

## 1 ABOUT THE SYSTEM

### ACTORS



ALICE  
Cake connoisseur

"I love cake and want as much as I can get"



### SYSTEM GOALS

Equal distribution of cake between Alice and Bob

### ACTIONS

Cut the cake, allocate the slices



TRENT  
The dad

"How do I divide this cake between Alice and Bob fairly"



BOB  
Cake connoisseur

"I love cake and want as much as I can get"

## 5 MECHANISM DESIGN DESCRIPTION




TOKEN NAME: \_\_\_\_\_

## 4 INCENTIVE DESIGN / USE OF TOKENS

INCENTIVES, REWARDS, PRIVILEGES

PENALTIES


## 2 MECHANISM DESIGN OPTIONS

	 ALICE Cake connoisseur	 BOB Cake connoisseur	 TRENT The dad	
	ACTIONS	ACTIONS	ACTIONS	ACTIONS
CURRENT DESIGN "Central Dad Control"			Cut the cake, allocate the slices	
FUTURE DESIGN "One child decides"	Cut the cake, allocate the slices			
FUTURE DESIGN "P2P Cake Sharing"	Cut the cake	Allocate the slices		

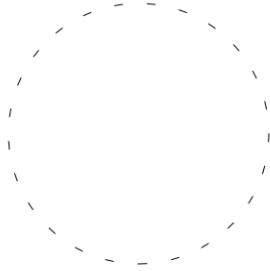
## 3 SIMULATION INSIGHTS

**① ABOUT THE SYSTEM**


**ACTORS**

 ALICE  


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 SYSTEM GOALS

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 BOB  


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ACTIONS

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**⑤ MECHANISM DESIGN DESCRIPTION**



TOKEN NAME: \_\_\_\_\_

**④ INCENTIVE DESIGN / USE OF TOKENS**

INCENTIVES, REWARDS, PRIVILEGES

PENALTIES

**② MECHANISM DESIGN OPTIONS**

	 ALICE	 BOB		
	ACTIONS	ACTIONS	ACTIONS	ACTIONS
CURRENT DESIGN				
FUTURE DESIGN				
FUTURE DESIGN				

**③ SIMULATION INSIGHTS**