



We are launching a new case opening and case battles website similar to datdrop.com

We have a base html / CSS template to use but we require someone with experienced to help bring this project to life.

1. User login / registration - The project aims to have users login via steam (<https://steamcommunity.com/>) or using an email and password. With the user required to verify their email at registration.

2. user profile - Ability for users to have profile image, name, email address as well as setting for crypto deposit and withdraw using ETH.

3. Open Cases - Ability for users to open a case on our site in the hopes to opening an item. Each case will have items, each item has ticket range (ods) as well as a cost for the case and the value of each item.

4. Case Battles - A user will select what cases are in the battle and a game mode such as:

- 1 v 1

- 2 v 2

- 1 v 1 v 1

- 1 v 1 v 1 v 1

And the ability for user to call bots which are users controlled by our site to play in the user case battle.

The winner of the battle is the user who opens up the highest value of items across the entire battle.

Remember each case has a list of items in each case, each item is assigned a number and each round the website algorithm will randomly (random.org) provably fair tickets for each round to make it 100% fair that we have no input in what the user picks.

Each case is out of 100,000 tickets and the items are assigned a ticket value out of the 100,000 so when a user plays a battle or opens a case by himself the algorithm will select a ticket to prove which item the user opens. The idea here is that the odds work in our favour and 100% fair.

The site we are looking to replicate similar too is [www.datdrop.com](http://www.datdrop.com) and if you navigate that website or view the battles you will see how we want it to operate.

Each case battle will have cases for the battle, each case has a cost, which adds to total cost for a user to join the case battle which will deduct from their onsite balance.

Feature: We also need the ability when a user creates a battle for it to be PRIVATE and the ability to

5. Case battle lobby this page will show the available battles to join. With the option for a user to view or join (if there is enough users and the battle is running new user can only view)

6. Case battle page - this page will be the individual battle page. Which will show the number of cases in the battle, each user will have a slot which shows the animation of the case opening and revealing which item the user has opened. Remember each round needs to run at the same time for each user and will reveal what item the user has opened on each round. So just like on [datdrop.com](http://datdrop.com) the case battle animation will run for each of the rounds in the battle.

7. Affiliate page / section - this is a website affiliate center which will enable users to register as a partner and earn money when their followers deposit and play on our website. Each affiliate will be able to register a partner code which will then form part of the affiliate URL which they can give to their fan base. When a user of theirs via Facebook, YouTube or twitter clicks on their URL and it will be recorded on our website under that affiliate's code. Affiliates have levels based on the number of users they have referred to us and how much money their affiliates have deposited using their code. The affiliate level will increase the % of commission they earn as their users deposit.

Bronze affiliate - earns 3% of their users deposit amount up to a total of \$25,000 deposits.

Silver affiliate - Earns 5% of their users deposit amount up to a total of \$60,000 deposits

Gold affiliate - Earns 7% of their users deposit amount of a total of \$100,000 deposits.

Platinum affiliate - Earns 9% of their users deposit amount over \$100,000 in deposits.

8. User level - This is a feature we need to have for each user. They can earn points for actions they take on our website each day. Such as login, type in chat, create / join a battle, open a case. Each action earns points which then increases their level.

9. User history - We want to be able to record the user case battle history. So they can go back and watch it.

10. Admin panel - this is an admin panel we can use to manage every aspect of our website. Including manage users, ability to manage chat.

11. Onsite chat and staff accounts to manage chat - onsite chat is a facility for users to chat with each other. We need a way to manage this chat via staff accounts to manage the chat so ability to remove a user's message, to ban a user after warnings, each username will show on chat along with their level like Username 11 -

12. - Account deposit - We need a seamless way to manage user crypto deposits with ETH Ethereum. We need a way for this to be automatic with onsite notifications so the user is aware as their deposit is being confirmed on the blockchain.

13. WITHDRAW - This needs to be unique and automatic so the user needs to be able to set withdraw ETH wallet addresses on their profile for us to send their withdrawals to in ETH.

It is IMPORTANT that we have users who are approved for automatic withdraw approvals up to a certain amount and the rest will require admin approval for withdrawals.

ALL user deposits and withdraws are to be recorded and appear on their transactions page.

IMPORTANT NOTE - When a user opens a case or creates / joins a CASE BATTLE the cost to do so is based on the case/s selected. The ITEM UNBOXED by the user will go into their ONSITE inventory. From their they can either SELL ALL back to the website for onsite BALANCE which they can use to open more cases or create / join case battles. Or they can withdraw. BUT they CANNOT withdraw the balance they deposit. They can only withdraw the inventory they open or from battles they WIN.

14. Onsite Users INVENTORY - The onsite inventory is a page that shows every item the user opens from a case or items they win from winning a case battle.

From their inventory user can select individual items to sell back to the site for balance or they can select items or ALL items to withdraw

Other features will be added and confirmed.

Tech stack ideally is:

HTML, CSS, JS, PHP, MySQL, ETH (Ethereum) crypto for payments.

Check datdrop to see how battles work. See here: <https://datdrop.com/battles> you can watch the battles to see.

We have a frontend dev who uses html, css, js and others to style so this is mostly about functionality Budget is \$800 with milestones as below:

**1- user registration & login \$50**

**2 - user dashboard and homepage \$100**

**3 - user profile , user deposit and withdraw \$100**

**4 - Open cases - \$100**

**5. Case battles (includes create battle) - \$200**

**6. Onsite chat - \$50**

**7. user affiliate centre - \$100**

**8. Admin Panel - \$100**

Refer to above individual details about each section but we are looking to make a website similar to DATDROp.com

