Finalsip

Field of Invention

finalsip is a brand new concept in social networking. The invention is an online platform in which people are incentivized when to have social gatherings. More information in figures 1.1, 1.2

Background of Invention

The Idea for finalsip was originally invented by Eugene Loo Boon Chong, S8637873F and Vijay Mudaliar s/o Gana Prakasam, S8913067J on 1st July 2013 to introduce a new social media platform for people to interact and expand their social circle whilst being incentivized.

Summary of Invention

finalsip works as social networking platform in which users register an account in which after they are guided to choose a bottle of their choice. They can then choose to buy online bit coins and buy shots from the other user's bottle. Each bottle has a different quantity of shots and the person who manages to bid on the final shot is the winner. The winner is allocated bonus points and is then guided to a private message with the player (the person who created the bottle) where they can chat and choose to have a social gathering. Only upon certifying by the winner that a social gathering has taken place, the player is awarded bonus points as well. Bonus points can be used to redeem goods , vouchers and other attractive prizes from finalsip

Detailed Description of Invention

Registration Process

1)Non Users who are not members yet need to head over to finalsip.com
2)Click on Registration Process
3) Fill up regular details and chooses from a range of bottles and validity of bottle(fig 1.3)

Playing Process

1) User can choose to bid on other profiles, let others bid on their profile or do both concurrently
2) To bid on other profiles, user goes to The Bar option to choose on a profile to bid on(Fig 1.2)
3) Upon deciding, user keys the amount of bit coins they wish to use, in this case shots and click confirm to continue purchase(fig 1.3)
4) If user runs out of bit coins they can choose to purchase more(fig1.4)

Winning Criteria

1) There are a few options to achieve the winning criteria. (fig 1.6)
   -Buy the final shot from the bottle (1.61)
   -Buy the full bottle from the beginning (1.62)
   -Buy remaining balance from the bottle (1.63)

2) The winner is then guided to a private conversation with the person that they purchased the final shot/bottle/remaining from and is awarded bonus points(fig 1.6)
3) If a meetup occurs between two parties, the other user also receives bonus points. If a meetup does not occur between the two parties, only the winner gets the awarded points

Redemption of Bonus Points

Users are able to redeem bonus into attractive prizes, vouchers etc at the mall(fig 1.8)

Justifications for Application

1. No similar social networking game concept in the market.
2. Act of incentives coming from our company via a unique business model.
3. It encourages socializing between individuals as regardless of race, gender or occupation, everyone is playing on equal ground. The incentive and game concept encourages individuals to meet.
4. Using a game concept such as ours to drive socializing.

Claims

1) Incentivizing the action of, not limited to, all forms of social networking.
2) The Idea of using gameplay in similar concept:
    - Using bitcoins to achieve a social interaction
    - The winner of the game being the last person that participates
    - The winner of the game being the first person to buy the bottle or finish up the bottle
    - Gaining bonus points from the game that allows the exchange of material rewards ie. Vouchers, items, discounts, bitcoins
3) not limited to the theme, to incentivize users.
4) The gameplay of which users buy shots of each other from a bottle of various designs and incentivizing through bonus points
5) The website itself, which is a product of our company, that provides these incentives without users having to pay directly for. Users get these incentives using bonus points.
6) A VIP scheme or any similar form of segregation that categorizes the people using this social networking website
7) The terms “FinalSip”, “FinalSippers”,”meetup”