

***Super boring document, that is unimportant and you should not read.***

Asset Acquisition proposals: one of the goal's of the DAO is to acquire assets or tokens (cosmos assets, ERC20, NFT's, etc). The DAO will acquire these assets by proposing a pool, in which users may bond the respective asset, in order to **MINT** EXP. Asset Acquisition proposals, should include (at a minimum) all of the following:

- **The proposed asset**– which asset or assets will the pool accept in exchange for EXP.
- **Maximum amount**- how much of the asset will the pool accept in total.
- **Wallet eligibility**- which wallets are whitelisted, based on proposed metrics, in order to be eligible to mint EXP.
- **Maximum per wallet**- the amount an individual wallet may contribute to the proposed pool.
- **The wallet address**- wallet address will the pooled assets be sent to.
- **The custodians**- the group of individuals responsible for the multi-sig wallet of the pooled assets.
- **The rate**- the rate that the respective asset is exchanged for EXP.
- **Duration**- the amount of time after the proposal passes, that the pool will remain active.
- **Vesting**- the amount of time EXP must remain vested, until it can be unbonded from a validator, and then redeemed. \*VESTED EXP CAN STILL BE STAKED WITH A VALIDATOR WHILE VESTED\*.

When a proposal is passed, we need some sort of trigger, or manual method of unlocking the respective pool on the Craft web app (being built by Omniflix).

The user will first enter the web-app and connect their Keplr wallet. Next the user will click the MINT tab (the MINT tab should be organized by pending, active, and completed pools). If a user is eligible based on the whitelist requirements, they will be able to bond the respective asset in exchange for EXP.

Upon completion, the user will now have EXP, that they may stake with the validator of their choice in order to earn rewards, and vote in governance decisions.

When the user decides they'd like to exit EXP, they will unbond from their validator, which takes 28 days.

After the 28 days are complete, and so long as the EXP has also been fully vested, the user will then have the choice to re-enter the web-app and begin the **REDEEM** process. On the Redeem tab in the web-app, the user will be able to **BURN** the amount of EXP they want (this may be all of their EXP, or some portion). When the burn is initiated, it strikes the NAV of the DAO, and the EXP begins to burn.

The burn period is 28 days, when the burn is complete the user will receive UST, based on the value of the NAV on the day the burn was initiated.

#### Questions:

- If we redeem in UST, sent to a CRAFT wallet, will the user be able to send that UST to osmosis or elsewhere? I know LUNA is IBC enabled, but I don't believe the channels to transfer UST are properly set up.
- Should we give the choice to redeem in different assets other than UST? Does this make it more technically challenging to develop? (it does not change much from a treasury management perspective).
- Is there a way to manually trigger the redemption transaction at the completion of the burn duration? I.e using authz or other, can we fill a sub-wallet with the necessary funds to redeem? Or is that a manual process?