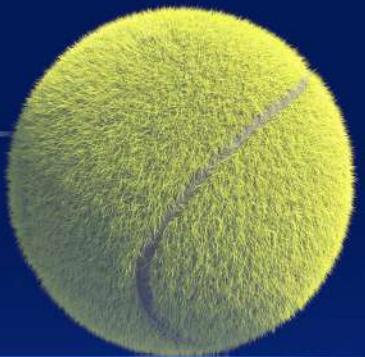




DOXY TOKEN

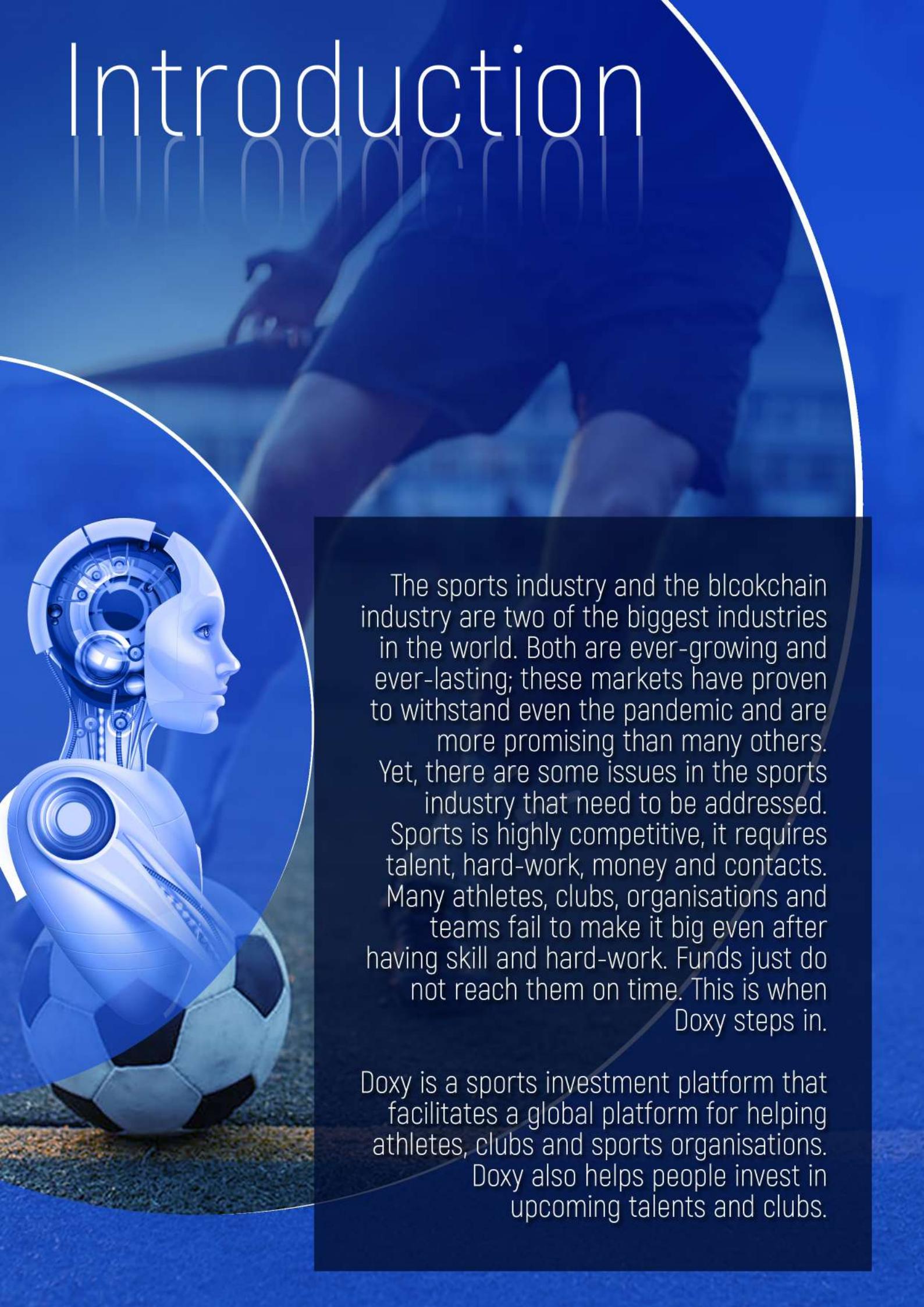


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Introduction



The sports industry and the blockchain industry are two of the biggest industries in the world. Both are ever-growing and ever-lasting; these markets have proven to withstand even the pandemic and are more promising than many others. Yet, there are some issues in the sports industry that need to be addressed. Sports is highly competitive, it requires talent, hard-work, money and contacts. Many athletes, clubs, organisations and teams fail to make it big even after having skill and hard-work. Funds just do not reach them on time. This is when Doxy steps in.

Doxy is a sports investment platform that facilitates a global platform for helping athletes, clubs and sports organisations. Doxy also helps people invest in upcoming talents and clubs.

VISION

Become the world's most promising sports investment platform!

MISSION

We fill a market need with a highly fascinating skill game idea, fuelled by the fervent attention of billions of followers worldwide. Our team of innovators, worldwide specialists in gaming, design, technology and marketing provides a global sports investment that others can only dream of achieving.



NFT

"Non-fungible" simply means that it's unique and can't be supplanted with something different. For example, a bitcoin is fungible – trade one for one more bitcoin, and you will have the identical thing; a singular card, in any case, is non-fungible. Accepting that you simply traded it for one more card, you'd have something remarkable. NFTs can really be anything like paintings, songs or music pieces or even your psyche downloaded and altered into an AI, but lots of the present energy is around using the tech to sell digital art.

METAMASK

MetaMask is a renowned software cryptocurrency wallet accustomed to interact with the Ethereum blockchain. With Metamask, users can access their Ethereum wallet through mobile applications or even website with browser extensions MetaMask is developed by ConsenSys Software Inc., a blockchain software company that specialize in Ethereum-based tools and infrastructure.



Crypto Industry



Cryptocurrencies have been around for years now. Bitcoin has grown to be the largest community in the world with over 23 million users and a market cap of \$200 billion.

Ethereum, second on the list of most popular cryptocurrency, is valued at over \$100 billion. Now there are countless cryptocurrencies that are not worth nearly as much but still show promise in their own way. The crypto industry has been growing exponentially over the last few years with a capitalization of over 350 billion USD as of January 2019.

Crypto markets are highly volatile, making them an exciting opportunity for investors but also making it difficult for businesses to predict their revenue streams. In 2008, Satoshi Nakamoto created the world's first cryptocurrency called Bitcoin.

The rise of Bitcoin and other cryptocurrencies has been so fast that it is hard to say what the size of the industry is before it changes again.



Crypto Industry

Bitcoin and other cryptocurrencies have been touted as the next big thing since the internet and before that, the Industrial Revolution. They hold a lot of potential to change the world, but they still have a long way to go. The cryptocurrency market has grown exponentially since 2009 with investments from both individuals and institutions. One of the biggest drivers of this growth was Bitcoin's popularity as a speculative asset for investors looking to make profits from price fluctuations. In essence, investors were buying or selling bitcoin in order to take advantage of temporary changes in bitcoin prices that could lead to short-term trends.



Crypto Industry



The cryptocurrency industry has been growing rapidly over the past few years. In 2017, there were more than 1,600 different types of cryptocurrencies in the market. The industry is still growing with an increase of more than 800% in terms of market capitalization from 2017 to 2018. This rapid growth is changing the world.

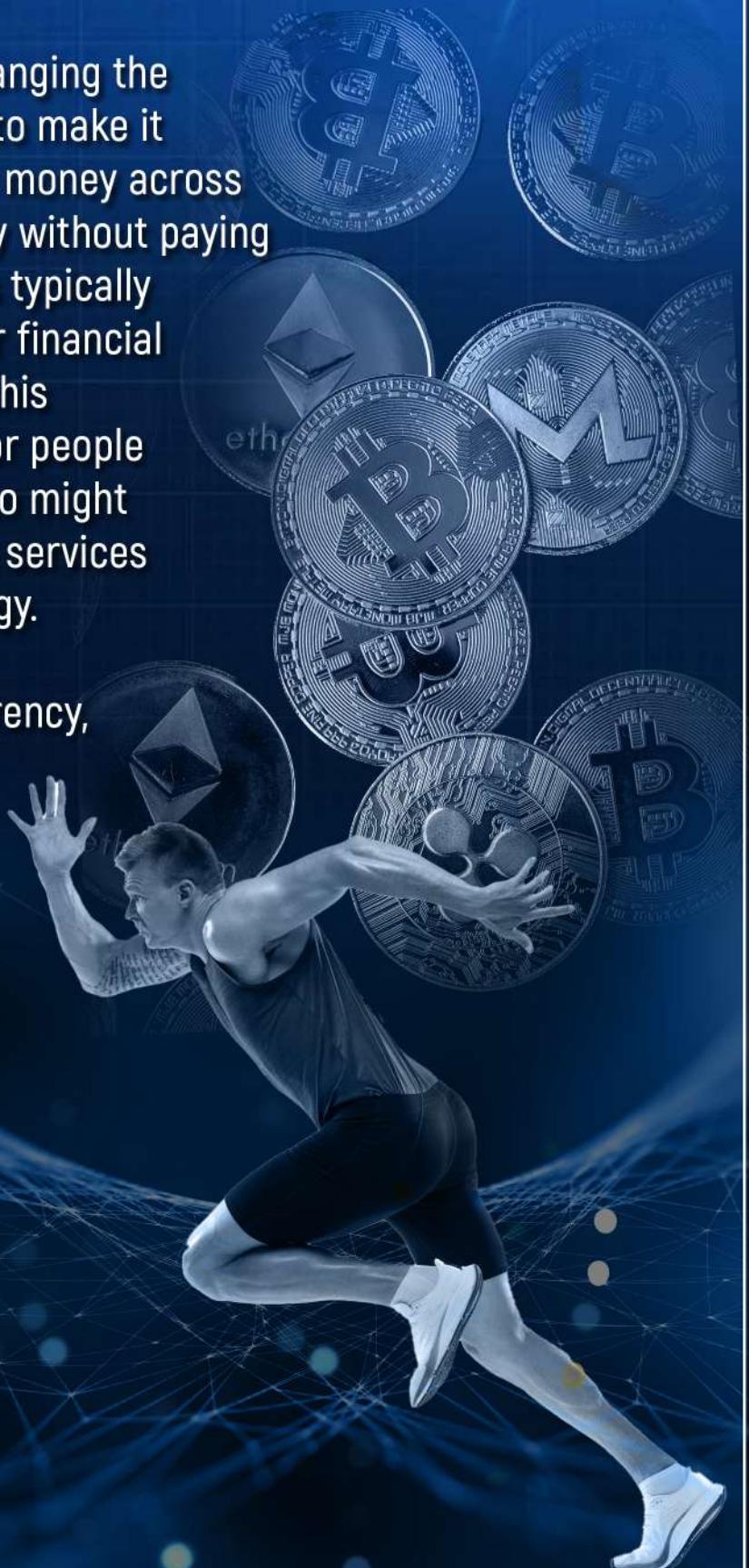
BITCOIN WAS THE FIRST DECENTRALIZED DIGITAL CURRENCY AND IT WAS FOUNDED IN 2009 BY A PERSON OR A GROUP UNDER THE NAME SATOSHI NAKAMOTO.

It has a design goal to replace fiat currency and it runs on a peer-to-peer network without any central authority regulating transactions. Bitcoin is also the most popular cryptocurrency and accounted for 47% of all cryptocurrency trades on exchanges in August 2018 . Some other popular cryptocurrencies include Ethereum (25%), Litecoin (4%), and Ethereum Classic (2%). With the rise in popularity of cryptocurrencies, blockchain has also increased in popularity.

Crypto Industry

The blockchain is slowly changing the world because it promises to make it possible for people to send money across borders quickly and cheaply without paying expensive transaction fees typically charged by banks and other financial institutions. Not only does this represent an opportunity for people in developing countries who might not have access to banking services or even computer technology.

The blockchain technology, which underpins cryptocurrency, is being used for other purposes too. It has the potential to disrupt almost every industry by changing how we deal with data and how we keep records of transactions.

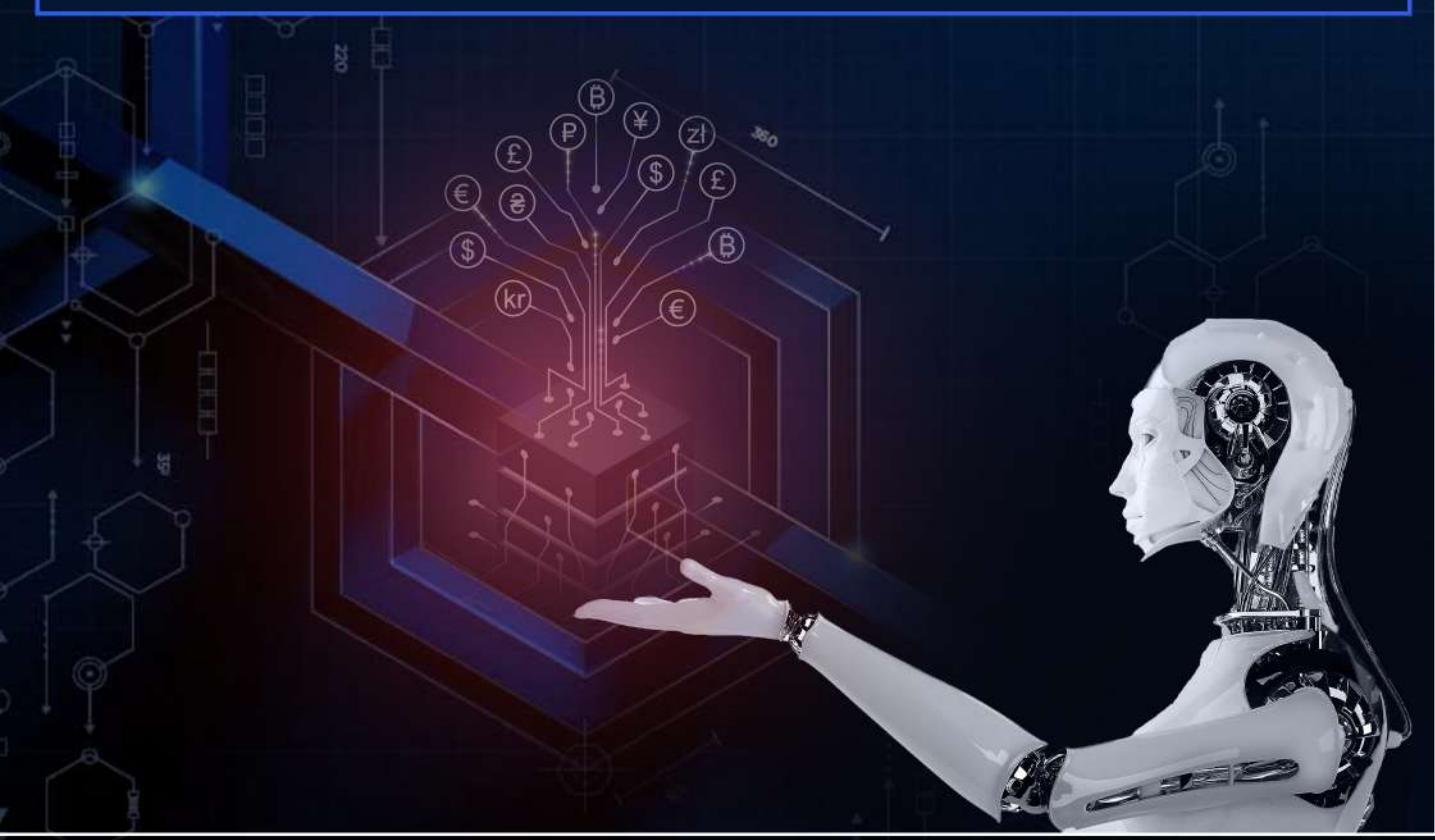


Crypto Industry



BLOCKCHAIN IS A PLATFORM WHERE DIGITAL INFORMATION CAN BE DISTRIBUTED BUT NOT COPIED. NO ONE CAN CHANGE OR DELETE THIS INFORMATION. IT IS SECURE AND RELIABLE SO IT'S A POPULAR PLATFORM FOR CRYPTO TRANSACTIONS. BLOCKCHAIN TECHNOLOGY IS PAVING THE WAY FOR MANY NEW INNOVATIONS IN THE ECONOMY AND SOCIAL SERVICES AROUND THE WORLD, WITH DECENTRALIZATION BEING ONE OF THE MOST POPULAR TRENDS IN TECHNOLOGY TODAY.

Cryptocurrencies are digital or virtual currencies that are not issued by any central bank or government. This means that they are unregulated and decentralized, which provides some protection against inflation.



Sports Industry

Today, the worldwide sports market is estimated to be worth over \$620 Billion.

Its long-term prospects are bright with growth faster than world GDP.

This market today includes everything from stadium food and memorabilia booths to sponsorships and media rights. The several players in this sector are

vying for a larger shares worth up to \$450 Billion. According to a recent assessment of sports clubs, leagues and federations, the global sports sector is worth over \$620 Billion. Infrastructure buildings, sporting equipment, licenced items and live athletic events are all examples of this.



Live broadcast of sports events, particularly presents an interesting proposition to a variety of industry participants, right from free-to-air broadcasters looking for audience and advertising revenue to pay-TV broadcasters seeking loyal subscribers, to sponsors seeking an alternative to traditional media, event organisers, athletes and audience.

The sports business worldwide is rising far faster than national gross domestic product (GDP) rates throughout the world. The worldwide sports value chain, in terms of size, composition and revenues, has substantial future development potential.

The Sports Market

In 2009, the global sporting events business was valued \$64 Billion, which included all tickets, media and marketing income for major sports.

Football reigns supreme:

Global revenues for this sport total \$28 Billion every year, close to the combined \$32 Billion in sales for all American sports, including Formula One, Tennis and Golf. Football is a \$22 Billion industry in Europe alone, with the top five leagues accounting for 50% of the sector and the top 20 teams responsible for around a quarter. Tennis and Golf are increasing at a higher rate. Rugby is a new sport that has exploded in popularity since its inception.

The sports business is rising faster than GDP in both type of countries, such as the developing BRIC nations (Brazil, Russia, India, and China) and in Europe and North America, according to a country-by-country analysis.



The Sports Market

Sport's economy reflects its cyclical character as well. Many of the world's most important athletic events take place once in each two to four years, such as the FIFA World Cup and the Summer Olympics.

We can see how annual sports income have continually increased, but the way the funds are used varies from year to year.

Major events, such as the Beijing Olympics and the UEFA Euro 2008 contributed for 8% of global sports income in 2008.

Major events account for less than 1% of global sports income in calmer years (for example, 2007).



The Sports Value Chain

What are the ways which sports provide value in?

The architecture of pro-sports across the world is determined by the rights owners. They make the regulations, plan the events and are in charge of earning money from matches, media and marketing rights. Property, Rights Management, Events and Content Packaging are the four pillars that make up the sports value chain.

Properties- The intangible resources that lure fans and money are the properties handled by rights owners. They include leagues, pro tours, teams and players.

Management of Rights- Historically, property monetization was dependent on gate revenues, but professional sports today rely on marketing rights and media for other revenue streams. Not only do rights holders, or sports agencies operating on their behalf, create transactions, but they also exchange marketing rights and media.

Events- Operating live events is the first step towards effective rights management. A good experience for fans might lead to extra business opportunities.

Content- Although stadiums may only hold a specific number of spectators, broadcasters content and advertisers is an important aspect of modern sports income generation.



The Sports Value Chain

The sports value chain creates a virtuous loop when it is built around these four pillars. Using customised management of rights and packaging of content to shape a property may assist raise its value and make it more appealing. For example, when cricket organisers introduced 'Twenty20' cricket in 2003, they constructed a great pattern for making revenue out of live by reducing the normal game from several days to a few hours. The entertainment business, which includes book publication, music creation and other live-event-based markets, follows a similar value chain.



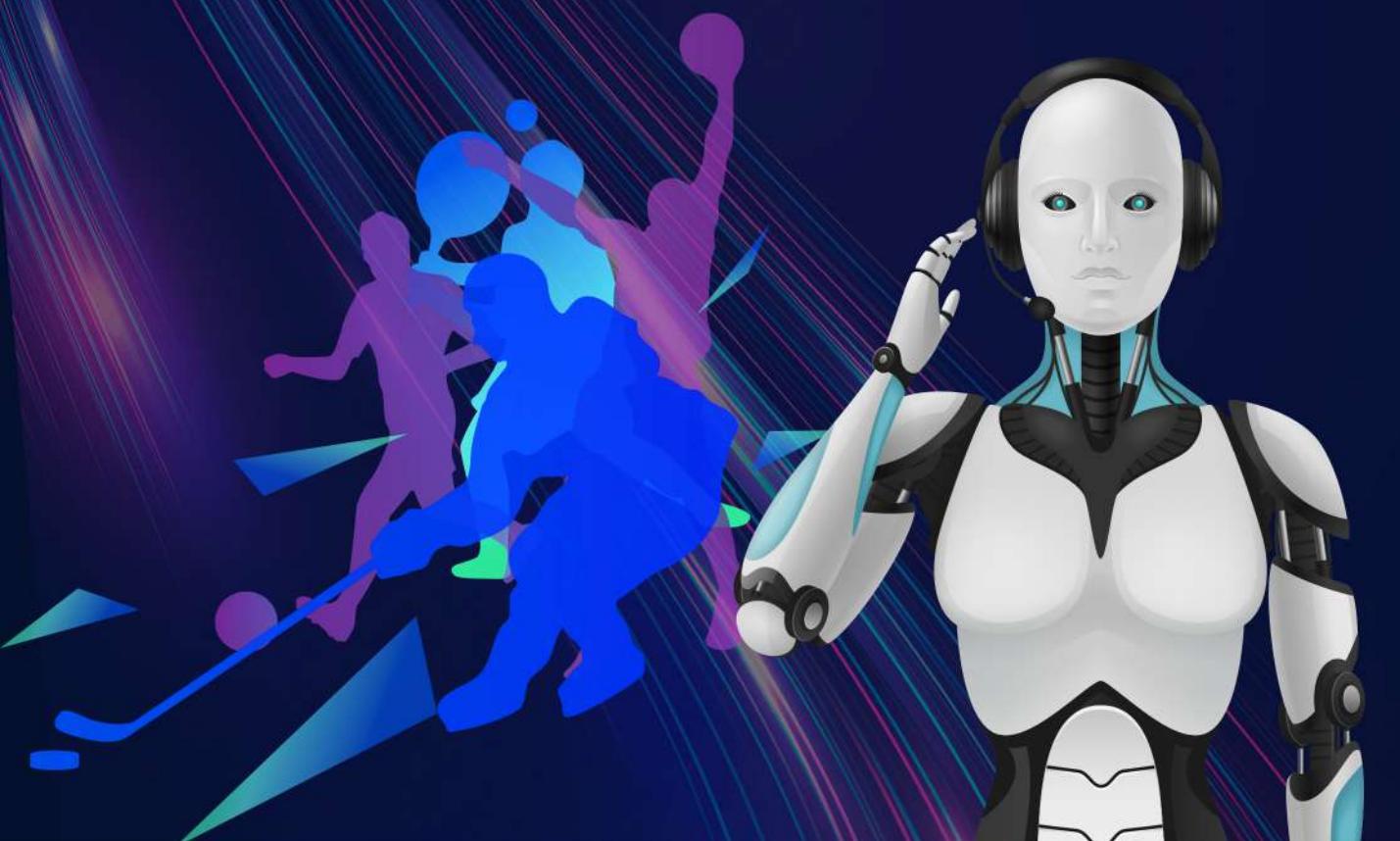
Gaming & Esport

Digitized & Enhanced

Global investors, corporations, media and customers are all investing their minds to the surge in popularity of esports as competitive video games continue to blend into mainstream culture.

According to Insider Intelligence, USA expects 26.6 Million monthly esports audience coming year. With data-driven research, you may gain insights about the newest technological advances, industry trends, and your rivals.

This transition has been fuelled by celebrity endorsements and more coverage from conventional publications like ESPN, and, at least in part, Fortnite's meteoric growth.



Market Growth Trends in the Esports Industry



Global investors, companies and media outlets are all paying notice as competitive gaming readily blends into mainstream culture. According to analysis, Esport is expecting 26.6 Million monthly audience ie over 11.4 percent more than 2020.

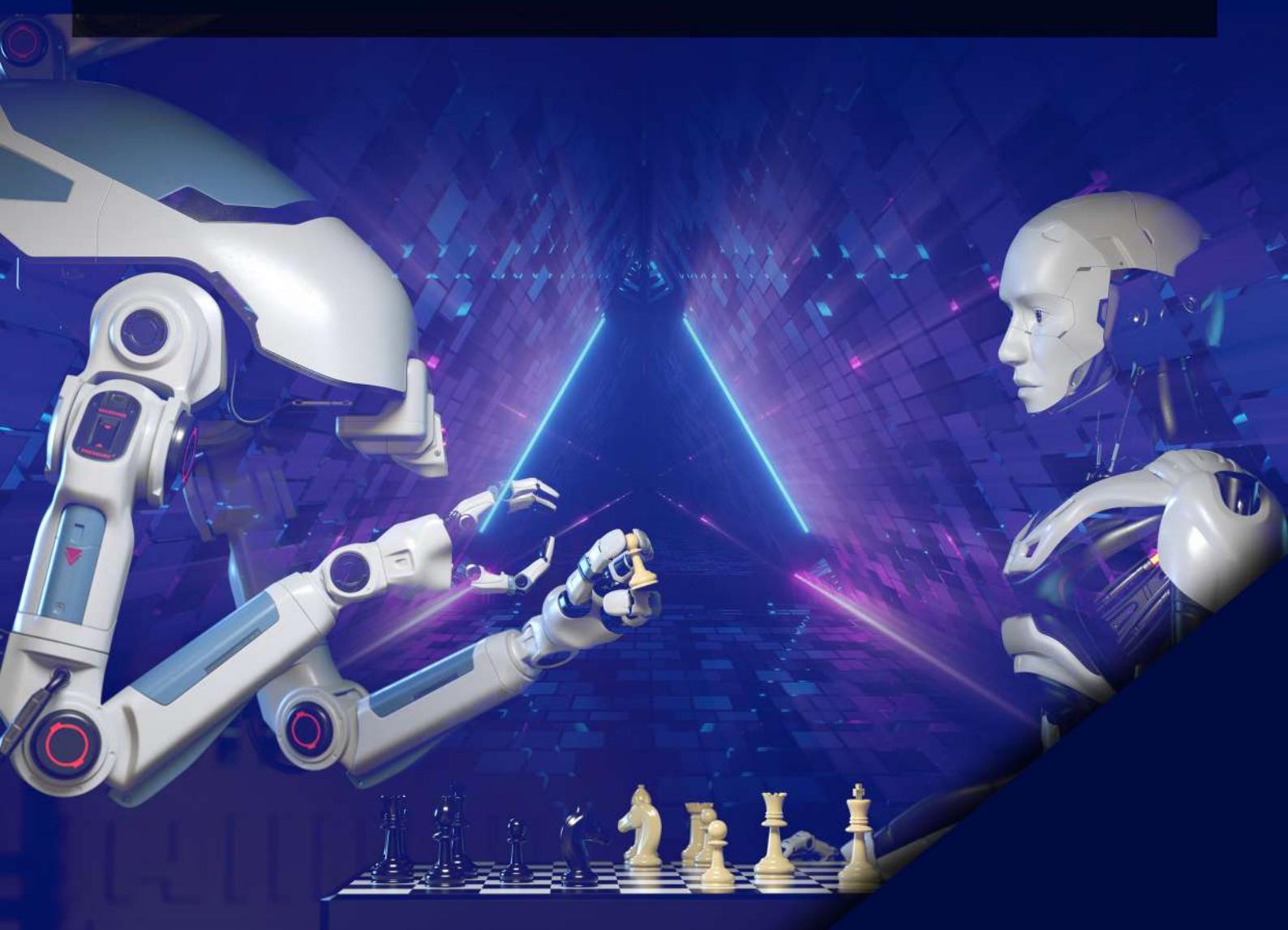
The esports industry's popularisation has aided in the growth of esports investment and income. The fandom is now enjoying a direct link with the teams and players on video gaming-specific streaming sites like Twitch and YouTube Gaming, while more mainstream social media has allowed those ties to blossom.

CERTAIN ESPORTS GROUPS, LIKE AS FAZE CLAN, ARE ALSO AGGRESSIVELY GOING INTO SEVERAL SECTORS.

The Esports Ecosystem: An Overview

THE ESPORTS ECOSYSTEM IS EXPECTED TO TOP \$1 BILLION FIRST TIME IN HISTORY, ACCORDING TO MOST PREDICTIONS. AND REVENUE IS ANTICIPATED TO RISE FROM HERE, ACCORDING TO NEWZOO, REACHING \$1.8 BILLION BY 2022.

According to Newzoo estimates published by Statista, money pours into esports by event tickets, media rights, item sales and in-game purchases, although sponsorships and advertising account for the majority of income (69 percent).



The Esports Ecosystem: An Overview

That rising income stream comes from all over the world: the top three esports markets in terms of audience and revenue are Asia-Pacific, North America and Europe, respectively. According to Newzoo, APAC will facilitate over 57% of global esports viewing in 2019, up from 51% in 2017. Meanwhile, according to PwC projections, esports revenue in North America is likely to exceed \$300 million this year, while revenue in Europe will grab \$138 million.

Although the remaining globe contributes for just approximately 15% of overall esports income, there are some places to keep an eye on. Mobile will almost certainly fuel the future of the esports business, lowering entrance barriers and allowing even more players and fans to enter. This year, mobile gaming is expected to account for 45 percent of the overall worldwide games market. That level of recognition. Because China already has a robust mobile esports industry, this popularity is already spilling over into certain competitive sectors.



Football

Sports

Football reigns supreme. Every year, more than half of the world's population watches the World Cup. Furthermore, nearly 250 million individuals profess to regularly participating in soccer. As a result, it is the most-watched and most-played sport on the globe. Without getting into the ridiculous amount of TV viewers and advertising deals, it's crucial to remember that soccer transcends borders. In Europe, Asia, Africa, and South America, it is the most popular sport. North America is the only continent where soccer does not rule supreme.



Football

Sports

Major Tournaments:



UEFA European Championship

The UEFA European Championship is ranked second among the world's top ten competitions. It is one of the most well-known football events in the world, held every four years.



FIFA World Cup

When it comes to football cups, there is no doubt that the FIFA World Cup holds the top spot. FIFA is the most spectacular and recognised event. FIFA stands for Federation Internationale de Football, and it is held every four years with teams from all around the world participating.



UEFA Champions League

A few national teams are competing in the competition, which has 24 teams participating. The games are held in the host countries' 11 cities. It is one of the most renowned tournaments in European football clubs. It is regarded as one of the top competitions in the globe.

Basketball

Sports

Basketball's rise is a contemporary tale. Basketball, unlike football and cricket, is not an ancient sport with a 300-year history. It began in the late 1800s, but it has swiftly grown to become an internationally prominent sport. Basketball has a somewhat concentrated fan base, with the bulk of supporters being from the United States, Canada, Japan, and China. However, it is fast spreading over the world, gaining new admirers at an astounding rate. Basketball, in fact, is on course to become the most popular sport in the United States, with quicker audience growth than football or baseball.



Basketball

Sports

Major Tournaments:



Olympic Basketball Competition

Because of the different sports that are played, the Olympics are well-known around the world. Men's and women's basketball are both represented at the Olympics (although the American women have tiny competition). The Olympics, not the FIBA World Cup, are the most well-known international event in the United States. This is gradually becoming the norm all around the world.



Basketball Association of America

Because of the high level of play, the NBA is regarded as the world's finest basketball competition in the United States. There are play-offs at the end of an 82-game season that is taxing on both players and coaches. They are played in a best-of-seven format between 16 teams. After all of that, the winner is commonly referred to as the "world champions" in the United States and Canada.



EuroLeague

The EuroLeague is essentially the basketball equivalent of the UEFA Champions League, a highly regarded soccer competition featuring clubs from various European countries. The EuroLeague, like its soccer equivalents, is made up of teams from several countries.

Tennis

Sports

Tennis is a globally popular sport and is not played in a team setting. It's every man (or woman) for himself or herself in tennis. It's every man (or woman) for himself or herself in tennis. In reality, women's tennis has historically outperformed men's tennis in terms of TV viewership. Tennis is also a frequent fixture in the Olympics, making it a sport that is watched, recognised, and practised all around the world.



Tennis

Sports

Major Tournaments:



The US Open

The US Open is the continuance of one of the world's oldest tennis events, the US National Championship, which began in 1881 as a national men's singles and doubles competition. The US Open, like other big tennis tournaments, is as much a media circus and tourist attraction as it is a competitive event, but it's also as near to a carnival as tennis gets.



Wimbledon

What better place to begin than with the most important tennis event of all: Wimbledon? Wimbledon is the most popular of the four Grand Slam championships, drawing the greatest attention from both fans and professional tennis players. The event has a long and famous history, beginning in 1877 on the vast grounds of the All England Club outside of London.

The Australian Open

The Australian Open, dubbed the "Happy Slam," is a favourite among some of the world's greatest players – and not just because of Melbourne's picturesque beaches and never-ending supply of sushi rolls. The world has witnessed some of the finest matches, including Novak Djokovic's record-breaking seven Australian Open victories.

Cricket

CLICK&GO

Sports

While cricket does not rank among the top ten sports in the United States, its worldwide impact is apparent. The Cricket World Cup attracts over 200 million viewers each year, and cricket leads the charts in many nations, including India, Pakistan, and Australia, as well as other former British colonies. Cricket games include two teams of eleven players competing to see who can score the most runs. It is most similar to baseball, but there are numerous significant distinctions that have kept cricket popular in Europe but less so in North America, where baseball is extremely popular.



Cricket

CLICK &

Sports

Major Tournaments:



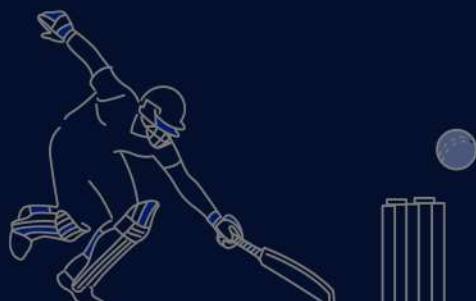
World T20 Cup

The ICC T20 World Cup (some time ago known as the ICC World Twenty20) is the International Twenty20 cricket occasion. The opposition, which is coordinated by cricket's administering body, the International Cricket Council (ICC), as of now involves 16 groups, remembering the best 10 groups for the rankings at the hour of the cutoff time and an additional six groups looked over the T20 World Cup Qualifier.



The ICC World Cup

The International Cricket Council (ICC) Cricket World Cup is the worldwide title of One Day International (ODI) cricket. The International Cricket Council (ICC) arranges the occasion at regular intervals, with starter capability adjusted before a finals rivalry. The opposition is one of the most watched athletic occasions on the planet, and the ICC alludes to it as the "leader occasion of the global cricket schedule



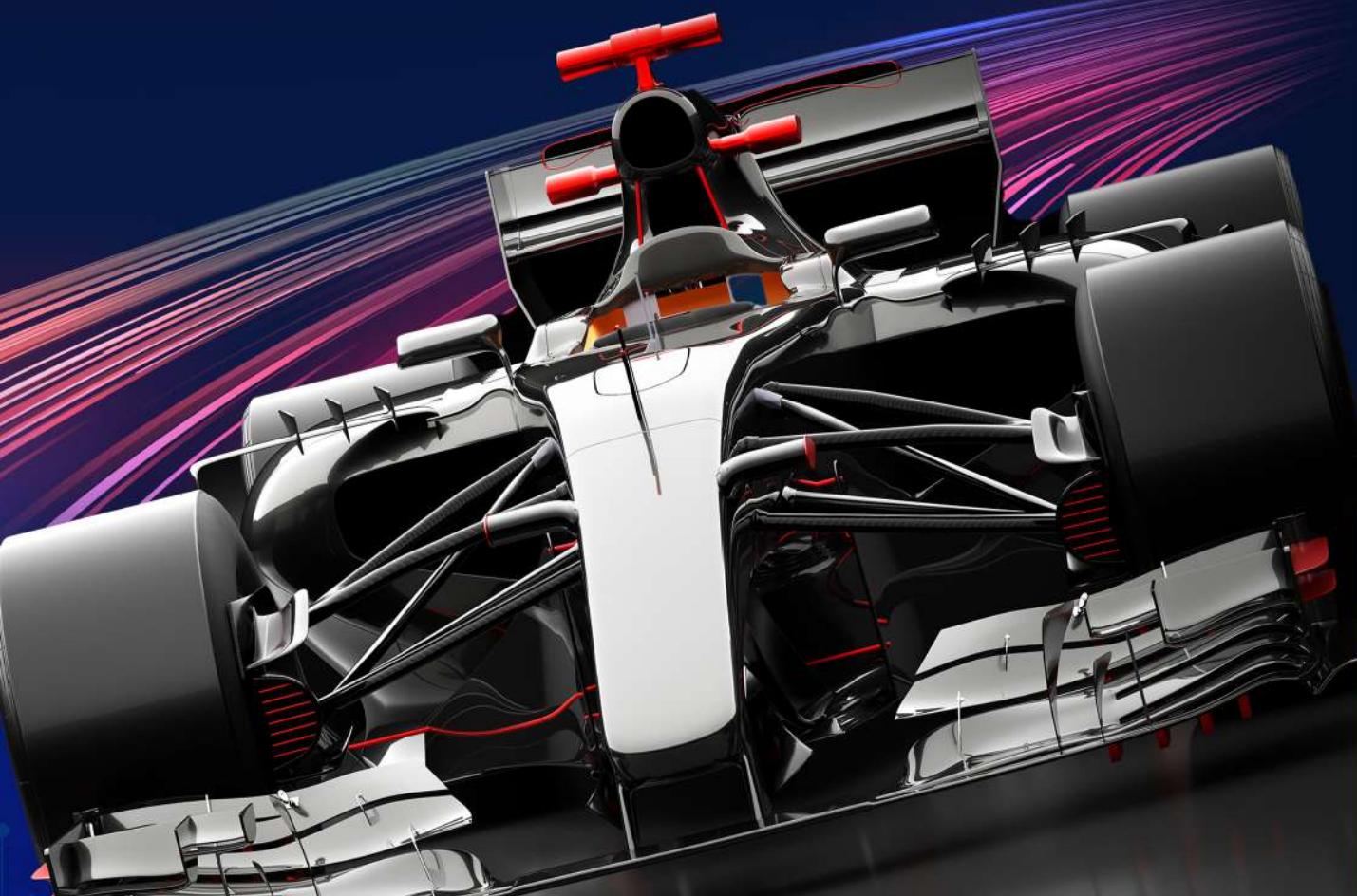
Indian Premier League (IPL)

The Indian Premier League (IPL) is an expert Twenty20 cricket association in India that happens in March, April, and May of every year, with eight groups addressing eight distinct Indian urban areas contending. The Board of Control for Cricket in India (BCCI) set up the association in 2008. The IPL has a select opening in the ICC Future Tours Program.

Sports

F1 Racing

With 20 Grand Prix consistently in 20 unique nations, Formula 1 is quite possibly one of the most famous sports and has a yearly TV crowd of more than 500 million. As indicated by Forbes, the yearly income is concerned Formula 1 create somewhere close to \$1.5 to \$2 billion per year. Which is soundly distributed among 10 F1 teams who in return spend between \$100 million to \$500 million a season on elite level motor engineers, research and development and of course on driver salaries.



Sports

F1 Racing

EI K9CIUD

Major Circuits:



Monaco's Circuit de Monaco

It's F1's last authentic, old-school street circuit. The roads on which it runs were planned largely for regular traffic, with little thought given to the sport. And it shows—the track is completely inappropriate for today's automobiles.

Italy's Monza

This track was built in 1922 in the city of the same name, a few kilometres north of Milan. The layout had a banked oval at the time, but the remainder of the circuit is very comparable to what we see today.



Germany's Nurburgring

The Nordschleife was 22 kilometres (14 miles) long and featured jumps, banking, blind crests, and 160 bends. F1 has never seen a stronger test of man vs machine, and it will never see one again.



Volleyball

Sports

While volleyball may not have the same amount of money or spectators as some of the other sports, it is distinct. In terms of popularity, volleyball is one of the most evenly distributed sports. Almost every country has a reasonable level of interest in volleyball. The majority of its appeal originates from its Olympic status; it is one of the most-watched Olympic sports during the Summer Games.



Volleyball

AOII GAP9II



Sports

Major Tournaments:

World Championships of the FIVB

The FIVB Volleyball Men's World Championship is an international volleyball competition conducted every four years. The FIVB decided to conduct the international volleyball competition in 1948. As a result, the inaugural competition was held in 1949 in Prague.



World Grand Champions Cup of the FIVB

Another worldwide competition for men's and women's volleyball teams is the FIVB World Grand Champions Cup. The inaugural event was held in 1993. The tournament is now held every four years. Brazil's men's volleyball squad was the most successful winner. It was successful in winning five championships. This country's women's volleyball team won two championships. Japan is the only country that holds the competition on a yearly basis.



Revenue Keaguing

Massive monetisation with a high volume.

With the enormous popularity of trivia games and the increasing monetisation of eSports, the game is well-positioned to become a money generator in the \$150 billion gaming market.

The game's strategic use of micro-transactions is intended to stimulate repeated purchases motivated by emotional motivations.



TOKEN INFORMATION

Token Name	DOXY FINANCE
Symbol	DOXY
Blockchain Protocol	BINANCE
Smartchain Technology	BEP20
Token Name	DOXY FINANCE
Blockchain Explorer	BSC SCAN NETWORK
Totally Supply	11,000,000



TOKENOMICS

We are redefining the sports funding with our smart tokens by introducing a new blockchain-based business model in which anybody can give funds and receive real-time incentives.

The token payouts are based on revenue and tokens generated, with a predetermined charge from each transaction. The Binance blockchain is used to create the tokens, which are then listed and available for trade.



Tokenomics

1% TOKENS
WILL BE BURNED ON EVERY
SELLING TRANSACTION



Roadmap





Thank you



DOXY TOKEN

