World War 3

Whitepaper

Introduction

Does the daily news leave you feeling like you just swallowed a jar of anxiety, chased down by a shot of existential dread? Geopolitical tensions are hotter than a volcanic knuckle sandwich, and climate change is breathing down our necks like a particularly grumpy dragon. The world feels like it's one headline away from an all-out global meltdown. Fear not, weary internet denizens and connoisseurs of the dankest memes! We present the answer nobody knew they needed, but one which everyone definitely deserves.

World War 3 Coin is our attempt to create a hilarious social experiment fueled by dark humor and a glimmer of hope for humanity. Think Doge with a social conscience, but instead of spaceships, we're aiming to make a real difference in a world that's gone overtly aggressive and, well, a little toasty. Our objective is to foster a community of dedicated meme lords and eco-warriors who can turn this world into a better place, not just for those shaken by endless wars and conflicts, but also for people that are facing the worst of the climate crisis due to rising sea levels and super-powered hurricanes.

So join our army of meme lords, crypto enthusiasts, and climate warriors as we HODL on for dear life, and try to turn this whole thing into a slightly less terrible reality show. Because who knows, maybe by throwing memes and resources instead of bombs, we can collectively push this planet back from the brink and into a future that isn't a complete dumpster fire.

1. What are we all about?

War is the ultimate buzzkill. Imagine all the fire content we could be creating – hilarious animal TikToks, epic meme battles, the next big crypto play. Instead, we're bombarded with news of bombs raining down and families ripped apart. But war is just one symptom of a much bigger disease. Climate change, skyrocketing inflation and loss of livelihoods are the ultimate boss battles which we must confront immediately.

The planet's heating up faster than a server room on meme day and it's having a ripple effect that is slowly eroding the very fabric of our economy. Food and water scarcity have become a major threat as prices of most essential commodities are skyrocketing due to extreme weather events. This is not a scene from a dystopian novel – it's the reality we're facing.

This isn't just bad luck, it's a systemic issue. Centralized institutions, laser-focused on short-term profits, have prioritized greed over sustainability for far too long. They've pillaged our planet and choked the environment, all in the name of the almighty dollar. The result is a cruel amplifier of existing economic inequalities and the most vulnerable populations are on the front lines of this crisis.

We, the people, hold the power to change this narrative. We need to organize, as a community, and demand better from those in control. It's time to throw out the outdated playbook and rewrite the rules. We need collaboration, not competition. Sustainable solutions, not short-term gains.

This is where World War 3 Coin steps in. We're not just about memes (although, let's be honest, memes are a powerful tool); we're about building a community that recognizes the gravity of the situation and actively seeks ways to make a difference. It's about holding those in power accountable and demanding a future where prosperity and environmental responsibility go hand in hand. Because let's face it, a world on fire isn't very funny and it sure isn't profitable in the long run.

2. Decentralize Before We Hit The Dystopia

We are facing a critical juncture in human history – a moment ripe for innovation. For far too long, centralization has been the default setting for all our major structures. From politics and education to finance, these systems have historically been crafted in a way that concentrates power in the hands of a select few, leaving the rest of us out in the cold. Sure, there were times when this centralized approach served a purpose, but those days are over. In today's age of instant information, where the world's knowledge is literally at our fingertips, it's time for a complete overhaul.

Before the advent of Bitcoin, the fate of our money rested in the hands of central banks and financial institutions. These entities could manipulate interest rates, print money at will, and even bail out failing institutions with taxpayer dollars – all behind closed doors and often with questionable consequences. Bitcoin threw a wrench into this centralized system. With no single authority controlling the money supply or transactions it created a transparent and tamper-proof system that was impartial to all parties. Bitcoin's core innovation lies in its ability to empower individuals, allowing them to control their own money, free from the whims of central banks.

While Bitcoin didn't single-handedly dismantle the entire centralized financial system, it did prove a crucial point: a decentralized alternative can function. It's a testament to the potential of decentralization to challenge established power structures and create new models for financial inclusion and transparency. World War 3 Coin builds upon this revolutionary spirit, aiming to create a decentralized ecosystem that empowers individuals and fosters a more equitable future.

3. The World War 3 Ecosystem

While the World War 3 project began as a meme coin, our aim is to evolve into a project with practical applications that make lives better for people around the world.

3.1 Our Values

The world faces a multitude of complex issues – climate change, resource scarcity, rising cost of living, escalating conflicts, all of which have severely impacted the livelihoods of people across the world. With global inflation and job cuts at record highs, we believe it's time we reorganized our economy and the way we consume utilities and resources. For a sustainable future, it is imperative that we move away from traditional models of ownership and consumption towards shared resources and collective action based on the following principles:

- Lower consumption & waste

- Collaborative resource management

- Resource sharing & upcycling

3.2 Sharing is caring

The advent of the internet, IoT and AI have proliferated the growth of sharing and rental platforms worldwide. This has allowed us to share a wide variety of assets; ranging from houses and cars to intangible assets like videos, movies, human skills and services. In a sharp contrast to conventional consumption where ownership and access to resources are restricted to their proprietors, these systems propound collaborative consumption where the end-users gain access to the assets and services for a required time period. Not only do these platforms lower the cost of accessing services for the end user, they provide a sustainable source of basic income for the individual service provider as well.

The likes of Airbnb and Uber have challenged the notion of traditional ownership worldwide. The new paradigm emerges at the intersection of online social networks, mobile technology and rising cost of living.

As the internet continues to penetrate every aspect of our lives, sharing platforms will register a rapid growth. Advocates laud the sharing economy as a partial solution to the challenges posed by the ongoing financial and environmental crises, worldwide. The global sharing economy is projected to reach an estimated worth of $335 billion by 2025[1].
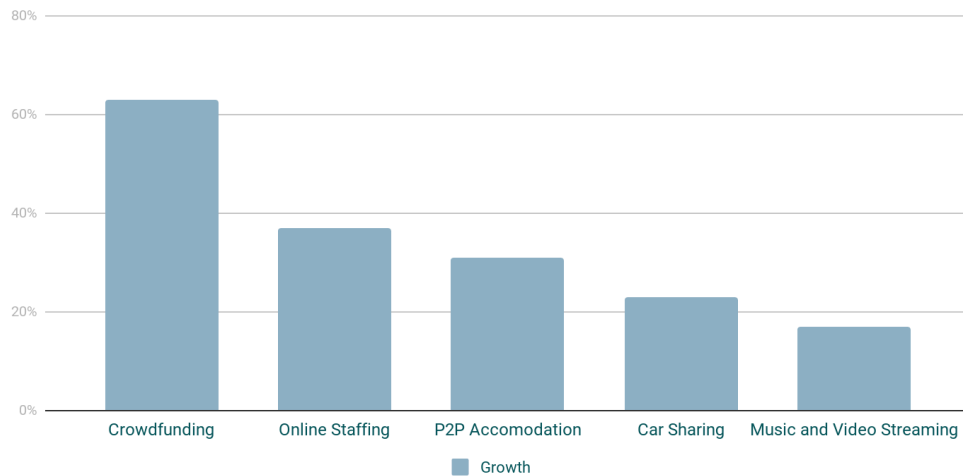

Chart 1. Annual Projected Growth Rate Of Global Sharing Economy 2013-2025

3.2 Why Sharing?

The benefits of a decentralized sharing economy take shape across multiple dimensions:

- **Sustainable consumption:** The sharing economy promotes collaborative consumption as opposed to individual ownership. As people can borrow or rent what they need instead of buying individually, fewer items are manufactured, thus reducing the environmental impact of mining, manufacturing, and transportation.

- **Sustainable Basic Income:** People can earn income by renting out things they rarely use, like cars, tools, appliances, or even their homes and rooms. This creates a new income stream while keeping resources in use.

- **Lower Cost of Access:** The sharing economy promotes access over ownership. As people rent or borrow what they need, they don't need significant capital to buy the item.

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[1] See The Sharing Economy, Consumer Intelligence Series, PwC

3.3 Why Decentralize Sharing?

Despite robust growth potential, sharing marketplaces face challenges which restrict the scale and adoption of the sharing economy in many geographies across the world. Consequently, the sharing economy has barely scratched the surface of what's possible as assets worth trillions of dollars lie underutilized around the world. Some of the major limiting factors include:

- **Exorbitant Costs of Scaling:** Scaling sharing platforms to new geographies is a highly capital intensive affair as they need to incentivise adoption on both supply and demand sides to achieve network effects, and mass adoption. Even though these subsidies reduce the platforms' net margins, they are unable to do without them as the network effects may simply not kick in and mass adoption may never take off. This tradeoff is often difficult for sharing platforms to satisfy, especially in their early stages. In fact, by 2016, Chinese ridesharing service Didi was spending $4 billion per year on subsidies alone[2]. As and when sharing platforms withdraw their monetary incentives, they witness a sharp fall in adoption.[3] This situation is more prevalent in developing economies where customers have significantly lower purchasing power.

- **Lack of Assets in Low and Middle Income Countries:** Sharing platforms can offer colossal benefits to end consumers in low and middle income countries where people cannot afford to own assets. However, in such markets multi-sided sharing platforms face a chicken-and-egg problem as demand for shared assets often far outweighs their supply. To overcome this challenge, platforms offer enormous incentives to suppliers so that they can profitably operate larger inventories for longer duration. While this may boost supply listings in the short term, it comes at the expense of significant cash burn and is unsustainable in the longer run.[4] When the focus of such platforms shifts towards profitability, they generally taper their incentives, resulting in massive loss of inventory listings.

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[2] Uber is losing billions in China, CEO admits: https://www.newsweek.com/travis-kalanick-428442

[3] Uber Ola enter slow lane in 2018:
https://www.gadgetsnow.com/tech-news/uber-ola-enter-slow-lane-in-2018/articleshow/65929461.cms

[4] The cost of driver incentives are weighing down on Uber and Lyft: https://tcrn.ch/3P2JoVU

- **Trust Deficiency:** Participants within the sharing economy often have concerns in disclosing their identities in a publicly searchable and/or accessible way. Consequently, the most critical challenge for sharing platforms is to attract a critical mass of both supply and demand side participants with the desire for trusted relationships without compromising their privacy. While the two need not be mutually exclusive, accomplishing both at once is quite difficult.

These challenges create a classic public goods problem: While everyone benefits from a solution, the initial burden of tackling the challenges falls disproportionately on those who take initiative. Blockchain technology offers tremendous potential for addressing this public goods problem. Imagine a "blockchain commons" – a shared infrastructure - built, managed and controlled by the people that partake in the sharing economy, everyday. The WW3 ecosystem is our attempt to build a community owned infrastructure that strengthens the sharing economy by overcoming its drawbacks to give people a better control of their finances and livelihoods.

3.4 Blockchain and the Collaborative Commons

While the centralized approach followed by sharing platforms to lock demand, supply and establish trust had their merits when the sharing economy was in its infancy, the shortcomings of this approach far outweighs the benefits today. We believe that sharing and renting of goods and services over the internet should be as easy as sharing information. Blockchain technology offers the ideal foundation to make this possible.

The WW3 ecosystem aims to coalesce sharing platforms and their participants into a collaborative common to solve for scalability and efficiency. The primary objective of the WW3 ecosystem is to foster a strong community of users, sharing platforms - (P2P, B2C), OEM's (Original Equipment Manufacturers) and asset owners that work together to overcome the shortcomings of the sharing economy.

We propose the following solutions for the same:

- **Supply side decentralization:** Build a decentralized *Inventory Distribution Network* by leveraging *non-fungible tokens*. The network will cater to owners and service providers who wish to rent or share their assets and services. The network will help owners and service providers by allowing them to enlist, manage and rent their assets simultaneously on multiple sharing platforms and marketplaces, without incurring any commissions.

- **Demand side decentralization:** Create a decentralized Metasearch Engine for shared assets and services that provides better discoverability and user-experience for end-users. The search engine will allow users to find, compare and rent different assets and services from a single application.

- **Decentralization of trust:** Create a blockchain based identity verification, review and scoring mechanism that allows for reputation portability between different sharing platforms without compromising user privacy.

- **Decentralized asset financing:** Leverage security tokens to fund collaboratively owned assets on sharing platforms especially in low- and middle-income countries.

3.2 Key Offerings

The WW3 ecosystem will foster a collection of projects and initiatives built around the WW3 protocol and the WW3 coin, offering real world utility. While the ecosystem will keep evolving as determined by the WW3 community, the WW3 ecosystem will initially revolve around two key offerings:

a. **The WW3 DAO:** A Decentralized Autonomous Organisation to govern and manage the World War 3 ecosystem and undertake philanthropic activities to support the economic and environmental rehabilitation of people adversely impacted by wars, climate change.

b. **The WW3 Protocol:** Blockchain based infrastructure to promote the sharing and rentals of goods and services.

4. The WW3 DAO

The WW3 DAO intends to employ the DAO structure to pool funds and vote on fund allocation for the development of the WW3 ecosystem and any philanthropic activities that align with the objectives of the community. Our hypothesis is that a community based approach will provide the necessary "activation energy" to trigger widespread coordination between individual groups which otherwise may have competing interests. The WW3 DAO is an experiment that tests that hypothesis.

The immediate goal of the WW3 DAO will be to fund and further the development of the WW3 protocol. This will be done by incentivizing coordination between the various Solana projects and major ecosystem stakeholders. The secondary goal will be to research collective incentivization and iterate towards a generalized version of the WW3 protocol that is applicable to an even wider range of suboptimization problems regardless of scale or scope. In addition to this the WW3 DAO will undertake philanthropic initiatives to help people impacted by war and climate change.

4.1 Incentivising Collective Action

The execution of a community driven movement requires structuring the right incentives so that costs and benefits are to implore individuals into collective action. This is where World War 3 Coin (WW3 Coin) steps in. We recognize the limitations of the current model. Centralized institutions often prioritize short-term profits over long-term solutions. Fragmented efforts across various groups lack the necessary coordination to make a real dent in global problems.

4.2 Membership Proposals

Joining the WW3 DAO requires submitting a membership proposal along with a tribute in SOL. Once a membership proposal has been submitted, existing members of the DAO vote on it, deciding whether to accept the proposal. If accepted, the tribute coins are deposited into the War Chest and new shares are minted and issued to the applicant based on the following condition:

$$DAO\ Shares\ (\%\ of\ total)\ =\ contribution/\ total\ value\ of\ the\ War\ Chest$$

If a membership proposal is rejected, the tribute coins are returned to the applicant. To reduce spam, it will be mandatory for applicants to convince an existing member to affirm or attest their proposal when they apply.

It is possible that a member submitting the proposal with an applicant's tribute maliciously receives fewer shares than what the applicant had been expecting or the applicant accidentally

filed for an incorrect number of shares which are proportionally lower than the amount of tribute paid. In either case, if the proposal passed, this would mean that the WW3 DAO purchased the applicant's tribute at a steep discount. To counteract this, new applicants will be able to abort their membership proposal during an Abort Period that starts immediately after the submission of the proposal. Aborting during this time will automatically return all tribute to the applicant just as if their proposal had been rejected. The Abort Period lasts 24 hours post the acceptance of a membership proposal.

4.3 DAO Shares

The WWIII DAO uses Shares to satisfy game theoretic conditions. Members can request shares on a per-proposal basis. The Shares will be issued proportional to the applicant's tribute amount as compared to the total pooled funds. Shares confer the right to vote on proposals for how the resources in the War Chest should be utilized. To ensure that votes cannot be bought and sold on the open market, all DAO Shares will be non-transferable.

4.3.1 Redeeming Shares

Shares can be redeemed for the underlying tribute through the liquidation process or irreversibly redeemed via Rage Quit.

1. <u>Liquidating Shares:</u> Members of the WW3 DAO shall be able to liquidate their shares to retrieve the proportional share of tribute backing those shares from the War Chest. When a liquidation is triggered, the member sacrifices decision-making capabilities over the future of the War Chest and any future revenue that it may generate.

   The liquidation mechanism builds a financial incentive for the members to try and maximize the value of their votes by either increasing their proportional ownership of the pool or by increasing the value of the pool overall.

2. <u>Rage Quits:</u> In any voting-based system, there are a large number of edge cases created by possible collusion or unwillingness of stakeholders to continue if the collective decision is not in their personal interest. To overcome these challenges, we shall allow members to exit the WW3 DAO with their funds if they did not agree with the result of the vote on any proposal. This is done by allowing members to "Rage Quit" the guild within a "Grace Period" after voting on a funding proposal completes.

   For instance, if 99% of the members vote in favor of a funding proposal that may require significant investment, while the remaining 1% disagrees, the latter may Rage Quit the DAO during the grace period, as they do agree with the DAOs investment roadmap. The remaining 99% members, at the end of the grace period, shall bear the cost of the proposal.

In the case of a contentious vote where a large minority exists (e.g. a 51% attack), the cost may greatly increase for those who stay. To mitigate adverse impacts from such a scenario, we shall restrict Rage Quitting to only those members who voted "No" in the given proposal and only if the proposal passes. This will ensure that members who voted "Yes" bear the cost of the proposal and do not Rage Quit. We expect this to create an interesting additional meta-incentive for mutual cooperation, since DAO members would be strongly disincentivized to submit proposals that might cause a large proportion of other members to Rage Quit.

4.3 Funding Proposals

Members will be able to create funding proposals on projects that align with the collective objectives of the DAO. The goal of these proposals is to have other members of the DAO pool their funds to support the initiative. Members can contribute to a proposal by voting in its favor. If a funding proposal passes by a majority, the funds backing those votes will be released from the War Chest to the project.

4.4 Voting

Proposals are voted on in the order that they are submitted (First-in, First-out). For the MVP, the voting period of each proposal is 10 days. Up to 5 proposals may be submitted per day and so there are a maximum of 50 proposals being voted on at any given time.

Votes are won by simple majority with no quorum requirement. Unlike other voting systems where members are immediately locked into the outcome of a vote, members have a grace period during which members who voted "No" can exit.

Members will be able to vote once on proposals and the votes will be counted and finalized at the end of the voting period but before the start of the grace period or the subsequent issuance of new Shares. This means that an application for new Shares issued will not be added to "Yes" or "No" votes on active proposals. Additionally, members who Rage Quit on one proposal will not be removing their votes from the vote on a different active proposal. Since Rage Quitting members who voted "No" do not have their votes deducted and members who voted "Yes" can't ragequit, the vote tally for a proposal is final as soon as its Voting Period is complete.

4.4 Grace Period

The Grace Period commences after votes on a proposal are finalized. The Grace Period lasts 7 days and allows members to exit the guild should they strongly disagree with the outcome of a vote. Members can only freely exit if they vote "No" on a proposal. Members who vote "Yes" on a proposal that passes will be forced to bear the cost of dilution from that proposal.

4.5 Collaborative Commons

The mechanism described above will allow members to build shared infrastructure which would result in collective benefit. It is left upon the members to determine if their investment could generate higher returns. For rational members, it would make sense to invest in proposals that are likely to increase the value of the pooled value of the War Chest by more than the cost that is split amongst all contributing members.

The proposed organizational structure assumes that members of the WW3 DAO will be at least somewhat aligned on overarching purposes, whether it be to fund protocol development or some other infrastructural goal. The second assumption is that members will be willing to sacrifice short term benefits in order to pursue the long-term objectives of the DAO.

In most blockchain projects like Solana and ETH 2.0, it is in the interests of long-term ETH holders and projects building on the platform to contribute to the project's ongoing development, lest they see the value of their holdings drop and their platforms be technologically surpassed. However, in a truly permissionless paradigm, these would not be acceptable assumptions to make. Hence, we choose to restrict access to the WW3 DAO by having existing members vote on new entrants in a similar fashion to funding proposals. This will ensure that our assumptions stand true to the highest of likelihoods, allowing us to build a community of collaborative commons that are aligned with the interests of the collective.

5. WW3 Protocol: Decentralizing Sharing

Irrespective of the business model (P2P/B2C) or the nature of the shared asset, value creation by sharing every platform takes shape along the following dimensions:

1. Discoverability: Discoverability is the one of the first aspects that must be addressed by all sharing platforms. To achieve discoverability, sharing platforms and rental services must onboard sufficient supply and undertake marketing activities to attract the desired volume of end-users in target markets. Achieving discoverability entails substantial expenditure on marketing and subsidies.

    Multi-sided sharing platforms usually achieve discoverability by offering monetary incentives or bonus to suppliers (asset owners/service providers) to enlist and operate their inventory while discounting end-users on the demand side. The incentives continue until platforms achieve the critical limit beyond which network effects and habit formation begin to take over. Sharing platforms and marketplaces must repeat this iterative process in every new geography time and again.

2. Trust: In a PwC survey on the sharing economy, 89% of consumers agreed that the foundation of sharing is trust between asset/service providers and the end users. 69% of the respondents said they would not trust a sharing-economy company unless recommended by someone they personally trust.[5]

    Evidently, trust is the cornerstone of every sharing platform and all the more so in Peer-to-Peer transactions involving complete strangers. Sharing platforms and marketplaces must earn the trust of asset owners/service providers on the supply side and consumers or the end-users on the demand side. Conceding these facts, almost every sharing platform has deployed *'Platform-Mediated'* review systems to incentivise good behavior among transacting parties. Such systems are usually based on mutual star ratings and/or text reviews. In 2013, Airbnb commenced identity verification of property owners and users along with a mutual star ratings and reviews to accrete transparency and reduce the possibility of friction when strangers transact on their platform.[6] Uber followed suit in 2017.

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[5] See PwC report :
https://www.pwc.com/gx/en/services/advisory/consulting/risk/resilience/trust-but-verify-why-it-matters-in-the-sharing-economy.html

[6] See Airbnb Announces "Verified Identification":
https://www.airbnb.co.in/press/news/airbnb-announces-verified-identification

3. **Dispute Resolution and Arbitration:** There are possibilities of misunderstandings, grievances and conflicts in almost every transaction. Hence sharing platforms must ensure swift and just resolutions. As with reviews and ratings, resolutions are platform mediated where the judgment of the sharing platform/company is final and binding.

5.3 Our Vision

Most sharing marketplaces deploy centralized *Platform Mediated* review systems where users often do not have any data privacy. Moreover, there is little scope for reputation portability between multiple platforms and if the review system lacks a robust identity authentication layer, malicious users can re-enter the platform with new identities, thus defeating the purpose of the rating/review system. Developing mechanisms to inculcate trust among users is usually an expensive affair. As the scale of a platform increases, it becomes ever more difficult to build trust across a larger community, thereby increasing the probability of fraudulent behavior and bad user experiences. This inevitably leads to business opportunity loss, higher marginal costs and endangering the safety of users and assets.

5.4 Protocol Components

The WW3 protocol will be decentralized, fast and developer friendly, allowing us to decentralize supply, demand and trust in the sharing economy and help reduce the marginal costs for establishing sharing platforms and marketplaces. The following diagram illustrates the five fundamental services offered by the WW3 protocol:
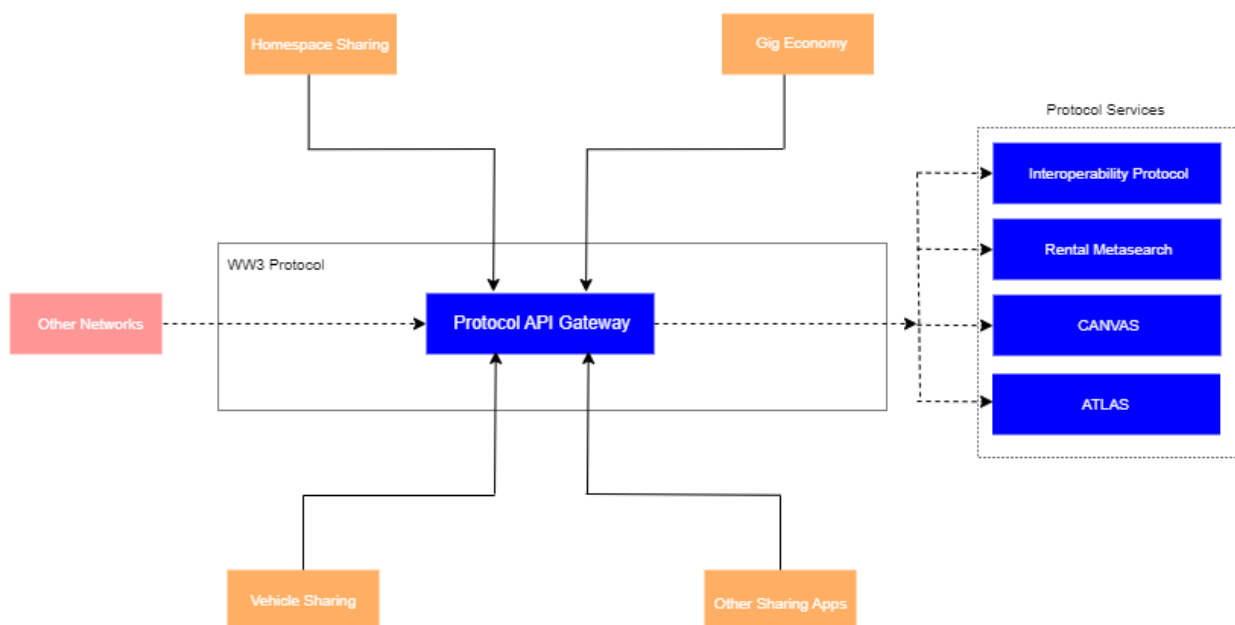

Fig. 1 Overview of the WW3 Protocol

6. Interoperability Protocol

The Interoperability Protocol will be designed as an encrypted and decentralized *Inventory Distribution Network* that will facilitate real-time syncing of inventory metadata, allowing asset and service suppliers within the sharing economy to enlist and operate on multiple sharing marketplaces simultaneously. The interoperability protocol will be powered by user nodes that index shared assets and services as non-fungible tokens and record the inventory metadata as hot data to facilitate real-time queries from sharing platforms and marketplaces that integrate the protocol.
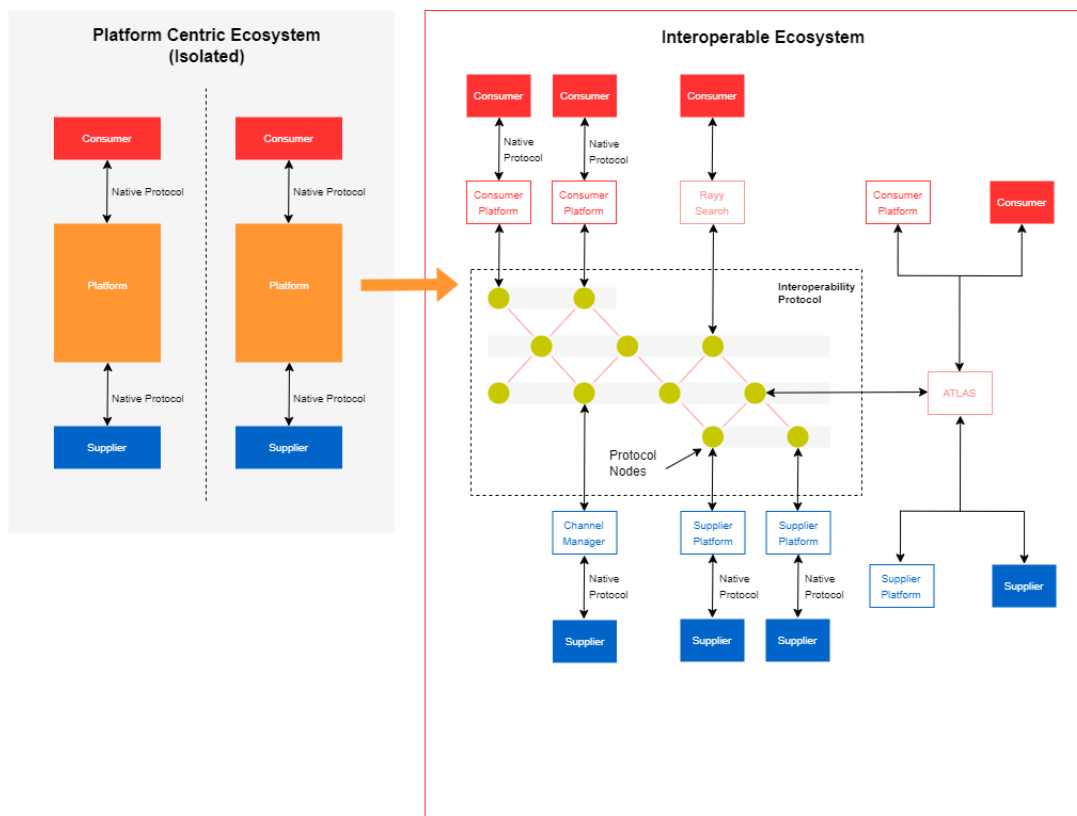

Fig. 2 Interoperable Rental Ecosystem

Sharing and rental platforms that integrate the Interoperability Protocol will be able access a decentralized index (directory) of shared assets and services. This will give them a significantly larger geographical reach and the possibility to scale to new verticals, which otherwise would have been very capital intensive to achieve. The decentralization of the Interoperability Protocol will ensure that neither the suppliers nor the platforms disclose their sensitive inventory to any centralized intermediary that could potentially exploit their favorable position as a transaction facilitator. We shall release detailed documentation on the Interoperability Protocol and its implementation at the time of its launch.

7. Rental Metasearch

The discoverability of assets and services is a fundamental aspect of the sharing economy. To assist sharing platforms achieve discoverability from demand side, we shall build the Rental Metasearch - a search engine for shared assets and services. The Rental Metasearch will allow users from across the world to search, compare and book assets and services. The metasearch will be accessible through native apps, web applications and a website. The primary objective of the search is to drive discoverability for sharing platforms while providing a better experience for the end-user.

7.1 Inventory Listings on Rental Metasearch

The Rental Metasearch engine shall source inventory in real-time by integrating open API's of existing sharing platforms and services. Furthermore, decentralized listings on the Interoperability Protocol shall be indexed by the metasearch engine.

7.2 Search Staking

The Rental Metasearch will initially be a centralized service hosted by the WW3 community. Sharing platforms will be able to integrate their inventories with the search by using our open API's. By the end of our first phase of development, we shall launch a testnet on the interoperability protocol that will power the beta version of the decentralized metasearch.

We shall also introduce token staking for platforms and applications that wish to list on the Rental Metasearch. Platforms shall have to stake WW3 tokens on the Metasearch contract, following which the nodes on the interoperability protocol shall synchronize their inventory listings. The nodes will be compensated from the search stake of platforms when they receive booking confirmations from the respective platforms via API calls. We shall release further details on application staking soon.

8. CANVAS

CANVAS will be a privacy enabled blockchain native identity verification and user rating system deployed on the WW3 Protocol. The elementary function of CANVAS is to decentralise trust within the sharing economy by overcoming the barriers and shortcomings of centralised platform mediated review systems.

CANVAS shall enable decentralised ID verification and decentralised trust, allowing users to port their identity and reputation across multiple sharing platforms that integrate CANVAS with their existing review and ID verification systems. Sharing platforms and marketplaces that integrate CANVAS shall benefit the most from portable identities and reviews as they will have access to more comprehensive behaviour data. This will allow them to hedge their risks during transactions in a more efficient manner. We shall offer dedicated API's through the WW3 SDK so that sharing platforms are able to synchronise their existing KYC and review systems without any additional development. CANVAS primarily consists of two components:
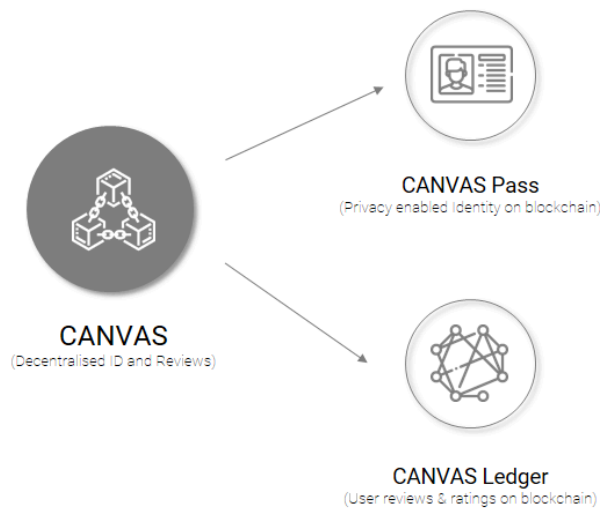

CANVAS Pass
(Privacy enabled Identity on blockchain)

CANVAS
(Decentralised ID and Reviews)

CANVAS Ledger
(User reviews & ratings on blockchain)

Fig. 3. CANVAS Components

8.1 CANVAS Pass

The CANVAS Pass is synonymous to a user profile. However, unlike centralised profiles, with CANVAS Pass, users shall be in control of their identity and personal data as all vital information shall be saved natively on the devices of users. A user can create a CANVAS Pass by providing the following data points:

- *Name*
- *Email-ID*
- *Social Media Links*
- *Trust Score*

Every user generated CANVAS Pass shall be represented by a unique public address on the Polygon chain and operated with a private key to which only the user shall have access to. The private key will allow users to amend their CANVAS Pass or share vital identity information when transacting on different sharing platforms and marketplaces.

In addition to this user's will have the option to verify their identities by linking their government issued identity documents to their CANVAS Pass. We shall associate with authorised agencies to check the validity of the linked documents. During the validation process, users will have complete control of their privacy as the data is only synchronised between the user and the authorised agencies. Once validated, users will be able to use CANVAS Pass to meet KYC requirements when signing on to new sharing platforms and marketplaces.

8.2 CANVAS Ledger

Every CANVAS Pass will have an associated trust score that reflects the user's reputation across different sharing platforms. The trust scores shall be computed based on review inputs provided by sharing platforms during transactions by the CANVAS Ledger contract. The trust score will be a cumulative result of review scores aggregated from multiple platforms on which the user generally transacts.

5. ATLAS

For a balanced and fair marketplace, buyers and sellers must be able to ascertain the current demand, supply, and price of assets. ATLAS will be our solution to inform peers about market conditions. The ATLAS blockchain oracle will analyze transactions on WW3 protocol to give pricing suggestions to peers.

In order to calculate a suggested price, it will take the following inputs:

- _Asset Class_: This will define the specific type of asset being shared. The system will consider the distinct characteristics of various asset types. For example, in the case of shared living spaces, it will consider whether it is a villa, an apartment as well as its size and number of rooms.

- _Location_: The value of an asset will change according to the availability of competing products in that location.

- _Transaction Amount_: The final amount of the transaction will be captured in order to calculate the suggested prices.

By analysing the above data through our algorithm, ATLAS will be able to create pricing heatmaps for various types of assets. When a peer is creating a listing for their asset, they would input the first two data points into the ATLAS interface. The system would then suggest a price based on these heatmaps.

Other sharing platforms will be able to access this data through an open API. Even though sharing platforms are able to adjust pricing, their models are mostly dependent on internal data. ALTAS will allow platforms to base their pricing models on a broader understanding of the market.

6. Token Economics

The supply of WW3 tokens has been capped at 1,000,000,000.

Core Token Properties	
Name	World War 3 (WW3)
Maximum Supply	1,000,000,000
Pre-mined Supply (at genesis)	1,000,000,000

Table 1. Token Details

All of the 1,000,000,000 tokens, meant for circulation shall be pre-mined at genesis. Of the total supply 80% is owned by the WW3 community, while 20% is owned by the WW3 treasury. These tokens shall be allocated to the user and node reward pools, as discussed in the next section.

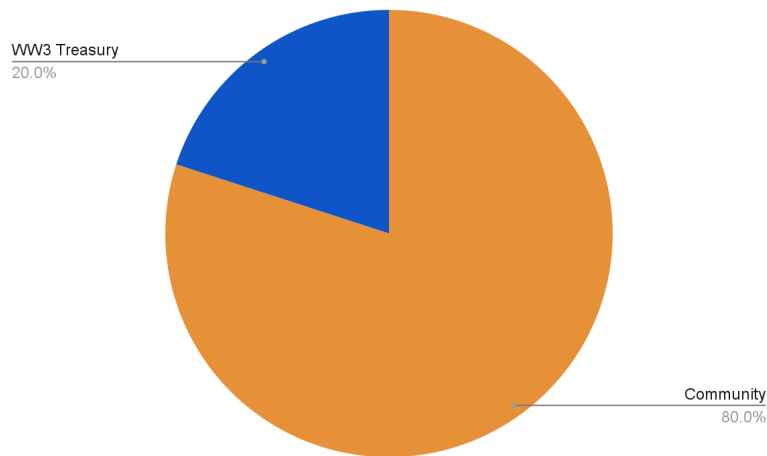The following pie-chart depicts the resulting token distribution:

WW3 Treasury
20.0%

Community
80.0%

Chart 2. Token Distribution

Community Ownership	80%
WW3 Treasury	20%

7. Reward Pools

We shall allocate the tokens in the WW3 treasury into distinct reward pools of WW3 tokens to incentivise users on the Rental Metasearch and user operated nodes that run the interoperability protocol. The two reward pools shall comprise 20% of the total token supply. The tokens in the pools will be in the following smart contracts:

- The User Reward Contract and;

- The Node Reward contract

7.1 User Reward Contract

The user reward contract will be a smart contract and shall be integrated with the Rental Metasearch. Users of the search engine shall be able to claim the tokens locked with this contract. The eligibility of rewards shall be determined on the basis of a weighted combination of different factors such as transaction volumes generated through the search engine and the trust score of users. We shall release detailed documentation on the reward mechanics for users once we launch the Rental Metasearch.

7.2 Node Reward Contract

The node reward contract shall disburse token rewards to the decentralized nodes operating the interoperability protocol. We shall release detailed documentation on the reward mechanics for nodes soon.