

# Apps

Native apps, which are officially designed for the webapp with scalability and very good performance. They should interact with each other seamlessly.

User apps, which can be accessed from the app browsing native app. These aren't really made to scale with native apps in general, but they can use all important functions from our api and some data that flows through the website, like user settings info, etc. We encourage the user/rogue developers to also use their own server/info gathering techniques if they want to supply a high quality experience.

We encourage user apps to be developed with html/css/js/**firebase** quatuor. These are the languages we will use for the native apps. Almost invariable unless you impress the co-workers. We are really fucking chill peeps. Dw man. Woman, yeah you lil... love.

## Native:

- Styler/skinner use your imagination I don't really fuck with css that much
- Creator Studio
  - **Rich text editor**(codemirror) for articles or message creation
  - **Code editor**(codemirror)with multiple customizations and languages supported
  - **Video/audio/Image editor**(good luck) with an insane amount of versatility
- Socials (circles)
  - **Individuals, groups, academies, communities**
  - **Communication** in all formats: **voice chat**(discord), **voice messages**(messenger), **live chat** or **memos, single-view images**(snapchatmedatpussy), single-view videos
  - Section/store link for this circle
  - Public creations link. Folderized depending on user structure.
- Grand Exchange
  - Any circle has its own grand exchange section/store
  - Operates with trade windows
  - Offers tons of services and templates (uber/knockoff e.g.)
  - Lots of settings, takes trades for this item, uses all currencies (BTC PRIMARY)
  - Reviews are left, circles are rated
  - Possibilities for infinite-way trading
- The Game
  - World-wide interdimensional game with bitcoins as in-game currency
  - Uses Geo-fence to delimit the continent-specific realms and specific points
  - Uses javascriptGo (google it) to locate players, npcs and other ui elements on the map. Geo-fence is very precise (works to the centimetre). Range is no problem.
  - Every realm has its own theme, with parallelly developed gameplay
  - Skills are real-life executions, user-created and of community driven scaling

- Users must record their executions of various skillful tasks and submit them
  - The community reports if it has succeeded, also rate the execution for more exp gain in the related skill
  - The Game interacts with Grand Exchange, where players can also list items or services from The Game as if they were "real"
  - Quests are clues picked up from certain locations. They can be mundane tasks. Players can also leave their custom clues for other players to catch. Add directive.
  - NPN's, cordially termed non-player niggas, get their own circle with programmed responses/guidance for players to complete quests
  - Wallet
    - Multi-currency cross-platform international boundless currency management
    - From this app, people track their created ads alongside specs for display
    - Every bit that is moved to and from your wallet can be tracked here with detailed info
    - Establish share rates for sections of your wallet
      - Money from this html file/page/image/ad-id goes to the perceiver
      - Money from these ads goes to this group's wallet/this fundraiser
      - Money from monster drops under lvl 20 go to my child's wallet
      - These are infinite possibilities, will develop more thoughts later
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## Socials

is never before seen way to browse different areas of the web people have created. Every type of circle can have various styles, depending on each's specifications.

The circle has a border color, which changes based on how hot the circle's profile is compared to the rest of circles of that type. At certain thresholds, the border evolves to display xtra swag:

- 100%: custom user color border
- 50%: flowing/water border
- 25%: steam boiler
- 10%: sparkles border
- 1%: flaming border
- 0.1% cash border
- 0.0001% indigo reflective border
- 0.0000001% (concurrent): basket ball border/community voted border
- 0.0000001% (one in a bill): permanent gold chip

You can also devolve, nigga. Careful.

Over the circle 2d or 3d icons are displayed. These are available achievements/samples the circle can choose to display above their circle in the Social Universe. These can rotate in all axes cause we ballin'.

Double clicking on a circle opens this circle's profile. The circle's profile includes The client's communication history with that circle, the circle's Public wall (thoughts) and this circle's profile page which is a custom made HTML document.

Single clicking on a circle displays the circle's name and hearts over the circle and brings its closest-related circles with optional lines drawn.

**Individuals:** circle with the user's dp. On click displays the user's name and hearts.

**Groups:** circle with the group's dp. Around the circle are appended all members in a stairwell rotation manner. On click displays the group's name and hearts. You can also view individuals by clicking on them. Total members displayed above the circle, under the icons

**Academies:** circle with academy's dp. Around the circle are 2 sections, learners/students and teachers/mentors which can also be travelled with the stairwell fashion. On click displays the academy's total courses, hearts and name. Under the circle has total number of students (same color as the students stairwell) and total number of teachers. Above has total number of members.

**Communities:** circle with community's most hearted public image. 2 sections around the circle again, one with groups including academies and the other with individuals partaking in this community.

On click of groups, academies, communities should allow the client to choose the order in which the sub-circles are displayed (earliest joined, most hearted within circle, hottest).

Circle documents/HTML/css/js are served in a Google caja-wrapped div to prevent interaction with the client. These files still have access to whatever tamed functions we've made available through our api.

## Communication

It is plentiful and immersive on the website. The rooms have different aspects to them. Let's take the example of a group communication room. Find a name, please. Combase sounds good.

Members will be displayed in a client-selected pattern, where their dp will light up upon them talking (see discord). They can enter live-chat values, which track every keystroke and updates the firebase ref so others can read the text instantly, without submission. This is a little status

type of thing, should appear in a non-distracting max-character setting close to the member's icon or when clicking on the member's icon within the combase.

At the center lies the "message board" infrastructure, where any thought can be inserted with block properties to make it evolve like a normal chat window on your MOST FAVORITE dm websites. Except it's way better there's actual real info rather than a few chars per message.

Mentalize that bro.

The scope starts by sniping your own member icon, where a little text input box appears for you to enter a livechat. When you scroll, the stairwell effect kicks in and the scope changes users to display their livechat. You can also click on the scope or double click it (wtv pleases you mr developer) in order to search for another member's icon.

Important note: groups within groups don't exist, just make a community and add the groups. A member can be part of infinite groups, which can be part of infinite communities which can be part of one website insert meme here bois.

## Decision-making

In the case of groups, communities, academies there can be a shift that requires immediate or planned course of action. In most of these, there won't be an absolutely powered super-user, but at least two (upon creation). This makes voting in order to express stance regarding a subject or particular matter a good option.

Every user is equipped with their own polling interface, in which they can view the causes they're concerned in.

Polls shouldn't be a do or die scenario, even though intensity in them can be palpable. They will also be used for things like in-class votes for best work by a student, for example.

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## Browsing

The tabs system is an augmented version of traditional tabs in browsers. You have main tabs (the native apps you've opened) which can have sub-tabs (shape browsing). So every native app has its own normal tab. Double clicks within those tabs create new tabs under that tab's geometry.

Depending on certain parameters for this parent tab, the geometry will morph. I experimented with squares, it works well but there ends up being some unused space or oddly shaped tabs. Not optimal. We should offer users the experience of choosing their favorite shape for every tab, and have every base shape scale differently.

Clicking on a native app tab at the bottom of the screen opens this tab's sub-tabs which are visually displayed and recognized easily by the user. Every app and subtab is saved to the user's firebase tabs object. They can easily take a subtab of a native tab and create a non-native copy of that range of tabs +children, which can also appear in the tab bar section as a custom user tab. Can be numbered, color coded, wtv the fuck you want. (alternatively, let every thought have its title and display that value as the tab's name once a new tab is created from a thought and its children).

## Thoughts

These are specified formats that all have their own way to operate within the webspace. Reported thoughts (if many reports/view) are temporarily unavailable for display, sent to the tribunal where the community can evaluate the cause and vote for outcomes.

MODS MODS MODS will take the final stance, only the clemency of the outcome can be altered by the mods, not the actual outcome.

We good.

## Types

Apps: Self-explanatory. These can be sandboxed/previewed for X seconds (creator choice) or opened in a native tab (even if user created, we love those)

Webpages: Previewed in popover or opened in subtab

Memos: Post with embedded other-thoughts and text with the creator's circle icon

Images: Previewed in popover/main page player or opened in subtab

Videos: Previewed in popover/main page player or opened in subtab

Audios: Previewed in popover/main page player or opened in subtab

Widgets/ext: Inserted inside current page or opened as site-wide floating layer with high z-index, draggable, resizable, etc. Also can create a tab with a widget (i.e.: spotify embed // dont do this it sucks) so it can be easily minimized even if it's an overlay tab.

PDF: Previewed in popover/main page player or opened in subtab.

Product: Includes another thought which is unlocked for the user when he pays the fee. Preview is the product's info sheet, which should link to the seller's store.

Poll: Elaborate voting schema to be able to manage important decisions

Referendum: Every verified member gets to vote once in this poll. Can have stacking follow up.

## Attributes

Single-view: An attribute that can be added to any type of thought, adds the client's user-id to that thought's already-viewed object which blocks that user-id from perceiving the thought again.

Private: An attribute that can be added to any type of thought, shares the thought to the allowed users' shared with me folder, which enables this thought to be perceived from that user's POV

Adult: An attribute that can be added to any type of thought, makes this thought invisible if the client's age is under 18 (don't fuck with arbitrary country laws, 18 is standard, fuck china #swag ← that's one possible pattern, the other one is to have it country-specific. Then again, kids want to masturbate so I think making those available to unauthed users is also a good idea). It can be added by the creator of the thought or, if google spots mature content it will be auto-attributed.

Horror: An attribute that can be added to any type of thought, displays a warning over the thought before it can be displayed by clicking on it.

Read-only: Thought's contents cannot be copied or selected

Global: Thought is added to the public folder of thoughts. These can be browsed in a /b-style board where the user isn't necessarily shown, but definitely can be traced.

## Settings

Settings include variants of tab browsing, css styles/skins database from user-creations. So we have these to help users help us help users (and shit, intuitively)

## À côté

On top of this major piece of amazement, here's what the future is looking like from my POV, which is ours. I like to share those.

### **World-wide hardware**

This app will open many doors for people that don't necessarily even know how to process what's about to happen. We need to jumpstart lesser-well positioned people of this reality with a proper toolkit. I have thought of a few builds (raspi 0 with light webkit does the trick), but the route of mass-production of our own build will greatly increase the positive impact we will have and the reach of our range.

For that, we will need experts. And really good communication.

### **Extra-terrestrial**

Bringing this shit to mars. Extra realm for The Game anyways.

### **Non-profit steroid-injector**

Opening a cool-kids club organization which will be represented as a group on the website. In order to join this group, which is a non-profit progress driven collective of ballers and ballettes, you have to redirect at least 50% of the money that comes in your wallet to the community of all members and 27% to the organization's group wallet.

We'll work on developing all the thoughts in this blank mental array:

[ ]

Nah some people are cool.