



• Visegrad Fund

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1. General description of the project

The project assumes creating a platform for developers that will allow them to exchange data between their application and the credo database (API). Thanks to it, the developer will be able to use the query to check how much the user has "extracted" the particles. and reward him.



1. detection



2. analyze



3. win

It would require the sharing of a library that scans the molecules for third parties, we know that we do not have to give the whole code at once, only we can transmit the stream from the camera and the whole will be on our side.



I would also like to point out that thanks to this solution we do not limit ourselves to only one of our applications that will acquire data and hundreds of others that will create together a huge loyalty system

2. How it work?



Creation of the system will require providing the "CREDO" library as publicly available or in the API company (I do not know the actual operation and construction of the application, therefore I am unable to present the proposal in detail) where the developer will send the last found particles to the system by the user.

1. detection



2. analyze particle



And selection category

3. GET POINTS



3. Benefits for CREDO



new devices



new users

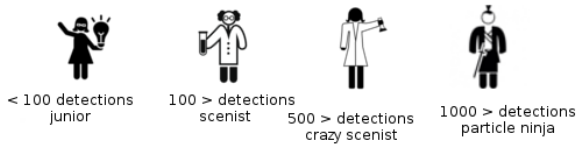


new developers

4. Benefits for the User

1. Achievements

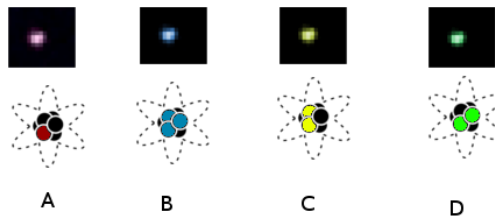
Thanks to getting to know the number of detections of a given user, we will be able to reward them with examples of achievements :



2. Points system

If we could create a particle categorization system (eg based on machine learning) we will be able to create a unique system of payments in games





- A - The most common particle (10 000 in db) you get = 10 **points** per one
- B - Less frequent particle (1 000 in db) you get = 100 **points** per one
- C - Rare particle (100 in db) you get = 1000 **points** per one
- D - Unrecognized particle (10 in db) you get = 10 000 **points** per one



Developers will then be able to create their own stores in which points will be exchanged for items in their games/apps.

Your Wallet :

wallet.games.credo.science

	Particle "A" You have : 10 Actual price : 2 points	<input type="text" value="0"/> <input type="button" value="SELL"/>
	Particle "B" You have : 50 Actual Price: 90 points	<input type="text" value="0"/> <input type="button" value="SELL"/>
	Particle "C" You have : 1 Actual Price: 390 points	<input type="text" value="0"/> <input type="button" value="SELL"/>
	Particle "D" You have : 0 Actual Price: 2000 points	<input type="text" value="0"/> <input type="button" value="SELL"/>

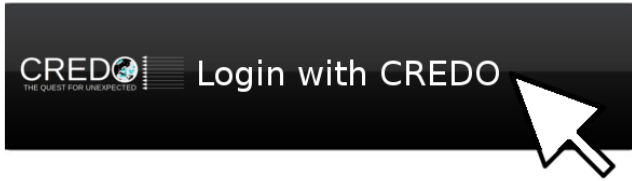
Points : 190

Games connected with your account :

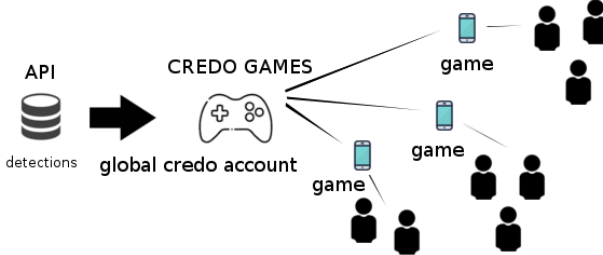
Credo game 1, Credo game 2, Credo game 3

5. Benefits for the developer

Thanks to this solution, we can create a huge loyalty system for programmers as well. Each of the users will be able to connect their account with CREDO, for example, we do it with Google, facebook.



After this action, the developer will gain access to information collected about the user



Below is an example of what could include such a verse

```
{
  user_id : 320,
  points : 1929,
  detections : 2899
}
```

And also payment operation



and points can be used to buy extra or normal items in games/applications in applications from developers

	point system	advertisement	detections
LEVEL 1	✓	x	x
LEVEL 2	✓	✓	x
LEVEL 3	✓	✓	✓

■ - application need library to detection (hard to implementation)



[Advertisement](#)

We can use ready systems like google adsense or create from zero and give some percent per view to developers.

6. Examples of "Credo" type projects

[1. App CREDO DETECTOR](#)

[4. Empires.tech](#)

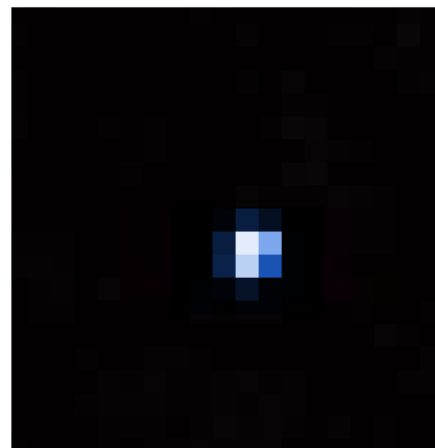
[2. Dating site - a molecule](#)

[5. Galaxy simulator](#)

[3. Smart alarm clock](#)

[6. Particle 3D simulator](#)

[Back](#)



Admin

>Universe generator

Number of stars

1 3

Number of planets

1 5

Number of moons

1 3

Size of planet x (between)

5 10

Size of planet y (between)

5 10

Size of moon x (between)

1 3

Size of moon y (between)

1 3

save

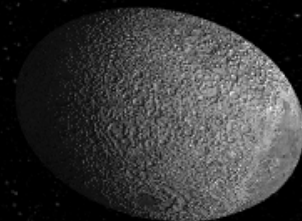
Home

Universe map

Admin

Settings

Logout



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Home

> A-2-1



Universe
map

> A-2-2

> A-2-3

> A-2-4



Admin

> A-2-5

> A-2-6



Settings

Planet size: **3**
Planet type: **Neptune**
Moon **3**

[Go>>](#)

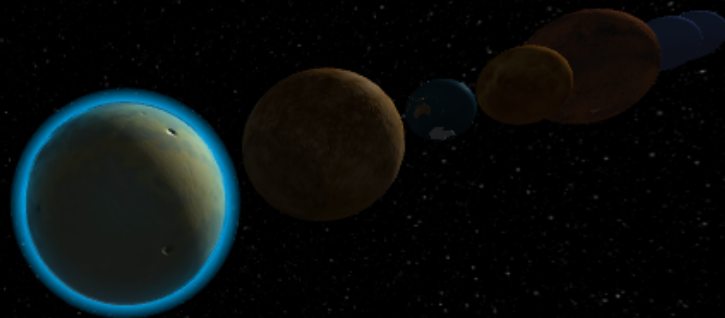


Logout

> A-2-7

⏪ Wróć

STAR A-2



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3D PARTICLE SIMULATOR

