WorkoutApp

LITEPAPER

Live a healthy life by exercising and making money. **"Success is the sum of small efforts repeated day in and day out"** Live healthy, train and earn with **workoutapp.io**

Table of contents

WorkoutApp EcoSystem	2	
WorkoutApp move	3	
Fan Tokens	4	
WorkoutApp - for whom?	5	
Earn & recovery Models	6	
Application Features	7	
We are not the first, but we are the best!		
Train2Earn in Metaverse	9	
NFTs	10	
WorkoutApp - statement of inclusivity		
Tokenomics	12	
Roadmap	13	
Team	14	

WorkoutApp EcoSystem

WorkoutApp is designed to motivate users from all around the world to lead an active lifestyle and earn from it. The app is based on the premise that any physical activity, regardless of type or intensity, can be rewarded.

Al technology has revolutionized the fitness industry, and **WorkoutApp** is a prime example of how Al can be leveraged to motivate people to lead an active lifestyle. The app's Al-powered features enable it to provide a personalized and engaging user experience that keeps users motivated and on track with their fitness goals.



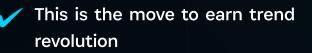
Train2Earn

Compete to Earn

The latest technology: Accelerometers, Gyroscopes, Heart rate monitors & GPS

Backed by Artificial Inteligence

The first crypto league in the world





WorkoutApp move

The **WorkoutApp** incorporates an advanced Al-driven algorithms that reward users with **\$WRT** tokens for performing different sport disciplines, such as swimming, running, strength training, cycling and more.

With **WorkoutApp**, users can demonstrate their skills and earn **WRT** tokens by competing with others in various real-world sports, games, and activities. This incentivizes users to lead an active lifestyle and earn money while doing so, regardless of the type of activity they perform.



Fan Tokens

The **WorkoutApp** is expanding and plans to create a unique NFT collection featuring top celebrities from various sports disciplines, with a focus on the most popular sports. With over **400 million** pro athletes worldwide, the potential demand is high. **NFT-Fan Tokens** will grant access to premium servers, allowing users to interact and chat with their favorite celebrities, ask questions, and show support.



The WorkoutApp team partners with famous sport celebrities with millions of followers and fit influencers to create signed collectibles for use in the next stage of the project's VR training development.

-1/1- 4

WorkoutApp - for whom?



Individuals seeking earning opportunities:

The app's rewards and compensation system may attract individuals who are looking for a new and innovative ways to earn money and improve their financial wellbeing.

Fitness enthusiasts:

The app appeals to individuals who are passionate about fitness and who are looking for rewarding way to track their progress and engage with others.





Health-conscious individuals:

The app may attract individuals who are focused on their health and wellness and who are looking for a comprehensive and effective way to improve their overall fitness.

Gamification fans:

Gamification is becoming increasingly popular in the fitness industry, and the app is targeted to individuals who are looking for a more engaging and entertaining way to exercise.





Earn & recovery Models

Users need a real workout experience. Shorter workouts are available initially, allowing for easier recovery. As users progress, they increase the training difficulty, which requires more energy and supplements to regenerate Stamina. Regardless of the sport, the same supplement can aid in recovery, simplifying engaging in multiple sports.

Only Stamina needs replenishing, so there are no concerns about repairing equipment after a single session. Every user receives **100** Stamina points initially, allowing them to train as desired. Owning an NFT reduces Stamina consumption by **10%** compared to renting.





Application Features

Community features:

Users can connect with other people in the app and participate in group challenges, join workout groups, and more.

Health metrics:

Users can monitor and track their health metrics, such as heart rate, calories burned, and distance traveled.

Step tracking:

Users can track the number of steps they take each day and earn rewards based on their activity levels.

Daily challenges:

Users can participate in daily challenges, it will encourage them to be more active and earn additional rewards.

Exercise tracking:

Users can log and track their workouts, including crossfit, tenis, strength training and other forms of physical activity.

Connected devices:

Integration with wearable fitness devices such as smartwatches and fitness trackers to track physical activity and health metrics.

Social sharing:

Users can share their progress with friends and family and motivate each other to be more active.







We are not the first, but we are the best!

As the **WorkoutApp** aims to revolutionize the fitness industry through the integration of blockchain technology, it does not forget about the less fortunate.

	WorkoutApp	Step'n	Amazy	Defit
Activities	10	2	2	4
Sensor Used	Accelerometers, Gyroscopes, Heart rate monitors and GPS	GPS, Pedometer	GPS, Pedometer	Gyroscopes, Heart rate monitors, and GPS
Compete to Earn	\checkmark	50%	\checkmark	\checkmark
Daily Challenges	✓	×	×	×
Token Utility	\checkmark	50%	\checkmark	\checkmark
Software Wallet	~	~	✓	✓
Community Featu (challenges for friends, group tr		×	×	×
Metaverse VR Integrations	✓	×	×	×
Pulse & Calorie Co	unter 🗸	×	×	×
Free Loot Boxes, Spinners & other g	gifts	×	×	×
Virtual Training	~	×	×	×

-1/1-8

Train2Earn in Metaverse

The WorkoutApp leverages the Train2Earn trend by offering a comprehensive solution that combines fitness training with financial incentives. This integration is expected to create a more engaging and satisfying experience for users, encouraging them to pursue their fitness goals and achieve better health outcomes. By taking the Move2Earn trend to the next level, the WorkoutApp aims to transform the fitness industry and provide users with a more dynamic and incentivizing way to achieve their health and wellness objectives.

NFTs

The **WorkoutApp** team created 5 NFT levels for 10 sports, with 2 additional LEGENDARY levels coming soon. The Legendary NFTs will increase efficiency and earning rates and are expected to be highly desirable. NFT owners can lend them to other trainees and earn half of the remaining profit after deducting Stamina costs. One NFT can be lent at a time, but users can own multiple NFTs for different sports and levels and lend them simultaneously.



Tier 5

Tier **3**

Tier 2

NFT sales allocation



-11/1-10

WorkoutApp - statement of inclusivity

The **WorkoutApp** integrates blockchain and AI technology to revolutionize the fitness industry and create an inclusive environment for all, including those with disabilities.

Al algorithms recognize the type and amount of effort put into training, allowing for a fully inclusive experience. Part of the profits will be donated to charity, increasing the recognition of **WorkoutApp's** partner charities.



Token distribution



EcoSystem T2E	30%	Minted by Users	4 500 000 000
Liquidity	20%	Depends on the Exchanges number	3 000 000 000
Marketing	15%	10% TGE + vesting	2 250 000 000
Public Sale	10%	20% TGE + vesting	1 500 000 000
Future Metaverse	10%	10% TGE 3 month cliff	1 500 000 000
Team	10%	One year cliff + vesting	1 500 000 000
Advisors	3%	10% TGE half year cliff + vesting	450 000 000
Private Sale	2%	10% TGE individual cliffs + vesting	300 000 000

-1/- 12

Roadmap

1Q 2025

Work on integration with existing Metaverses Introduction of VR personal training Integration with the most popular Meta-worlds Creating own WorkoutGym network in the most popular Metaverse

3Q 2024

Introduction of Workout Wallet Fan Token Event Announcement of the WRT league main sponsor Classification of the most active users Launch of the unique NFT collection Enable token swapping in the application Launch of the NFT lending

1Q 2024

Presentation of the NFT collection Creation of an MVP Application tests Application optimizing Creation of a website v2

3Q 2023

Building and engaging the community Collaboration with athletes Consultations with partners and experts Marketing strategy adjustments Definition of WorkoutApp requirements

1Q 2023

The idea of creating the WorkoutApp Gathering a team Market research Development of a marketing strategy CEO's initial funding deposit

4Q 2024

Introduction of WorkoutApp Crypto League Creation of the training platform with the world's top trainers Introduction of the Train to Earn economy for the people with disabilities

Partnerships with gyms in the real world Organization of WorkoutApp.io competitions Land purchase in the Metaverse for the first WorkoutGym

2Q 2024

Refining the remuneration algorithms Audit Beta application introduction Presale Listing on Tier 1 CEX & DEX **Top sports star announcement** Start of staking Application introduction **Partnership with a charitable foundation Airdrop event**

4Q 2023

Further application development Cooperation with sports brands Refining the tokenomics 2nd round of private sale

2Q 2023

Creation of a website v1 1st round of private sale Establishing contacts with partners

-13





CEO Christopher Johnson

Project manager with over 25 years of experience, Astorian Capital rep.



Head of business development Ashton Lee

Fitness and Marketing expert, leading the new charge at WorkoutApp.



CTO Kim Strickland

Tech team leader with over 8 years of blockchain experience, Astorian Capital rep.



Head of data science Natalya Vasilenko

Expert data science leader driving innovation and actionable insights.



Product manager Hai Nguyen

Strategic product leader excelling in innovation and market-driven growth.



Ecosystem designer Eniola Williams

Experienced designer with a track record of creating intuitive crypto interfaces.



