# Student Trave App

Sweatcoin says, It Pays to Walk. We say, it pays more to walk, co-study & co-game.







## Student travel App: What is it and who is building it;



The team, led by Doyin Adesida have the idea to develop a Student travel app with a reward system.

Our student travel app is a unique mobile platform that rewards users with a digital currency, called TravelFunds, for the time they spend co-studying, co-gaming, and for the number of steps they walk. The earned TravelFunds can be redeemed for travel discounts and possibly free flights from point A to B.

This app is designed to target the student community globally, providing an innovative and rewarding way for students to save up for travel using their travelfund wallet. With a large and growing market opportunity, we are confident in the success of our business.. Although we require further project development, this is;







#### How our app works:

Our app converts users time spent co-studying, co-gaming and users walking steps into travelfunds our digital currency. Travelfunds will be used to pay for trips, allow users to get travel discounts and possibly free flights from point A to B and will work globally.

Digital Wallet: Travelfunds will have a digital wallet that allows users to store, manage, and transact their funds. The wallet can be accessed through a mobile app or a web-based platform

Travelfunds will support multiple currencies, making it easy for users to convert their funds to the local currency when they travel to a new country

Secure transactions: Travelfunds will use advanced security features, such as encryption and multi-factor authentication, to ensure that transactions are secure and protected from fraud.

Loyalty program integration: Travelfunds will integrate with loyalty programs from airlines, hotels, and other travel-related businesses, allowing users to earn and redeem rewards easily.





#### How our app works:

Peer-to-peer lending: Travelfunds will enable peer-to-peer lending, where users can lend money to other users in need of funds for their trips.

Instant payments: Travelfunds will offer instant payments, allowing users to send and receive money in real-time.

Travel insurance integration: Travelfunds will integrate with travel insurance providers, allowing users to purchase travel insurance easily and securely.

Virtual and physical cards: Travelfunds will offer both virtual and physical debit cards that users can use to make purchases online and in-person.

Customer support: Travelfunds will provide 24/7 customer support through a chatbot or a live customer service representative to assist users with any issues or questions



## tudent Student travel App:



Our co-studying feature; Many people find they are the most productive when they study in the company of others. When you're around others, there's greater accountability and if you get distracted, now there's a reward to steer user back on track and remind user of what needs to be accomplished.

This feature emphasizes the importance of the right study space. Whisper and GPT3 where APIs we need to make a quiz generator. The quiz generator makes quizzes out of youtube videos and texts given to it. The quizzes can then be solved by users in the co-studying space to help increase levels of understanding of the subject.

Studying together with Student Travel App is far better than studying at home or at Starbucks! Student travel app costudying space helps students Stay Motivated. Our Chatbot support built with GPT-3 will be used to interact with users in a natural language while voice recognition: Whisper will allow users to interact with the app through voice commands. Users during study or game mode can be more handsfree.





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## City Sights TOURNAMENT

#### Game Rules:

- Multiplayer game
- Takes place in the user's local area, with landmarks and locations specific to that region.
- Players earn Travelfund for completing challenges and reaching the final destination.



Our Co-gaming feature: We've created a game

Our 1st Game concept; "City Sights" tournament.

#### Game Rules:

- The game takes place in the user's local area, with landmarks and locations specific to that region.
- Multiple Players
- Each landmark has a different point value, with more difficult-toreach landmarks offering more Travelfunds.
- Players must complete each landmark's challenge or puzzle to earn travelfunds. The objective of the game is to complete a set of challenges and reach the final destination within a specific time limit.
- The player must use a combination of physical and digital clues to navigate through the region and complete the challenges.
- The game is played individually or in teams of up to four-twenty players.









#### Our Co-gaming feature: We've created a game

Our 1st Game concept; "City Sights" tournament.

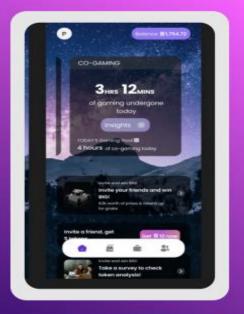
#### Game Mechanics:

- Players use a mobile app to access the game and receive their mission briefings and instructions.
- The app provides a map of the region and the player's current location.
- Players must solve puzzles and riddles to receive clues that help them navigate to the next location.
- Players must also complete physical challenges at each location, such as taking a photo of a specific object or performing a specific task.
- GPS technology is used to track players' location and progress throughout the game.
- Players are given a time limit to complete the game, which varies based on the selected region.
- Players must use a virtual map to navigate to different landmarks and find the most efficient route to collect travelfunds.
- The game offers power-ups, such as time extensions or travelfund multipliers, to help players advance.
- The game includes a leaderboard to track players' scores and rankings throughout the game.









#### **Our Co-gaming feature:**

#### <u>Creative objectives for the game</u>:

- Visit all of the historical landmarks in the city and take a photo of each one.
- Find and collect all of the hidden items scattered throughout the region.
- Solve a mystery by gathering clues and interviewing witnesses.
- Complete a scavenger hunt by finding specific items and taking photos of them
- Create a travelogue of the region by taking photos and writing descriptions of each location.
- Follow a trail of clues to uncover a hidden treasure.
- Help a local charity by completing tasks that raise awareness and funds for their cause.
- Test your knowledge of local trivia by answering questions about the region's history and culture

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Our steps counter feature; Sweatcoin is a mobile app that uses blockchain technology to build its reward system. Specifically, Sweatcoin utilizes a proprietary algorithm that converts users' physical activity, as measured by their smartphone's accelerometer and GPS, into a digital currency called "Sweatcoins." These Sweatcoins can then be redeemed for a variety of rewards. To ensure the integrity of its reward system, Sweatcoin uses a blockchain-based ledger to track and verify the earning and spending of Sweatcoins.

This decentralized ledger ensures that all transactions are transparent and secure, and that users cannot cheat the system by creating fake Sweatcoins or manipulating the app's activity tracking. Overall, Sweatcoin's use of blockchain technology enables it to create a unique and innovative reward system that motivates users to lead more active and healthy lifestyles. We are building on this sweatcoins algorithm to develop our step counter feature.

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Tracking and monitoring: The app would track and monitor the reward system's performance, including the number of travelfund earned and redeemed, to evaluate its effectiveness. This data would be used to refine the reward system and tailor it to the user's needs. Our user experience goal: The student travel app should be designed to provide an intuitive and seamless user experience. This would include features such as an easy-to-use interface, personalized recommendations, and a smooth booking process and a clear rewardable tasks

<u>Clear communication:</u> Our app is to clearly communicate the reward system to users, including how they can earn credits and what they can redeem them for. The communication would be done through various channels, including the app interface, push notifications, and emails.

Integration with app features: The reward system is integrated with the app's features, such as co-studying, co-gaming, and walking steps. For example, users can earn credits for co-studying with their friends through the app or achieving their daily walking goals. This will encourage users to engage more with the app, leading to increased usage and retention.











#### How our app works:

- Our app converts users time spent co-studying, co-gaming and users walking steps into travelfunds our digital currency.
- Make Travel bookings and reservations with Travelfunds. No credit card or bank account needed. flights, hotels, rental cars etc.
- Send travelfunds across countries quickly and securely; with lower transaction fees than traditional banking services.
- Exchange Travelfunds for local Currency; easy and convenient for travelers to get the local currency they need.