



Jovens Gamers

Vision and social objectives

Our project aims to promote the inclusion of low-income individuals with limited access to information about gaming, technology, and decentralized finance, particularly young people. To achieve this goal, we are working in partnership with schools to provide easy access to games and technologies while educating young people on these subjects.

We believe that by providing access to advanced technologies and payment systems, we can create new employment and growth opportunities for these young individuals, expanding their prospects for the future.

Our objective is to create an environment where young people can learn and thrive, utilizing technology and innovation as instruments for personal and professional success. To accomplish this, our project aims to incorporate information and knowledge about gaming, technology, and decentralized finance into schools and other accessible spaces such as libraries and public areas. By democratizing access to these resources, we aim to create opportunities for a more promising future.





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Team

Bruno Robert: CEO of 4Uplayer and gaming and blockchain services expert, with extensive experience in leadership and social projects. He is highly committed to financial inclusion and access to technology for low-income individuals. Previously, Bruno has been involved in various social projects focused on the gaming market.

Guilherme Coca: CLO of 4Uplayer and practicing lawyer with an office in Brazil. He has vast experience in the legal field, dealing with solutions for key regulatory issues involved in gaming and blockchain-related businesses. Guilherme is committed to creating innovative solutions that bring more security and reliability to the industry.

Gean Dall Agnol: CFO of 4Uplayer and the company's chief financial expert. Gean is a highly experienced professional in the financial market, with extensive experience in investment analysis, risk management, and strategic decision-making. He is committed to ensuring that the company has a healthy and balanced financial management to achieve its long-term objectives.





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Governance

The Young Players Project is an initiative by 4uplayer, funded partially by the company and partially by the PlayerCoin market, with the aim of being a community engagement social project.

The project management system will be divided into three parts. Initially, decisions will be made by the company body, which consists of three representatives mentioned in this document. These decisions include where to operate and the forms of engagement. Next, the decisions will be immediately conveyed to the community through a specific page where community members can participate, propose initiatives, and vote for improvements.

After receiving input from the community, the company will conduct an analysis together with an internal and external council. This council will vote on the best solutions, taking into consideration suggestions brought forth by the community. Community body decisions will always be taken into account, but for them to be voted on by the council body, the support of 50% +1 of the participants in a vote is required.





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Governance

Decisions made by the community regarding the 50% + 1 rule will be treated as a priority since community members aim for actions that maximize gains for the project. These decisions will be considered urgent and will be promptly and efficiently addressed by the council body.

The community page will be created within the 4uPlayer platform, in a specific group exclusively for PlayerCoin holders. They will have access to the page and will be able to create polls and exercise voting power.





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Transparency

The project's activities and financial expenditures will be detailed to the community in a clear and explanatory manner. All information will be made available in the same group where the voting takes place, ensuring that all community members are aware of the costs and how resources are being allocated. This is particularly important as it directly involves the resources of the PlayerCoin community, and those who transact or hold the coins are contributing to the project's development.

Financial information and documents will be generated and delivered monthly by the company's financial representative and the project's financial representative. This will include a summary of actions, which may be presented through a video to demonstrate to the community how the project's financial movements are progressing. This will ensure appropriate financial transparency for all parties involved.





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Transparency

In addition, we will hold an annual fundraising event for the Jovem Players Project, which aims to bring together the community and stakeholders in an event with streamers and players to raise additional funds for the project. The transparency of expenses and fundraising for the event will also be disclosed through documents provided to the community.

These measures will ensure that transparency is a priority in the Jovem Players Project. All community members will have access to clear information on how finances are being managed and how resources are being allocated.





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Community

The community is an essential component of our project, as it is the source of the majority of the income that sustains our social project and for whom it is created to contribute to growth and the dissemination of knowledge.

Community participation will be facilitated through specific pages created in groups on the 4uPlayer platform. Members will be able to create proposals to be voted on by the community, following the rule of 50% +1 for a proposal to be supported by the company and treated as urgent, carrying a stronger representation of the community's voice.

In addition to direct participation in decision-making, community members will be responsible for overseeing project transparency and expenses. They will have the ability to report issues directly to the team or vote on improvements to ensure a more efficient progression of the project's growth.





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Community

Members can also actively engage by applying to participate in the direct council, which involves a pre-evaluation by 4uPlayer, or by volunteering for actions promoted by the project.

Furthermore, members can recommend or self-nominate as partners to bring mutual advantages to the project.

It is important to emphasize that community participation is valued and encouraged in all stages of the project. Transparency and community engagement are essential for the success of our social project.





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Sustainability

For the project to achieve long-term sustainability, we consider a combination of funding sources. Firstly, as part of the agreement with the PlayerCoin community, we propose that 1% of the total coin supply - equivalent to 2 million units - be allocated to the project. Additionally, 4uPlayer commits to providing resources for the implementation of initial actions.

To kickstart the project, the focus will be on developing the V2 contract of PlayerCoin or even the final implementation and migration of the PLC blockchain. These upgrades aim to implement transaction fees for the coin, which are currently set to zero. A portion of the fees generated by transactions will be directly allocated to the project, benefiting society and the community to which the project belongs.

In this way, the project will be funded through a combination of resources from the community, the responsible company, and the transaction fees generated by the coin. Financial transparency will be ensured through the generation and monthly delivery of information and documents regarding financial transactions, along with a summary of actions that can be presented through video.





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Sustainability

Annually, we will organize a fundraising event for the Young Players project to engage the community and raise additional resources. Information about expenditures and fundraising will be disclosed to the community through documents.

The community is a vital part of the project and will be invited to participate actively by submitting proposals for voting in specific groups created on the 4uPlayer platform. The proposals with the highest number of votes will be treated as priority and will have a stronger representation from the community. Additionally, members will be encouraged to monitor project transparency and expenditures and can volunteer to participate in project activities or suggest partners to bring mutual benefits to the project.

With these measures, we aim to ensure the financial sustainability of the project and make it a successful long-term initiative in collaboration with the PlayerCoin community and with the support of 4uPlayer.





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social impact

The impact of the project on society will be measured and presented in monthly reports by 4uPlayer. However, we believe that the impact will be even greater than anticipated or imagined, as we are dealing with a fundamental and long-term aspect for the growth of society, community, and individuals. By engaging in education and training for young people and providing them with opportunities to participate in the gaming and crypto markets, we aim to promote knowledge and the development of skills that were often inaccessible to them before.

While the primary goal of the project is to provide knowledge and opportunities for young participants, we do not limit ourselves to that. We will work to offer more dignity and inclusion for those involved in the project, seeking referrals for young people who need better support in schools and providing them with personalized items such as notebooks, bags, and other customized items that align with their interests, particularly within our market.

Moreover, we are not limited to just this aspect of the project. We recognize that some individuals, especially young people and children, require improved support. Based on assessments, we can work on enhancing food security for families, thus providing an immediate improvement in the quality of life for these young individuals, with the support and evaluation conducted in collaboration with community members.





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Partnerships

As participating companies within the 4uPlayer ecosystem, as well as cryptocurrency companies and advertisers, are invited to participate in activities related to the Jovem Players project. This partnership aims not only to provide greater outcomes for the young people involved in the project but also to enable other institutions to contribute to their development.

Partner companies will have their names appropriately showcased and may even participate in mentoring initiatives, which adds significant value to the project. The goal is to offer more educational materials, personal items, and even computers for these young individuals to use in schools. With this partnership, everyone's names are publicized, and they become part of the project's growth.

The partners involved in the project contribute in various ways, ranging from supplying materials to mentoring actions and even financial sponsorship. These partnerships are essential for the success of the project and for the social transformation it aims to promote.

Throughout the project's development, we will disclose information about the companies involved and how they are contributing to the project's social objectives. This ensures the transparency and accountability necessary to maintain the support and engagement of the community.





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Roadmap

The project will commence close to the launch of the V2 contract or the implementation of the PLC blockchain, which will ensure the necessary sustainability to invest in the project. The projected start date is in 2024, shortly before the implementation of fees on PlayerCoin. 4uPlayer is committed to initiating the project by connecting with schools and seeking the target audience to be assisted, while also initiating the first fundraising event to work with the initial schedule.

In 2024, a detailed action plan will be implemented, starting primarily in Brazil, the home country of 4uPlayer. The creation of the group and general information about the project's initiation will be carried out prior to any actions and communicated to the community.

It is important to highlight that the project will be carried out with transparency and a commitment to the involved audience, with monthly reports on the impact on society. Thus, we hope to achieve even greater results than measured or imagined, working towards promoting social inclusion and providing education for young individuals in the gaming and crypto markets, along with offering educational materials, personal items, and even computers specifically for use in schools by the youth participating in the project.





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Risks and challenges

The non-profit organization's project involves significant regulatory risks due to the necessary registrations to operate both within and outside of Brazil. Furthermore, the focus on youth and collaboration with schools and government entities requires various authorizations and regulations to be complied with to ensure the safety and success of the project.

In addition to regulatory risks, the project also relies on the support and involvement of the community to grow and achieve its social objectives. Community participation is essential to ensure that the initiative can have a significant impact on society and contribute to the development of young individuals.

Given these circumstances, 4uPlayer is committed to continuously working to support and engage new community members in its efforts. The company is aware of the risks involved in its project but is willing to face them in order to achieve its social goals and positively transform the lives of young individuals and their families.

