THE COLLECTIVE GAMING WHITEPAPER

WHAT IS COLLECTIVE GAMING?

Collective Gaming is a sister brand of The Collective and is the brainchild of G0PNIK and SPOILEDMILK, along with a couple core team members, STITCH and FNICKO, who came up with a fun idea to interact with the community. They decided on hosting a fun community LEAGUE OF LEGENDS & SUPER SMASH BROS ULTIMATE tourney event, which will stream LIVE on Twitch for our launch of The Collective Coin. The tourney will give community members a chance to win some crypto prizes and build a closer relationship with our in-house core team members. This project started as a one-time thing which then turned into something a little more serious than expected. G0PNIK will soon be taking Collective Gaming to the next level with some amazing ideas on creating a crypto based betting service to allow people to bet on their favorite online teams playing while gamers win ultimate crypto prizes, which are funded by Collective Gaming and the community, utilizing a crowdfunding wallet to provide gamers with large tournament prizes. Going forward, G0PNIK and his core gamers plan to host speed run tournaments, live game launches, and watch parties for esports events. It is GOPNIKs vision to build Collective Gaming into a whole environment of fun and competitive gaming in the BSC network.

COLLECTIVE GAMING PHASE 1 —

THE BIRTH OF COLLECTIVE GAMING:

- Begin building an in-house team of core gamers
- Decide which games can potentially work best for our first tournament
- Creation of The Collective Gaming Twitch account
- Tournament Pre-Registration form launched via The Collective website
- Release of a Tournament Pre-Registration flyer
- Build a targeting list of gaming influencers to approach, who best fit the project, and introduce them to the idea of Collective Gaming and the prospect of cultivating long term relationships
- In-house team of core gamers start reaching out to fellow gamers in order to build a strong pre-team for launch day in order to build hype around a newly arising project in the gaming community

COLLECTIVE GAMING PHASE 2 —

THE PRE-LAUNCH:

- Public Registration flyer release
- Official Tournament Registration Opens to the public
- Announce Crypto Prizes on all social media platforms
- Community outreach informing the crypto community about The Collective Gaming tournaments
- G0PNIK, STITCH, FNICKO and core team gamers start playing, and streaming fun matches with new community members to start building momentum for the tournament day
- Start testing live games on Twitch ensuring smooth operation in preparation for the Tournament
- Reach out to all pre-registered players to verify they are in direct contact with us via Discord so that no one misses any news or updates
- Establish 5 pre-teams with 3 players each from players within The Collective Gaming community
- On board new core gamers to the Collective Gaming team
- Registration Closes
- Reach out to all remaining registered players and make sure they are also in direct contact with Core Team Gamers
- Establish 5 teams with 3 players each from the public who register via the registration forms
- Gather all 10 teams together to participate in test matches in order to build strong sportsmanship for the tournament
- Confirm partnerships with Youtubers, Gamers and Tik Tok Influencers that have been contacted during Phase 1.
- Schedule sponsored posts with partnered influencers
- RELEASE LAUNCH DATE - TBA

COLLECTIVE GAMING PHASE 3 —

THE LAUNCH:

- Launch countdown Timer for Tournament
- Launch official Tournament Flyer
- Launch first Social Media Campaign
- Announce participants of the first tournament
- First Live *Collective Gaming* AMA on discord
- OFFICIAL TOURNAMENT LAUNCH DAY!

COLLECTIVE GAMING PHASE 4 —

GAME TIME:

- Announce Top 3 winning teams!
- Provide proof of crypto prizes awarded
- Back to the grind!
- G0PNIK and Collective gamers host their second AMA to thank the community and give them an update on where we are, and where we are headed, with the Collective Gaming plan

- The Collective Gaming core team will assemble a team of developers to build the Collective Gaming platform and streaming services.
- Utilization of funds raised by The Collective Gaming crowdfunding wallet for advertisement, large sponsors, and development of the platform.
- Start the development of our white paper / road map v2.0

COLLECTIVE GAMING PHASE 5 —

COMING SOON...

[COLLECTIVE GAMING WHITEPAPER / ROADMAP v1.0]