DooTron

WHITE PAPER

V 1.0 / 2019

Executive Summary

The DooTron team is made up of a group of young and experienced blockchain professionals in developing smart contracts and fintech applications. Most of our team members love gaming - mobile, console and online, whom have had online entertainment related industry development experiences.

Given the attributes of Blockchain, namely transparency, openness and fairness, our team decided to build a suitable platform for developing e-games with a positive gaming experience.

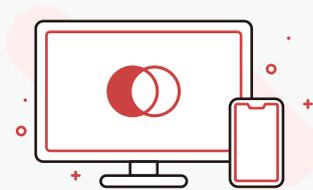## Opportunities

Games are in demand

Ecosystem of players

Blockchain tech development

Rapid block time advancement

DooTron Platform

High Performance
Tron's 3-sec block time allows players to have a better user experience and provides more flexibility for the interactivity on blockchain.

Community Development
DooTron's primary focus is to develop a cohesive and healthy community of players. The team believes in an ecosystem where every player's voice carries value to the development of the platform.

Security and Anonymity
Different from traditional e-Gaming platforms, DooTron requires no registration or passwords so players can be prevented from being hacked.

Decentralization focused
We built DooTron with decentralization in mind, so every interaction a player has is recorded on blockchain, aimed to reduce centralization capabilities to the minimal.

Fairness
The games run on smart contacts based on decentralization and transparency where no modification is possible. DooTron transactions are executed through our smart contracts on the TRON network. When a player triggers the Smart Contract, the contract will generate a random SHA-256 hash, current time-stamp and a contract balance to generate a random hash to ensure fairness.

Only on TRON

We selected TRON for Dootron because of the following reasons:

Speed for processing transactions

TRON's network is capable of 2000+ TPS (transactions per second). While ETH is about 25 TPS.

Low cost per transaction

The cost per transaction on TRON is 0.002 TRX

Highest number of players

As of Feb 28, 2019, Tron Network has outgrown EOS and ETH in their number of users with a total of 164,150 users.

TRON super representative application

DooTron will apply to be a TRON super representative status; as a representative, DooTron will gain more bandwidth and energy to make games more affordable to play.

The DOO token

Name: DooTron
Symbol: DOO
Decimal: 6
Address:
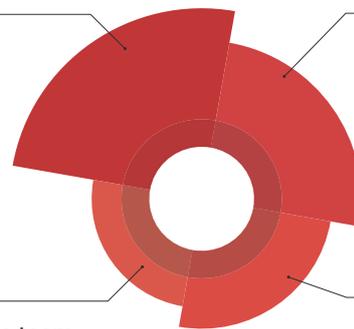TSdGZwwidJn42B5VaKKe6v4vMoRZEJWGco

Distribution

A total of 100 million DOO tokens will be generated and distributed as below:

60% for bet mining
This is for players to mine the DOO pool .

20% for operations
This includes overheads that are required to manage the day-to-day running of DooTron.

10% for team & advisors
This is encouragement for the team that enabled the DooTron platform to be available on blockchain. This 10% will only be claimed after stage 1 of mining is reached.

10% for promotion
This includes the costs made for promoting DooTron.

Mining

DOO will be generated through bet-mining. There are 60 million of DOO tokens minable. For every 1 million of DOO mined, there will be an increase of difficulty, and the rules are shown below:

Burn mechanism for DOO: Once DOO is lost in any play on DooTron, DOO will be added into a pool where it will be burned on a monthly basis.

The SHOOT token

Name: SHOOT Token
Symbol: SHOOT
Decimal: 6

Distribution

10% of the daily dividends generated will be contributed into DOO's dividends pool.

20% of the daily dividends generated will be contributed to the DooTron's team as operational costs.

Mining

SHOOT will be generated through bet-mining similar to DOO, SHOOT will be on an exponential scale of 4% difficulty compared to DOO. Players will be able to bet either in TRX or DOO.

GAME MECHANISMS

Dividends

DooTron gains its profits from TRX played on DooTron.To encourage more players to engage in DooTron, we will give back 100% of our profits as dividends for all DOO token holders on a daily basis.

We allocated 60% of all DOO tokens to be mined by our players to limit wealth and power in the hands of any single individual.

An additional pool of dividends is created to improve the player's confidence of DooTron alongside with the game SHOOT! The SHOOT token will be generated in the game of SHOOT! where it follows similar dividend distribution process in TRX as DOO on a daily basis.

Play

We will allow DOO aside from TRX to be used to play all the games on DooTron. The DOO lost in games will be collected and burnt on a monthly basis. Players who win using DOO gets DOO, and won DOO can be frozen for dividends.

Players who use TRX as bets will receive SHOOT tokens as they play SHOOT! Lost bets by TRX will go into the dividend pools as follows: SHOOT! dividend pool (90%) and DOO dividend pool (10%) - only transferable the next day along with SHOOT dividends distribution.

The DOO that players win from playing with DOO will come from the DooTron's team. If these DOO are completely won by players, the management will buyback DOO from the open market at market price.

Jackpot

In Hi Lo and SHOOT!, bets of 30 (TRX or DOO) and above automatically qualify you for chances of winning the Jackpot. However in SHOOT!, players who bets DOO qualify for the DOO Jackpot while bets in TRX qualifies for TRX Jackpot. 0.4% of each bet made will go into the Jackpot pool.

The Jackpot can be won by breaking the records of the most rounds or highest odds set by players as the game progresses

DooTron reserves the right to reset the Jackpot if the possibility of winning the Jackpot is hardly possible on all games.

Lottery effect
(applicable to Hi Lo only)

Players are entitled to the lottery effect from 5 consecutive wins. The chances increased are depicted as below:

Stage 5 - 9 (chances increased by x1)
Stage 10 -14 (chances increased by x3)
Stage 15 - 19 (chances increased by x9)
Stage 20 - 24 (chances increased by x27)
Stage 25 - 29 (chances increased by x81)
...

Players with the lottery effect are not required to break players' records to win the jackpot.

Referral

You can also invite your friends to participate in the games on DooTron. You will earn a referral percentage (15% of DOO for Hi Lo and SHOOT for SHOOT!) generated by your friend's bet per game (not rounds). There is currently no limit set on referral rewards.

Rewards

DOO will be used as a reward for third party support services such as influencer marketing, community administration and other activities in promotion of DooTron.

Community Voting

Players will not only receive dividends of every game's profit in the DooTron platform, but will also have the right to vote in future planning like new games or new functions.

VIP privileges

Players with DOO will have access to VIP game rooms where games of higher stakes are available.

PVP games

PVP functions will be added on DooTron to provide interaction between players (entry with DOO) in such formats, One vs One and One vs Many.

Roadmap 2019

Q1
- Launch of DooTron with Hi Lo
- Game campaigns for players
- Listing DOO on exchange

Q2
- Introduction of SHOOT! in early April
- Tron Super Representative application
- DOO will be playable on DooTron

Q3
- Introduction of new original game
- Introduce players' profile, ranking and stats
- Inclusion of third party games onto Dootron
(Based on players' votes)

Q4
- Introduction of new third party game(s)
- Introduction of PVP component onto DooTron
- VIP game rooms (entry by DOO)
- Online Dootron tournaments