NICE1
BLOCKCHAIN

Loading...

Nice1- Videogame Chain

Global computing and application execution platform.

"Consolidation of a decentralized computing protocol for development and innovation in the video game sector."

ABSTRACT

Currently the video game industry is in hands of few companies, which causes a centralization in the sector not giving room to small companies. This situation is limiting organic and free growth in the development of new concepts and projects. One of the barriers to entry in this market is the difficulty of access to financing, which mainly affects developers in the early stages of video game creation.

Nice1 is a project focused on the exploration, development and financing of new blockchain implementations in the current context of video games and their communities, which proposes several solutions to the stagnation of these developers.

Among them, the financing of the projects with their respective tools, the access to public/private funds, as well as the approach of the current investors in blockchain technology in the field of video games, will allow the execution of applications and transactions from a decentralized perspective and without any kind of commission.

On the Nice1 network anyone will be able to develop content as Nice1 Fundation has eliminated the ICO format or staggered sales to rely on a fixed contribution system in the public sale so the proceeds will be available to facilitate access to funds for developers' projects and help promote their use.

INTRODUCTION

Currently the video game ecosystem (development, distribution, online platforms, communities, etc...) is monopolized by large companies. This absorption of established and new user fees is facilitating the centralization and gradually monopolizing the sector.

This situation could be limiting the organic and free growth in the development of new concepts and projects. As it affects limiting access to funding and with it the evolution and development for small companies, indie developers, gamers and the vast majority of professional profiles and unfortunately this is what we find today in the wide world of video games.

"One of the main problems developers have in the beginning of the video games creation is that they work with very low salaries and no financing capacity so they have no option to compete with the big companies in the sector (Usually 1% of the video game companies produce 50% of the turnover)".

What does Nice1 Foundation propose as a solution to the problem for centralization in the sector?

The Nice1 network and the Nice1 Foundation will be 100% focused on promoting and facilitating the adaptation of new technologies and projects related to the video game sector. To this end, the following implementations will be carried out in the first year on DevNet in order to achieve a stable final network that offers all services from day 1.

1-Nice1 Blockchain

Nice1BC offers a public blockchain which allows the computer use of the network for the execution of processes and applications, as well as the sending of tokens between network users and the creation of Smart Contracts, all without commissions.
Both the RAM and CPU power provided by the Nice1 network comes from the hundreds of Nodes that the network hosts around the world, allowing accessibility and an economical service to any type of user.

Nice1 will allow you to execute applications and transactions from a decentralized perspective without any type of commission.

For the adaptation of users, both the crypto ecosystem and the video games ones plus the new generations that may come, the foundations promoted by EOS of 0 commissions in the sending of assets and tokens within the nice1 network itself will be respected. We want to break the barriers of initiation to the use of the network for all types of public and facilitate the adaptation of the use and development in the Nice1 chain.
Transfer fees would make implementations in games and platforms unfeasible, given the high cost of fees for the transfers making the need for a previous investment by the user to be able to cover these initial fees.

2-Nice1 Foundation

Constitution of the Nice1 Foundation, the foundation will be responsible for promoting and facilitating the implementation of the project. Its task is to manage the initial funds, communication with other work teams, as well as entities in the sector and the supervision of the projects being carried out.

3-Nice1 Consensus

Creation and exhibition by the foundation of a consensus system for users and communities where to create and vote on proposals related to the project and its development.

4-Nice1 Link

Implementation of a system of "ALIAS" integrated in the chain itself.
This system will allow any user to link a [Public Address] to a [Unique Alias] and with it create a personal file of the User with its Links of interest and information, this will offer a public listing of [Unique Alias] and allows us to investigate and develop on future use cases, such as user verification system, inventory systems, interoperability between platforms, etc...

5-Libraries, Development Kits and Documentation

All the implementations and developments of new advances, as well as libraries and documentation for users, will be available in a portal to facilitate access and use of the project to all users.
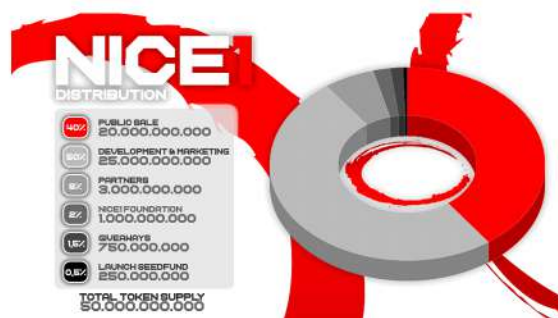
Milestones: SDK library and documentation for Unreal Engine & Unity

MainNet execution and technical information.

1 - Launch of Public Sale (0.00006$ /Token) Initial roadmap and execution of first campaigns to approach communities and professionals.

2 - Once the Public Sale has started (Min Cap 250.000$) and the first contributions from the project participants have been received, the distribution of the token based on the EOS chain will begin.

3 - The distribution will be done as shown below:
 (See full details in the Tokenomics section)

NICE1
DISTRIBUTION

	PUBLIC SALE	20.000.000.000
40%	DEVELOPMENT & MARKETING	25.000.000.000
50%	PARTNERS	3.000.000.000
6%	NICE1 FOUNDATION	1.000.000.000
2%	GUERRAYS	750.000.000
1.5%	LAUNCH SEEDFUND	250.000.000
0.5%		

TOTAL TOKEN SUPPLY
50.000.000.000

4 - The Nice1 Foundation will publicly display the account book, allowing general transparency and free display of accounts and expenses, as well as the organization and use of funds available for collaboration proposals and funding of projects on Nice1BC and related to Nice1.

The exhibition of accounts will be published and will take place every 2 weeks with the Bi-Weekly report. It will detail the expenses of the development & marketing fund and the expenses of the foundation.

5 - Launch of DevNet (EOSIO Sister chain) once the tokens have been distributed. (See more information in medium)

6 - Launch of the DevNet Roadmap and start of the Nice1 Consensus and first proposals to be voted.

7 - Creation of an Incubator / Accelerator of projects. The foundation will invest the allocated part of the supply for this process in supporting projects and promoting the network, both for use and development.
To this end, part of the investment will be allocated to content creators who promote the use of currency and the network, developers with the aim of creating video games and other content and players.

8 - MainNet node program. During the first 6 months since the launch of the MainNet, the node reward system will not reward NODE1.
Nice1 Foundation will offer a reward program for the first official nodes of the network.
This unrewarded time frame will ensure a term for the token swap and connection of the initial nodes which will help stabilize the network completely before the arrival of users.

9 - MainNet & TestNet launch, once the development and stability testing of the DevNet & Testnet is completed (approximately 12-18 months) all implementations and developments that have been applied to the Initial DevNet will be validated as the "Official MainNet" version. This DevNet pre-development period guarantees the Nice1 project to launch a stable and secure MainNet from day one.

10 - Swap to MainNet, 100% completed within 2 months after the MainNet launch.
This process will be carried out in collaboration with the exchange houses where Nice1 is traded.

11. Launch of the first Nice1 MainNet + Milestones Midterm roadmap
Future Milestones in Midterm:
-eSports Team Nice1 (professional & amateur)
-Betting platform for eSports

Tokenomics

Token Base Nice1 - EOSIO TOKEN

-Total Tokens: (Genesis): 50,000,000,000 N1

-Total Tokens Sold: (Public sale): 20,000,000,000
-Percentage Sold: (Public sale): 40.00
-Token Value: (Approx.): $0.00006

Distribution of tokens and locks

The tokens created are distributed as follows:

-Public sale: 20,000,000,000 (40%)
-Development & Marketing: 25,000,000,000 (50%)
-Partners: 3,000,000,000 (6%)
-Nice1 Foundation: 1,000,000,000 (2%)
-Giveaways: 750,000,000 (1.5%)
-Launch Seed Fund: 250,000,000 (0.5%)

Token lockout period.

Public Sale (40%)
The public sale tokens are not blocked and will be delivered during the first 30 days after the creation of the token.

Development & Marketing (50%)
These tokens are available to the foundation for the execution of community proposals, as well as investment in the development and marketing of the project. They are unblocked in 18 monthly instalments of 1,388,888,888 tokens and budgets and expenditures will be displayed on a monthly basis.

Partners (6%)
These tokens are available to the foundation for the execution of strategic partners with collaborators. They will be blocked to the partner until the launching of the MainNet, with some exceptions.

Nice1 Foundation (2%)
These tokens are at the disposal of the foundation to cover the expenses of the foundation and its collaborators. The foundation will not have any blocked tokens, the foundation has the duty to expose the expenses made every month.

Giveaways (1.5%)
These tokens will be given away at community support events during the first 2 months after the project's launch. They are not blocked.

Launch Seed Fund (0.5%)
These tokens are distributed among 5 initial collaborators who provided the basic liquidity necessary to carry out the launch of the Nice1 project. These tokens are blocked for 12 months until the launch of the MainNet.