Project Pixel

White Paper - Light

Pixel Team August 2019

Introduction

Project Pixel is an attempt to make crypto fun for enthusiasts again. The market turmoil and chaos of the past several years brought together a team that desired to create a blockchain that not only creates a usable product, but one in which bring joy and entertainment to those that used it. There is an unfulfilled need in the crypto world for a quality chain that brings value and entertainment - thus, Pixel was born.

Proposition

Inspired by retro style arcade games, where one quarter equaled one credit, the founders of project pixel propose to create a platform which monetizes video games through the blockchain. The ultimate goal being an egalitarian ecosystem wherein any game developer, regardless of skill level will be able to implement Pixel payments into their game to monetize their efforts.

This will create not only a demand for Pixel tokens but create revenue streams for those that adopt and utilize our platform.

This is not intended to disrupt any major digital distributor of video games such as Steam, GoG, or Epic - but rather to fill a niche role that exists.

Pixel founders will begin to develop the first games and welcome any and all community cooperation to help develop the platform and launch the ecosystem.

Specifications

Pixel is a Cryptonote based blockchain forked from Turtle v2. With 30 second blocktimes, transactions can be processed several times faster than Monero based tokens and up to 20 times faster than Bitcoin. The faster blocktime results in shorter waiting times to send and receive transactions allowing a more robust fast paced ecosystem.

Max Supply: 38,000,000
Algo: CN Trtl v2
Block Time: 30 Seconds
Emission Scheme: Smoothly decreasing (factor 22)
Initial Block Reward: 7
Premine: 15%
ICO: Zero
Governance Fee: Zero

Under this emission scheme 22% of total supply will be available within the first year, 50% by year 3 and 90% available in 10 years.

This emission scheme was chosen to minimize oversupply issues that plague so many mineable/PoS coins currently in the market. Projects often can take years to fully mature; therefore, the supply needs to be at reasonable levels by that time to ensure proper valuation for users, miners, and both short and long term investors.

Premine

The Pixels project contains a premine which totals 15% of maximum supply. This premine will be distributed to ensure no single person can be a point of failure.

At the Pixel project we are aware of the trend for projects to launch with no premine or funding whatsoever. While this may be acceptable for projects with no real goals or expectations, there is little motivation for work to be done, nothing is free. We believe the opportunity costs that the developers sacrifice in order to work with Pixel need to be rewarded, and therefore should be.

The Team

The Pixel founding team consists of four members. Together we have all been involved in crypto since Bitcoin was still minable with simple CPU or GPU and most heavily involved in the Cryptonote-currencies over the last several years. Furthermore we have an average of over 15 years of cross-disciplinary experience experience in the fields of communications, network administration, IT-operations, design and engineering. Our individually unique skill sets allow all founding team members to be useful in more than one specific task or operation.

Road Map

Pixel does not believe in roadmaps. These are too often used to lie to would be investors or place unnecessary burdens on teams to meet arbitrary guidelines. Pixel developers will release products as fast as is reasonably possible. These products are(but not limited to):
  1. A Pixel dev created arcade style video games.
  2. A platform that will allow other developers/game-creators to monetize their own games using the Pixel token.

Legal Disclaimer

As there is no ICO or fiat investment of any sort from investors the founders of Pixel guarantee no rights, promises or transferability to holders of Pixel tokens. Person(s)/Entities holding Pixel token do so at their own risk with no promise of financial reward, fungibility or useability. Crypto markets are inherently unstable and any investor should be prepared to lose all of their investment.

Furthermore, the Pixel project, including the individuals behind the project does not guarantee that the stated proposal will succeed or be completed. Investing, mining, trading, holding or using Pixel token is done at your own risk.