

PLACE IT

CLASH OF COMMUNITIES

White Paper

V 1.1

1. Introduction

Place me is a community based game where users join each other as a community to color pixels with their community flag or logo. The team behind the game is an experienced people of social media geeks who love to see games being played like communities. As compared to conventional games, team has put its extensive development and socially adapted ideas of game to bring a different experience for users.

Place It is an idea based on social experiment that was done by top social media site some time ago. Taking the experiment into consideration, our team has come with a decentralized pixel coloring canvas on Blockchain where there will be more transparency and better experience for users in terms of security. We have tried our best to develop a competitive environment on canvas where members come together in the form of communities to snatch the winning pool on daily basis.

2. Opportunities

As we all know market of gaming is expanding at a very rapid pace as more and more competitive games are being launched into market. In 2017, the global game market of gaming exceeded \$120 billion. As the living standards of common people are improving, this market is seeing more growth.

When it comes to blockchain based, it is a starting age and developing into maturity with an unbelievable speed. Major reason behind this aggressive growth of blockchain based games is the transparency and efficiency. In this regard Ethereum blockchain lead the way with games like Crypto Kitties. Popularity of this game even caused congestion on Ethereum.

3. Why Tron Blockchain?

While developing Placeit, team took into consideration all the issues regarding the best possible solution available on blockchains. The most important thing is definitely efficiency

and cost effectiveness. So after considering all the issues, we decided to go for TRON blockchain due to following reasons

3.1 - Consensus Protocol:

Right from its start, TRON has achieved lot many milestones and has become the fastest growing blockchain based project. Even in just 6 months, TRON has more than 800K wallets with daily number of transactions in millions. s and millions of transactions each day, making it the fastest growing project in the blockchain industry. With the support of a robust user base, we think TRON would be able to form a strong consensus within its community.

3.2 - Liquidity:

When it comes to liquidity, TRON (TRON-network-based crypto currency) has maintained a stable market value among public chain tokens. Now TRON is reaching approximately \$75 million worth of transactions per day, which is a solid signal for stability and liquidity of TRON.

3.3 - Network Speed:

TRON's network has a TPS of 2000, and this number will be even higher in the future. On the contrary, even after a few times of optimization, Ethereum only has a TPS of 25. The 2000 TPS that TRON has is strong enough to provide support for games and commercial operations.

3.4 - Transaction fee:

Players can make transactions free of charge about 25 times a day on TRON, and more bandwidth resources can be obtained by freezing TRX. The total cost of conducting a transaction is about 0.00001TRX, which means only 1 TRX is enough to satisfy the transaction fee requirement for a user. On the other hand, Ethereum's average transaction cost is approximately \$0.4-0.6, and has set a peak record of \$4.15 in a single transaction.

There are many other plus points of TRON network due to which we have decided to build Placeit on TRON blockchain.

4. Placelt Game and Its Features:

Placelt is a clash of communities game where communities fight their way to win Pool Prize.

4.1 - Buy Pixels To Color

Placeit allows you to buy any pixel on 1000 x 1000 pixels canvas. Simply select the pixels with color you want in them and see your cart to buy with TRON (trx).

4.2 - Pixel Price:

Each pixel price is 10 TRX and even if you want to grab other users pixels then there is no extra price involved. This has been done to give all players equal chance of grabbing as many pixels as they can.

4.3 - Join Community:

Our player should join a community to play game properly. You can also create your own community and bring new users to join the community.

4.5 - Who Wins?

Placeit offers an equal chance of winning for all communities. To win the pool money any community must own atleast 100 x 100 pixels on canvas with a definite logo or flag of

community or any design must be drawn. Once you have drawn your image you must protect it till the end of the game time from other communities.

4.6 - When winners announced?

Winners will be picked on daily basis at GMT 12:00 PM. To get a winner total pool money must reach a total of 7M TRX.

4.7 - What is Pool money?

Pool money is the income from all the pixels sold on the canvas from last distribution of dividend.

4.8 - What is dividend and how it is distributed?

Dividend or prize money is the amount of pool which is given to members of the winning community. 70% of total pool money will be distributed among the winning community members as per their share in total pixels owned by community. To be among winning members in a community, members must hold minimum 500 PLACE tokens.

30% of the pool money will be distributed according the following details.

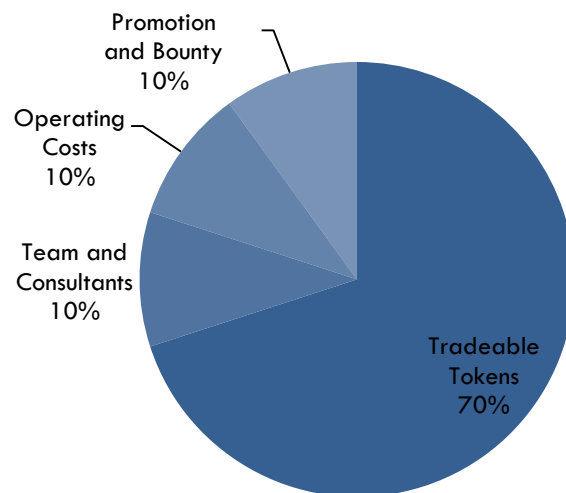
Percent	Pool Money Distribution
70%	Winning Community Members
12%	Cost and Maintenance
8%	Team and Consultants
7%	Developers
3%	Charity

5. Place Tokens

Place It will issue 1Billion PLACE tokens which will be available on exchanges for trade.

These tokens are required to be held by community members to claim dividend (winning prize share). Details of these tokens distribution is given below.

Token Distribution



6. Roadmap

