MONEY TREE

Non-Technical White paper

1. What is Money Tree?

Money tree is an ethereum modular contract based game utilizing the block chain, Multiple token types, and server side assets. By "planting" a seed type token which is then burned, A tree type token will be generated in its place based off of the seed's genetic profile. As the tree grows (server side implementation) the user will be able to use a variety of items (yet another non-fungible token) to do certain tasks such as increasing or changing its eventual token (fruit) type and yield, decrease growth time etc. All tokens excluding JCC will have varying degrees of rarity, such as normal, rare, epic, and legendary.

2. Seed Generation and Genes

Seed genetics are based off of tree genetics which in turn are based off of seed genetics. After a certain period of Gen0 seeds are produced and distributed by various means, all future seed generation will be from tree pollination by the users. Gen0 seeds will be produced with random (off chain randomization) variables and distributed to the player base in various ways yet to be fully determined.

3. Tree Genetics and Breeding Seeds

Since seeds determine what genetics a tree will have, Gen0 must have a wide range of randomized variables associated for a diverse genetic and self sustaining ecosystem of uniqueness. When 2 individual trees begin pollination (Alpha tree, Bitch Tree) the tree genetic contract will be called to do specific calculations for seedling offspring based on the Alpha and Bitch trees genetic profiles. Do to the nature of trees and it's simplicity of the fact, No sex is defined. A tree can either be a Bitch or an Alpha based on user choice in the brothel market. The seed will always remain with the Bitch tree. Tree 's will have a cooldown based on when they can pollinate again, Which can be altered with the use of items and other potential perks.

4. Item Manufacturing

The same "breeding" style will take place with items, Except it will be known as manufacturing. When a user has two of the same tool type, he can put them into the manufacturing cube and execute the process of creating a third tool with attributes from the original tools. These tools will increase in rarity and tiers. To keep the tool population down, One of the original tools will be burned. User selects which tool they wish to be burned in the cube by placing it in the burn panel. To make more incentive to not just burn inferior items, The burn section tool will have greater say over the quality of the generated tool. Specific unique items from funding will not be breedable but will be marketable.

5. Item, Seed and Tree image generation

Image generation takes places when the server assigns randomized modular images to appearance section of the genetic code. This is the same for all items, trees and seeds. The server than renders the images for the user to see.

6.   Market and Sell-able Assets
All assets (trees, seeds and items) are sellable/tradeable in their respective market places using the JCC currency. JCC currency, being a standard ERC20 token will also be tradable on regular markets in the future. Price estimates on market items will be given to the user based on the randomized genetics of the asset, but ultimately the user has last say in the price he wishes to sell/auction an asset for.

Types of market systems being used will be a classic buyout/bid system, as well as a descending time auctions. Experimentation of a penny auction style system is also a possibility but we've not had much luck making it work properly yet. An example of the penny style auction would be a single valuable asset would go up for sale at certain times and players would spend gas/jcc to push the price up until someone finally gets the last bid. If this becomes workable an announcement will be made, Until then assume it may not be in the final product. However, we may release a stand alone contract with just a penny auction feature for testing to the public in the future.

7.   Modular Contract Information
This information will be available in the completed technical white paper after the game has completed Alpha testing

8.   Investors Benefits
Investors will be receiving sums of JCC along with the bonus unique Gen0 items listed on the funding page. These items are fully sell-able on the corresponding markets. Items will be sent out to participants just before the game launches it's private closed beta. JCC's will be sent out as quickly as possible after purchase. Users will be able to purchase multiple packs.

9.   JCC Implementation
JCC is a standardized fungible token which will be used for all purposes in the game, such as buying/bidding on the market.

10.   JCC Distribution Methods
JCC was and is being distributed by various methods including, Airdrop, bounties, giveaways, funding. More distribution details can be found in the ann as it becomes updated.

11.   ICO/Funding Distribution
It is unknown if an ICO will be run at this time, However manual funding exists at https://www.moneytree.pw/contribute. Other details have already been outlined in section 8.

12.   Revenue
Revenue is based on a combination of funding, a percentage of all transactions on the marketplace (3%). JCC exchange funding wallet, Dev wallet, as well as sales of our own gen0 items which will take place at certain dates and times not yet specified. Token payouts will be funded with these methods as well as an undisclosed temporary revenue stream.

This is a simplified version of the technical white paper that will come out in the future. Some details may be missing or have been condensed.