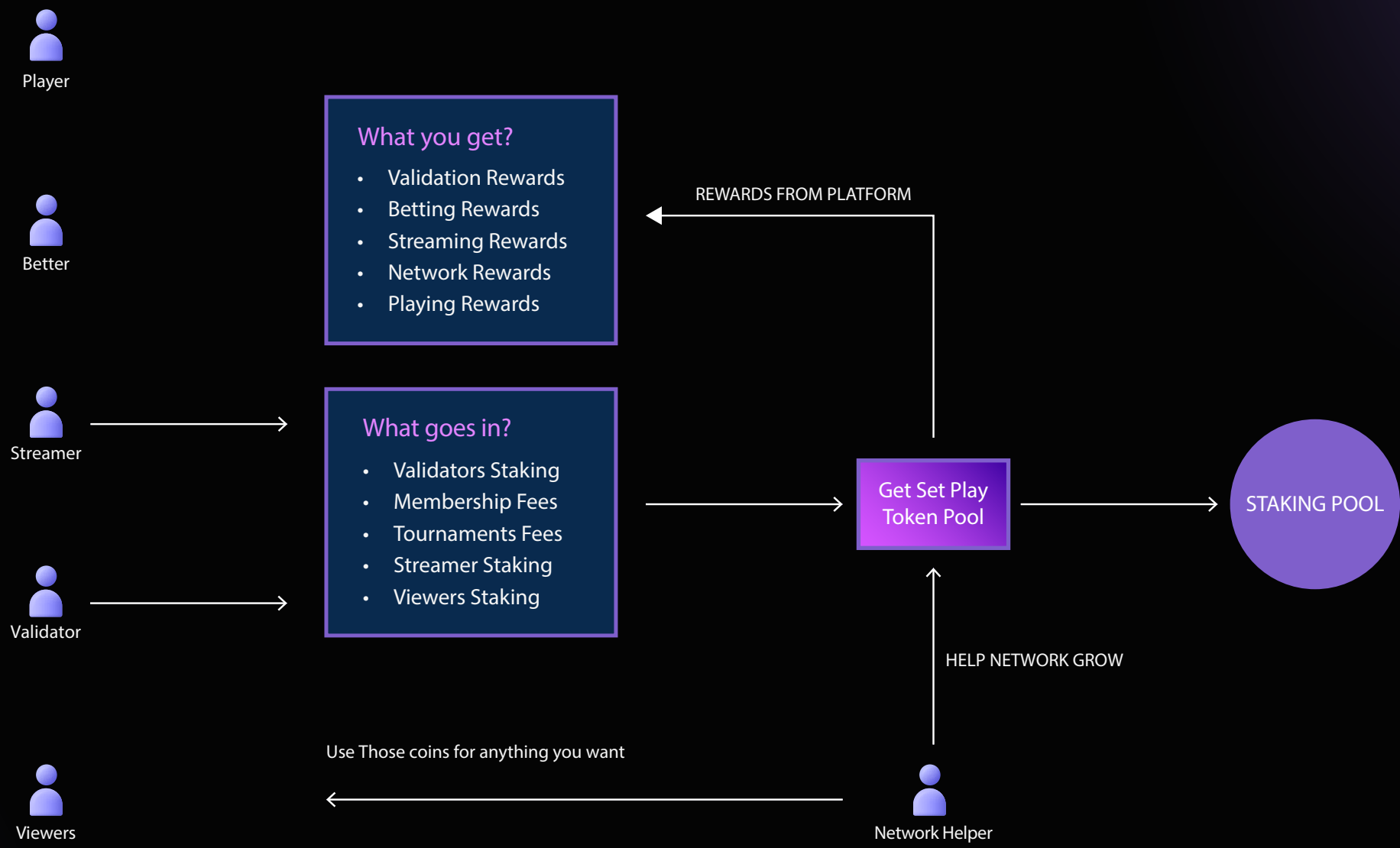
Wallet

Not your keys, not your crypto, as it is popularly known said. To give our users a friendly experience. Get Set Play will integrate multiple most commonly used wallets where users can securely self-custody their assets and also hold our native token \$GSP.

Transactional access via wallet keys/ SMS OTP

Get Set Play will always prioritize the security of our customer's assets, both in the development of technological solutions that will thwart the actions and operations of hackers and scammers and we shall also deploy mechanisms that will allow users to employ identity validation procedures themselves through 2FA / SMS OTP/ Google authenticator verification before approving transactions.

Tokenomics



TOKEN UTILITY

The platform's native token \$GSP will be used for governance and transactional purposes. Our DAO-based governance requires that our users register with and stake \$GSP tokens to protect their interests and progress satisfactorily on the platform.

Token Burn

Get Set Play will burn 20% of the total \$GSP tokens from all staking pools. They will be sent to a token utility sink where they'll be rendered inaccessible or burnt so that the circulating supply drops over time to give the \$GSP token a stable value.

Staking Pools

Staking \$GSP tokens in any of the pools creates temporary token sinks or reserves, from which they are used to reward users accordingly.

Streamers

\$GSP gives access to streamers to register for streaming on the platform. Staking \$GSP will also enable streamers to earn higher rewards.

In addition to the above-mentioned streamers can stake \$GSP to run nodes which will help the platform in creating a delivery mesh network to relay streams to viewers in all formats and bitrates. Streamers in turn will be highly rewarded to run as nodes on the platform.

Tournament Players

\$GSP allows users to register for access to Tournaments. Users who have staked \$GSP tokens will be able to take part in all tournaments listed on the platform.

Loyalty Holders

Staking \$GSP on the platform confers loyalty and voting rights to stakers in keeping with our DAO-based governance model. As such, Loyalty \$GSP holders can vote to elect validators and actively partake in decision-making processes on the platform.

Premium Annual Membership

Earn interest when you lock 5% of your inflationary membership rewards annually.

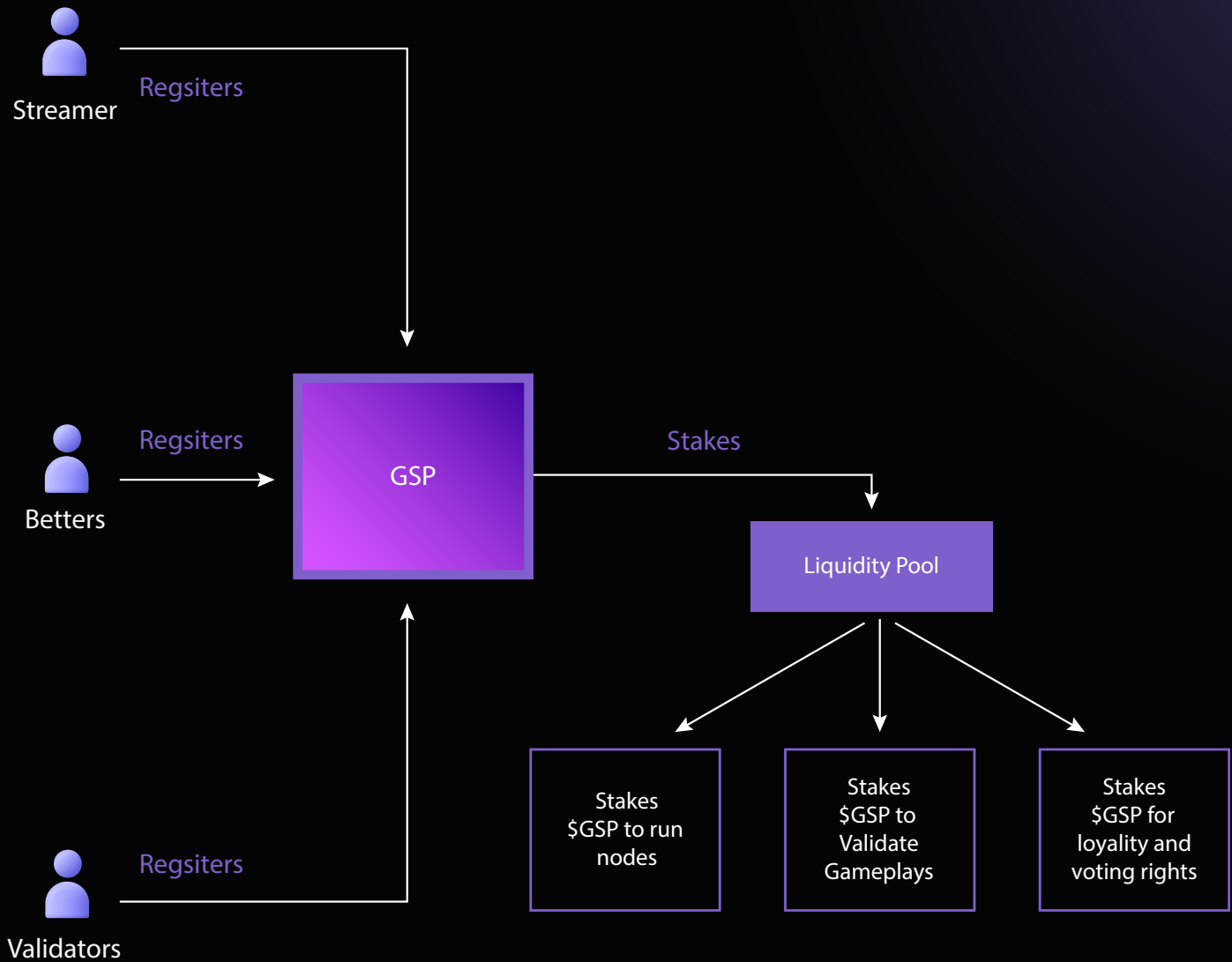


Watch-2-Earn

Get Set Play's Watch-to-Earn module rewards you with \$GSP to watch streamed gameplay content. Longer and more consistent watch hours mean higher \$GSP earnings.

Participate-to-Earn

Losing in a tournament or betting event means you'd be compensated with \$GSP. Participate-to-Earn rewards—only if you have \$GSP staked.

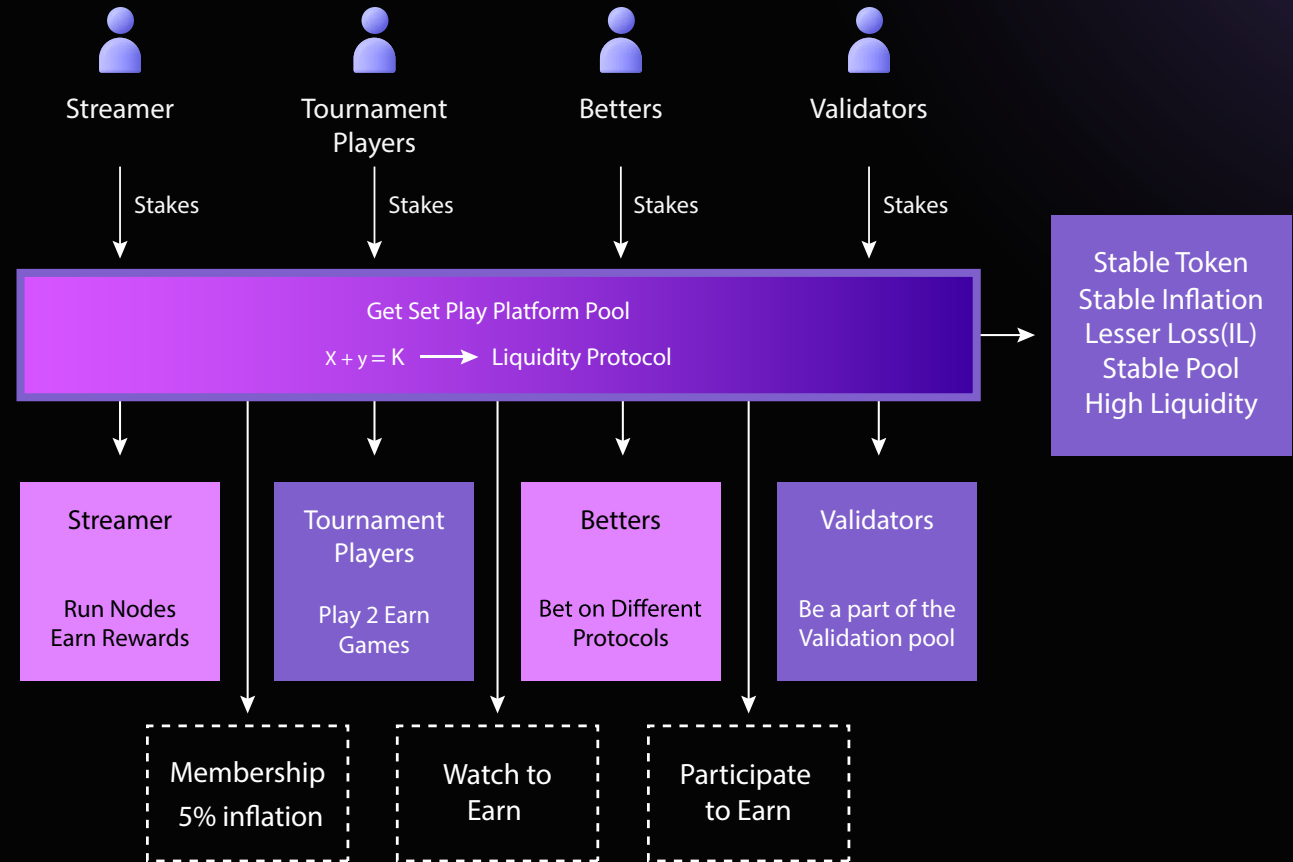


TOKENOMICS

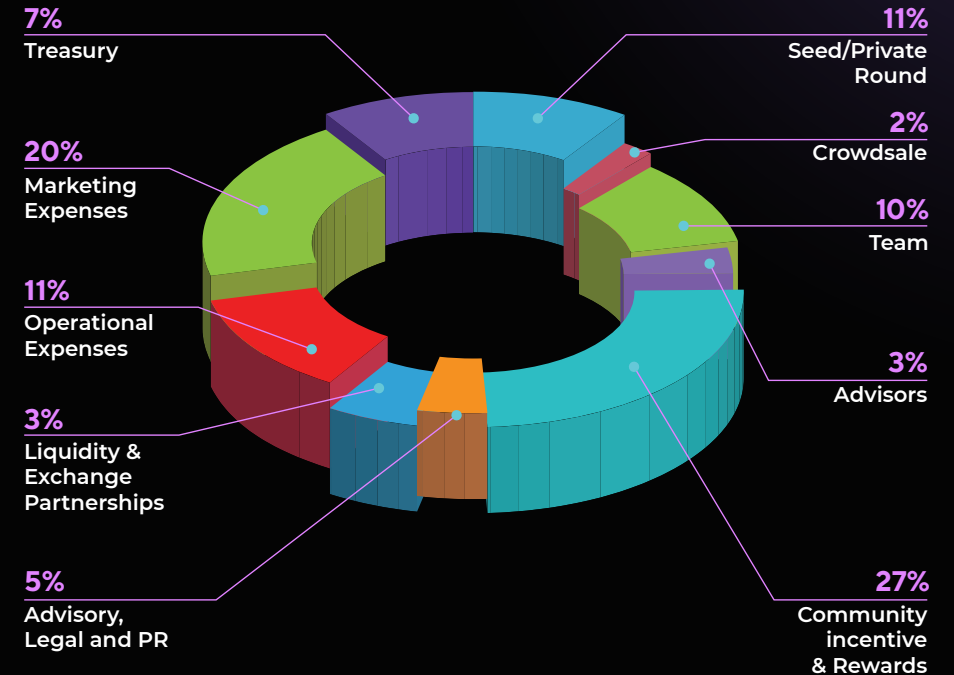
\$GSP is a BEP-20 token with true utility beyond any innate stored value. The aforementioned purpose of \$GSP is to facilitate transactions on the Get Set Play platform whilst also being used to enforce governance on the platform. \$GSP tokens can be purchased from (xxxx) and will be inherently functional in their utility for the value propositions listed above.

There will be a fixed supply of just over 265.3 million tokens with the initial circulating supply being just 1.82% or approximately 4.8 million tokens, with the initial circulating supply at the crowd sale price \$GSP will have a market capitalization of \$386,500. The remaining tokens will vest according to the schedule listed below.

Predefined amounts of \$GSP will be allocated to various stakeholders in the Get Set Play platform, these different allocations will be subject to specific vesting periods that will be listed below.



Total Token Supply	171,370,359
Initial Circulating Supply	1.32%
Initial Token Supply	2,262,892
Private Sale pricing	0.14 USDT (Approximate pricing)
Crowdsale pricing	0.20 USDT
Initial Marketcap @ Crowdsale	\$497,836.13
Seed round Vesting	Vested for 18 months
Private round Vesting	Vested between 6-12 months
Crowdsale Vesting	25% + 1 month cliff + 3 months
Seed/Private Sale Allocation	17,033,995
Crowdsale Allocation	1,136,364
Token Type	BEP-20 Token at launch



ROADMAP

2022



- Seed and Private Backers and Partners Onboarding
- MVP - ArcArena P2P version - DAO based
- IDO launch of ARD token
- Launch of ARD Staking Pools - Vote Escrow distribution model



- CEX listing of GSP token
- Launch DAO app and Snapshot spaces
- Arc Tournaments (testnet)
- Audit of ArcArena Smart Contracts
- Testnet launch - ArcArena v1 - DAO based



- Mainnet launch - ArcArena v1 - DAO based
- Add support for Top 3 games and 10 Match templates on ArcArena
- Referral program for eSports teams, streamers, high stakes bettors, influencers, etc
- Testnet Launch - ArcStreams dApp - P2P streaming with Lite-nodes

2023



- Mainnet Launch - ArcStreams dApp - P2P streaming with Lite-nodes
- Integration with top 3 distribution partners - In-Game Match Oracles
- Onboarding top 10 popular games, 50 popular streamers/esports teams
- GSP Token buyback and burn program



- Launch ArcArena v2 - with Automated In-Game Decision making
- Launch Protocol Revenue tracking dashboard
- Launch PR campaign for Get Set Play Ecosystem apps
- Launch Bookmaking program to boost liquidity on betting pools



- GSP Streams - Guardian Nodes launch
- Launch Protocol on a Layer 2 blockchain
- Launch 1st mass-scale GSP Arena tournament with prizes upto 1M USD

TEAM



MICHELLE JANICE
FOUNDER - CEO

Senior Art Director with over 10+ years of experience who has spearheaded fortune 500 projects valued at over \$200 million. Has worked with some of the largest gaming, betting and entertainment giants helping them strategically position products for optimization. Has 100% success rate in increasing user base and utility of platforms.



ROUCHELLE IRANI
CO-FOUNDER - COO

Senior Business Developer and Partnerships Manager at BBDO with over 7 years experience managing a \$100 million portfolio. Crypto enthusiast with thorough understanding of the industry's requirements, strategies, and goals, Rouchelle is skilled at maintaining operations, outreach, and partnerships.



SHERMEN JOSEPH
CTO

With over 9 years experience in blockchain solution development, and deployment, have implemented solutions handling over \$1 million in total transacted value. Expert in JavaScript, Solidity, BSC, Rust, Nodejs, Reactjs, and Angular Web3, Shermen has worked for the likes LGS and Tech Data, now heading up blockchain development at Arcader.



CASSAL LEON
CREATIVE LEAD

Ui/ux lead with over 10+ years of experience in website and mobile design who focused on user flow, creation of wireframes, and creating clickable prototypes at blockfi.

He is especially skilled in designing and developing ui mockups, prototypes and illustrations.



ERWIN THOMAS
MARKETING LEAD

Digital marketing manager with over 5+ years of experience in marketing strategies and search engine optimization.

He has previously worked in uplers where he lead brand marketing, product marketing, and digital marketing.

ADVISORS



NAME NAME
POSITION

Senior Art Director with over 10+ years of experience who has spearheaded fortune 500 projects valued at over \$200 million. Has worked with some of the largest gaming, betting and entertainment giants helping them strategically position products for optimization. Has 100% success rate in increasing user base and utility of platforms.



NAME NAME
POSITION

Senior Business Developer and Partnerships Manager at BBDO with over 7 years experience managing a \$100 million portfolio. Crypto enthusiast with thorough understanding of the industry's requirements, strategies, and goals, Rouchelle is skilled at maintaining operations, outreach, and partnerships.