# PAINTBALL.GAME

# PAINTBALL CHALLENGE PLATFORM

PBALL

Whitepaper 1.0

# 1.INTRODUCTION

## PAINTBALL CHALLENGE PLATFORM

**1.a. Project Introduction:** Paintball.game is a decentralized e-sports and management simulation game built on the Aptos blockchain. Players, managers, and other participants can make strategic decisions, form teams, and earn rewards by participating in various events in the game. The project aims to go beyond traditional gaming and e-sports platforms by leveraging the transparency and reliability offered by blockchain technology.

1.

# 1.INTRODUCTION

## PAINTBALL CHALLENGE PLATFORM

**1.**

**1.b. Mission and Vision**; Our mission is to provide players and managers with a fair, transparent, and interactive gaming experience. Our vision is to create a decentralized e-sports ecosystem using blockchain technology and provide a reliable platform for our users

# 2. PROBLEM STATEMENT

## PAINTBALL CHALLENGE PLATFORM

- **Lack of Decentralized E-sports Platforms:** Centralized platforms create trust issues due to opaque management processes and centralized control. Players and managers cannot have full confidence in game results, rewards, and transfer transactions.

- **Inability to Provide Fair and Transparent Prize Distribution:** Prize pool management and distribution in traditional e-sports platforms are often not transparent. This can lead to a lack of trust and disputes among players and managers.

# 2. PROBLEM STATEMENT

## PAINTBALL CHALLENGE PLATFORM

- **Need for Reliable Evaluation Systems for Players and Managers:** There is a lack of systems that fairly evaluate players' performances and abilities and enable managers to make decisions based on this data.

- **Lack of Financial Transparency and Reliability:** Financial transactions such as payments, transfers, and rewards in e-sports games are often not transparent, leading to trust issues among users.

- **Lack of Interactive User Experience:** There is a lack of platforms that allow users to interact more within the game, develop strategies, and manage their teams.

# 3.SOLUTION PROPOSAL

## PAINTBALL CHALLENGE PLATFORM

- **Blockchain-Based Decentralized Platform:**
  Paintball.game is a decentralized platform running on the Aptos blockchain. This will ensure that all transactions and data are recorded and traceable transparently. Players and managers will be assured of the fairness and reliability of the game.

- **Transparent and Fair Prize Distribution:**
  All prize pools and distributions collected in Paintball.game will be visible transparently on the blockchain. This will ensure that all participants have confidence in the prize distribution process.

# 3.SOLUTION PROPOSAL

## PAINTBALL CHALLENGE PLATFORM

- **Reliable Performance and Evaluation System:** Players' training performances, match results, and other statistics will be recorded on the blockchain to create a transparent evaluation system. Managers can make player selections based on this data.

- **Transparency and Reliability in Financial Transactions:** All financial transactions (training fees, transfer commissions, prize pools) will be recorded on the blockchain to provide a transparent and reliable environment. Users will be able to track all transactions in real-time.

- **Interactive Gaming Experience:** The platform will offer features that allow players and managers to develop strategies, form teams, make transfers, and participate in various in-game events. Training and matches will keep users engaged and provide continuous interaction.

# 4. PRODUCT AND TECHNOLOGY
## PRODUCT FEATURES

**Team Management:** Managers can buy players directly from the transfer list or create their own teams by offering them fees.
Managers can evaluate players based on training information and performances clearly visible on the list.

**Training and Development:** Players can earn points and improve their skills by training.Training records are transparently kept on the blockchain and pulled directly from the blockchain to the player list and player profile page.

# 4. PRODUCT AND TECHNOLOGY PRODUCT FEATURES

**Paintball Match Rules**

- **Teams:** 4 teams, each consisting of 4 players (Blue, Red, Green, Yellow).

- **Game Duration:** The game consists of 11 rounds.

- **Scoring:**

  - **Round Points:** At the end of each round, the last remaining team earns 1 point. Additionally, the team with the most kills in the round earns 2 points. If the last remaining team also has the most kills, that team earns 3 points.

  - **Round Duration:** Each round lasts 5 minutes. If more than one team remains at the end of a round, only the team with the most kills earns 1 point, and the round ends.

- **Reviving Fallen Players:** Players can revive fallen teammates during the round. However, if the revived player falls again, the time to revive extends. The revival penalty is reset at the start of each round.

# 4. PRODUCT AND TECHNOLOGY
## PRODUCT FEATURES

**Training Rules**

- **Free Training Right:** Players are given 1 free training session per day. Players who wish to do additional training can purchase a training ticket for PBALL TOKEN.

- **Target Boards:** The training area contains 100 target boards. The player must hit these targets within 3 minutes.

- **Accuracy Rate:** The number of shots and successful hits are recorded and displayed in the "Find Player" list.

# 4. PRODUCT AND TECHNOLOGY
## PRODUCT FEATURES

**Transfer Rules**

- **Transfer Fee**: The player sets a transfer fee for themselves. Managers send offers to the player based on this fee. The player can accept or reject the offer. For example, if the player requests 8 APTOS COİN but a manager offers 6 or 10 APTOS COİN , the player will transfer to the manager's team based on the accepted offer.

- **Pending Balance**: The money paid for the player is held in the system. At the end of the league, if there are no complaints, the money will be given to the respective parties.

- **Manager's Offer**: When sending an offer to the player, the manager must specify the share of the reward that will be given to the players at the end of the league. For example, if the league prize is 10 APTOS COİN , 10% of it will be distributed among the players.

- **Team Formation**: The manager must transfer at least 3 (maximum 9) players to their team before the league starts. If not, the team will not be allowed to participate in the league.

- **Transfer Ban**: Transfers cannot be made during the league. This is due to the smart contracts that record the teams on the blockchain.

# 4. PRODUCT AND TECHNOLOGY
# PRODUCT FEATURES

**League Rules**

- **League Structure:** Teams are randomly matched. In each stage, 3 teams are eliminated, and the remaining teams advance.

- **League Fees:** Leagues are divided based on entry fees (e.g., 10 APTOS COIN, 25 APTOS COIN, 50 APTOS COIN, etc.).

- **League Change Rules:** If a team wins a league with 10 APTOS COIN, they must enter a league with at least 25 APTOS COIN in the next tournament. If they lose in the 25 APTOS COIN league, they can return to a 10 APTOS COIN league in the next tournament.

- **League Participation Fee:** Managers pay an entry fee of 10 APTOS COIN for the league. 10% of the entry fee goes to the system, and 90% goes to the prize pool. The manager of the winning team receives 60% of the prize pool, the second-place team gets 25%, the third-place team gets 10%, and the fourth-place team receives 5%.

- **Stage Play:** One stage of the league is played each day. The next match is scheduled after the current match ends, with a set date and time. For example, in a league with 16 teams, the first day's matches are played, and the 4 winning teams move to the final match the next day.

**Timely Readiness:** Teams must be ready at least 10 minutes before the match. In case of any issues, no responsibility will be accepted. If a team participates with fewer players, no responsibility will be accepted in this case either.

# 4. PRODUCT AND TECHNOLOGY
## PRODUCT FEATURES

**Other Rules**

- **Team Selection:** Teams can only participate in matches with players authorized by the club manager.
- **Match Start Time:** The match entry screen closes 5 minutes before the match. If an authorized player does not arrive within 5 minutes, the team starts the match with fewer players.
- **Transfer Season:** Transfer seasons close 6 hours before the announced draw time. Transferred players will be released at the end of the league.

# 4. PRODUCT AND TECHNOLOGY
## PRODUCT FEATURES

**Financial Transactions:**

Fees are paid for manager applications, league participation applications, training, and transfer transactions.

Prize pools consist of entry fees and transfer commissions.

All financial transactions can be tracked transparently on the blockchain.

**Prize System:**

The winning team receives a reward of 10 PBALL after each match.

The team that becomes the champion at the end of the league wins the money in the prize pool.

The prize pool constantly grows with fees and expenses throughout the season.

The system takes a 20% commission on transfer transactions, with 10% of it transferred to the prize pool.
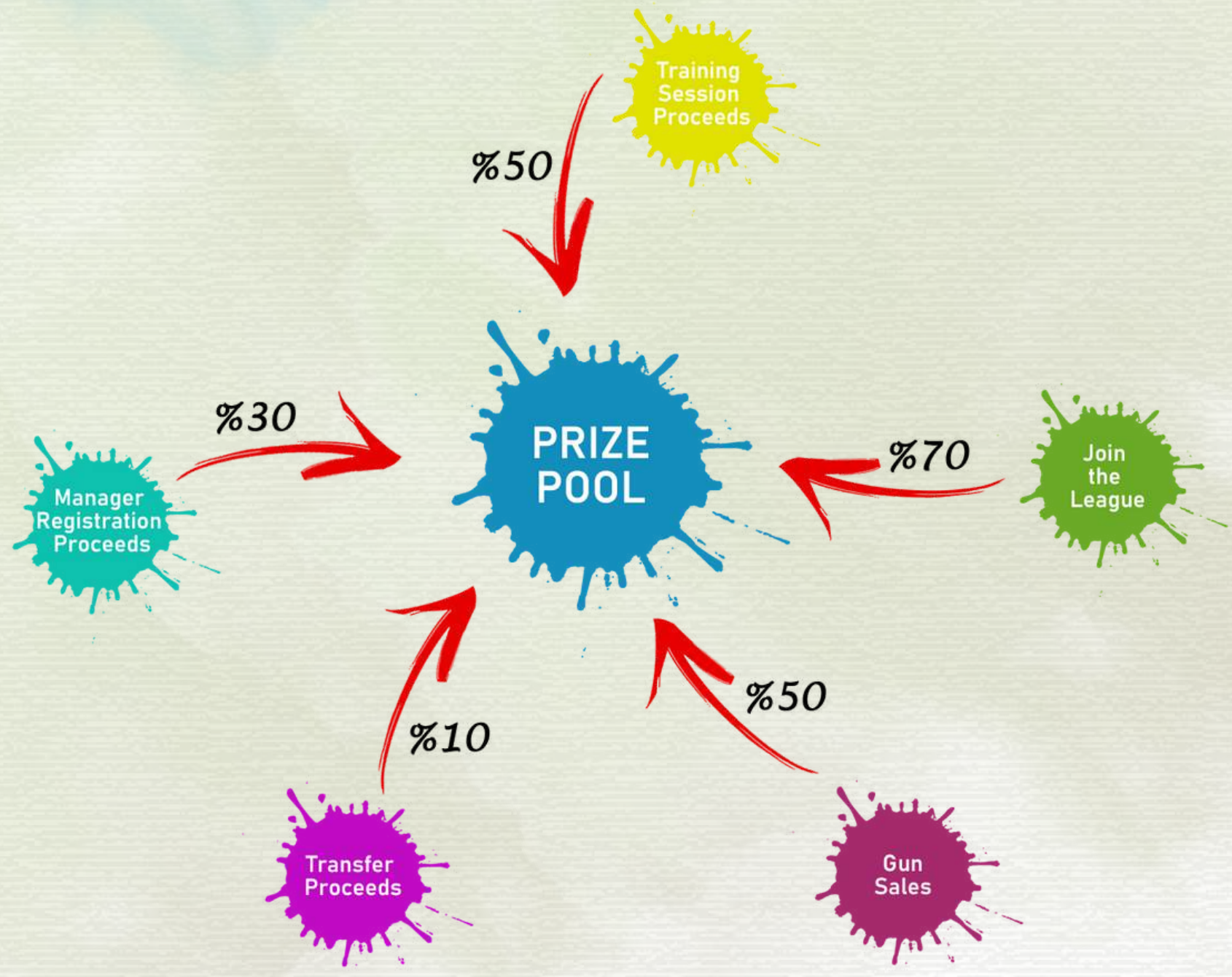
**Equipment Sales:**

Players can buy in-game equipment (rifles, etc.).

50% of rifle sales go to the system, and 50% go to the prize pool.

# 4. PRODUCT AND TECHNOLOGY



**Prize Pool:**

**50%** of rifle sales are allocated to the prize pool.

**70%** of league participation fees are allocated to the prize pool.

**30%** of managerial fees are allocated to the prize pool.

**50%** of training fees are allocated to the prize pool.

**10%** of transfer transactions are allocated to the prize pool.

# 4. PRODUCT AND TECHNOLOGY TECHNOLOGY INFRASTRUCTURE

**1.Blockchain and Smart Contracts:**

**Aptos Blockchain:** The fast and low-cost blockchain infrastructure that forms the basis of the project.

**Smart Contracts:** Smart contracts are used for training records, financial transactions, and prize distribution.

**2. Game Engine and Development Tools:**

**Unity:** Powerful game engines that can be used for game development.

**Aptos Integration:** Tools and libraries necessary for integration with blockchain.

**3. User Interface (UI) and User Experience (UX):**

**Web-Based Interface:** User-friendly web interface for players and managers.

**Graphic Design:** Impressive graphics and animations that enhance the user experience.

# 5.BUSINESS MODEL
# REVENUE MODELS

**Managerial Registration Fees:** The fee to be paid for those who want to become managers is 10 APTOS COİN.

**Training Fees:** The fee for players to train is 10 PBALL TOKEN.

**League Participation Fees:** The fee for teams to participate in the league is 100 APTOS COİN

**Transfer Commissions:** A 20% commission is taken on player transfers (10% of the commission is transferred to the prize pool).

**Equipment Sales:** 50% of the revenue from rifle sales goes to the system, and 50% goes to the prize pool.
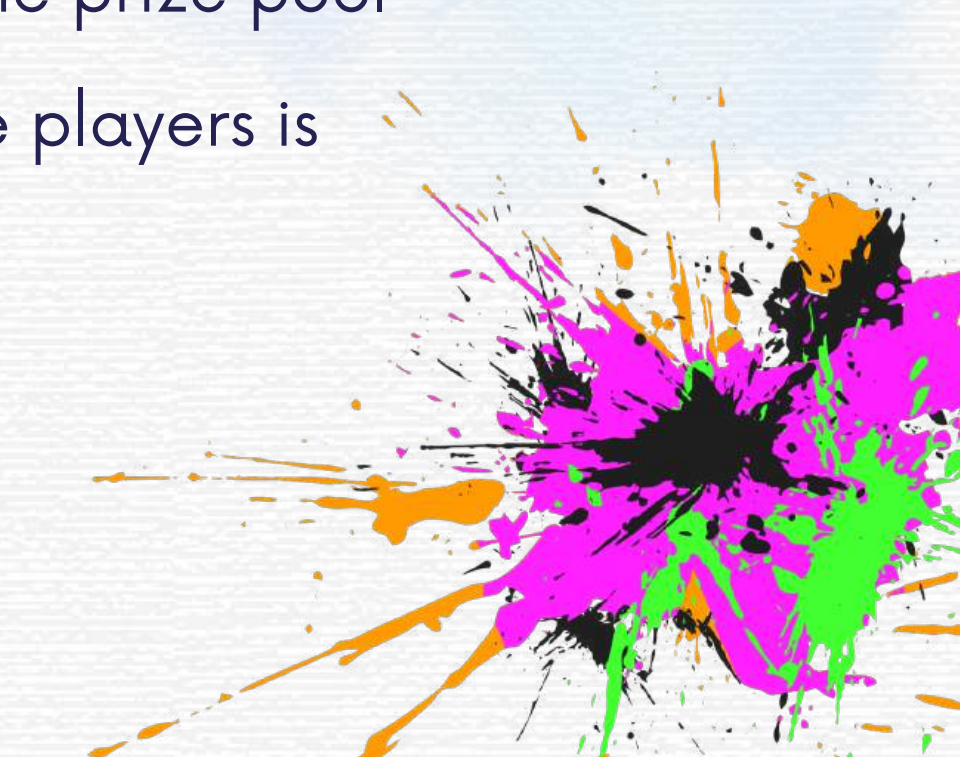
# 5.BUSINESS MODEL
# REWARD AND INCENTIVE SYSTEMS

**Prize Pool:** Consists of commissions from league participation fees, transfer commissions, and equipment sales.

**Player Incentives:** Players are encouraged to train and perform.

**Manager Rewards:** The manager of the winning team receives the money in the prize pool and can share it with the players if they wish. The amount to be shared with the players is determined at the time of league participation. Sharing is optional.

# 5.BUSINESS MODEL

## COST STRUCTURE

**Development Costs:** Game engine licenses, developer salaries, and other software costs.

**Blockchain Transaction Fees:** Low transaction fees paid for transactions on the Aptos network.

## GROWTH STRATEGY

**Community Building:** Actively building communities on platforms like X, Discord, and Telegram.

**E-sports Tournaments and Events:** Increase user participation by regularly organizing paintball leagues.

# 6. TOKENOMICS

**TOKEN ADDRESS:**
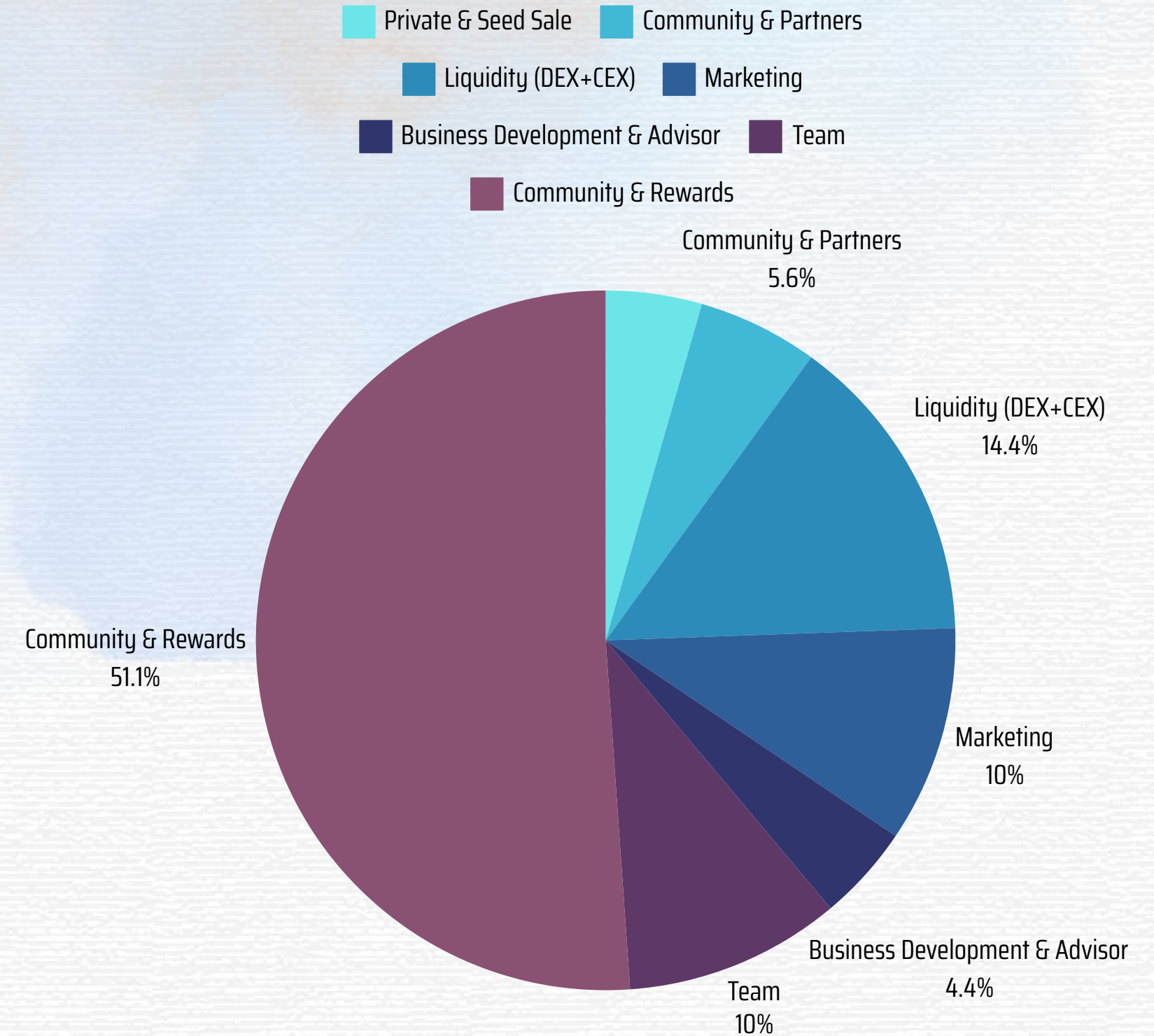**0xc939d454ec8b7735b6d0b63f949d583cb520d2832f671ff8bc2641cfd36c9c75::pball_coin::PballCoin**

## Network: APTOS

**Token Name:** PBALL Token
**Token Ticker:** $PBALL
**Total Supply:** 900.000.000



Legend:
- Private & Seed Sale
- Community & Partners
- Liquidity (DEX+CEX)
- Marketing
- Business Development & Advisor
- Team
- Community & Rewards

Community & Partners 5.6%
Liquidity (DEX+CEX) 14.4%
Marketing 10%
Business Development & Advisor 4.4%
Team 10%
Community & Rewards 51.1%

# 7. ROADMAP
## PAINTBALL CHALLENGE PLATFORM

**APRIL 2025**

Opening Of The Transfer Season
Release Of The Game
Receiving League Applications
Draw For The League

**MARCH 2025**

Manager Registration Start
Player Registrations Start
Players Start With Training

**FEBRUARY 2025**

Activating The Discord Channel
Trainin Client Release
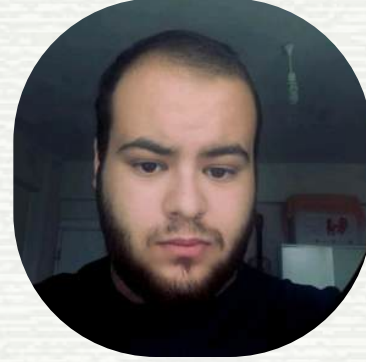
**APRIL 2025**

Start Of The League

01

02

03

04

# 9. CONCLUSION

## PAINTBALL CHALLENGE PLATFORM

Paintball.game is a decentralized e-sports and management simulation game. This platform, operating on the Aptos blockchain, provides players and managers with a transparent, fair, and reliable gaming experience. The project enables users to securely manage their financial transactions and game data using the opportunities offered by blockchain technology. Paintball.game is a platform that will revolutionize the world of e-sports and provide users with a unique experience.

This whitepaper provides a comprehensive introduction to the Paintball.game project and its roadmap. Detailed planning and strategy have been developed for the successful implementation of the project. Users will experience a trustworthy and interactive gaming experience on this platform, opening the doors to a new era in the world of e-sports.

# 10. CONTACT

## PAINTBALL CHALLENGE PLATFORM

🌐 paintball.game

𝗫 paintballgame_

✈ paintball_global

✈ paintball_game

🎮 paintball.game