

REPORTING PERIOD: Q4 2025

 **VeBetter**
GRANT PROGRAM 2.0

Transparency Report

EXECUTIVE SUMMARY

- Since the last report, we received four new submissions (mostly from teams outside VeChain) including Sproutly, Bikademy, a re-application from ZeLoop, and our first tooling grant from the established VeChain Energy. All received positive support from the community and were approved through the community voting process.
- Additionally, the VeBetter product team launched a dedicated Grant Proposal section on the VeBetter platform at the start of Q4 to better serve proposals of this nature. Any feedback on the design is welcomed via Discourse or grant@vechain.org.

APPLICATION METRICS

Category	Count	Percentage
Applications Received (not including applications from referrals)	19	-
Submitted For Community Voting	4	21%
Approved Projects	4	12%
Declined Projects	0	0%

SUCCESS USE CASES

1. Sproutly – Players grow virtual trees that unlock actual tokenized geo-tagged agroforestry systems and restore the rainforest.
2. ZeLoop – Rewards recycling plastic bottles, mapping recycling bins, and plogging; this is a reapplication
3. VeChain Energy – Maintain a Public Subgraph Indexer (public data indexing layer) for VeBetter
4. Bikademy – Rewarding everyday cultural exploration on top of their primary cycle-to-earn model

GRANT PROGRESS OVERVIEW (all grantees to date)

Stage	Projects	% of Active Proposals
Milestone 1 In-Progress	Bikademy, Sproutly, VeChain Energy, ZeLoop	50%
Milestone 2 In-Progress	ReUse, ScoopUp, B3DTIME	38%
Milestone 3 In-Progress	B3TR Transit	12%
Completion	-	-

FINANCIAL TRANSPARENCY

- Total Committed: 2,932,733 B3TR
- Total Paid Out: 1,086,205 B3TR (including upfront)

APPENDIX

Detailed reporting of grantees

B3DTIME

Milestones Completed: 1/3

- Funding Received to Date: 144,916 B3TR
- Latest Report Submission: December 2025

Milestone Completion Summary

Milestone 1 Goal:

- App Testnet Launch & Testing
- 100 beta users
- Community feedback & iteration
- 1-page summary of performance & feedback reporting
- App Mainnet Launch
- NFT Multiplier Feature Released

Was this milestone achieved?

Yes

Evidence of Completion:

- DApp is endorsed and fully operational on VeBetter
- 100 testnet users rewarded with 100% of tokens claimed on testnet
- 1-page summary of performance & feedback reporting submitted
- App Mainnet Launch on 20 October 2025
- 9 NFT Multiplier Levels Implemented as shown in the “Level Up” tab of B3dtime

Expenditure Breakdown

- App Design and Demo Creation -- \$500
- Marketing: X campaigns, giveaways, community awareness -- \$300
- Services / Tools: AWS -- \$500
- All other funds received are reserved for dApp development by Efebia

Total Spent: \$1,300+

Detailed Description of Changes Implemented

Launch of B3dtime

Status: Completed

- Home/Level Up/Analytics/Profile pages in function
- Added smart contracts for the Bonus Levels that will serve as reward multipliers
- Withings integration
- Defined CO₂ savings at 0.306 grams per minute of sleep
- Enabled reward claims for sleep data up to three days old
- Developed a base reward configurator for administrators
- Fixed homepage redirect and timezone-related issues
- Adjusted daily reward claim logic to reset at 00:00 UTC
- Added various controls in the admin panel for app management and troubleshooting



APPENDIX

Detailed reporting of grantees

B3DTIME

Project Progress

Summary

The Testnet version of B3dtime launched on 1 August 2025, beginning an internal testing phase that continued until 15 September 2025. Following this, 100 external users joined the open test phase from 15 September to 12 October 2025, providing valuable feedback that led to multiple refinements and system optimizations.

After completing all testing phases and final optimizations, B3dtime launched on mainnet on 20 October 2025.

Currently, about 2 months after our mainnet launch, B3dtime is approaching 400 users, recorded over 63,000 hours of sleep from active users with 9800+ actions, and distributed more than 48,000 B3TR in rewards. As we move forward, our focus remains on expanding functionality, strengthening integrations, and continuing to build a global community that values wellness, transparency, and meaningful rewards. In parallel, we are establishing partnerships aimed at expanding user adoption and accelerating growth.

All funds received to date have been allocated exclusively for the development of B3dtime.

Notes / Challenges Faced

Even though we notice a steady growth in B3TR allocation and voters every week for B3dtime, we acknowledge that user growth has slowed, and we are working on new ways to bring more users on-board.

B3TR TRANSIT

Milestones Completed: 2 / 3

- Funding Received to Date: 147,646 B3TR
- Latest Report Submission: December 2025

Milestone Completion Summary

Milestone 3 Goal:

- Define path to financial sustainability and begin revenue generation.
- Add in-app voting and staking features
- Add mission curation and ESG incentives
- Begin ad/brand partnerships & data monetization
- Launch optional upgrades and monetized features

Was this milestone achieved?

Yes

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Detailed reporting of grantees

B3TR TRANSIT

Expenditure Breakdown

Milestone payment will retroactively go into estimated effort already invested (development hours, design hours, administrative hours), as well as to support upcoming operations and campaigns.

Development & Technical Work - \$3,000

Allocated to compensate past development and fund upcoming optimization for the mobile app launch. This covers core features including governance voting, staking integration, leaderboards and milestones, backend reward logic with ESG incentives, and planned performance and mobile-sync optimizations.

Marketing & User Incentives - \$2,500

Reserved for growth and adoption initiatives. Planned activities include social campaigns around staking and governance, co-branded promotions with partners, influencer outreach, referral reward boosts, and sustainability-focused content to drive engagement with Milestone 3 features.

Mobile App Operations & Tools - \$2,000

Set aside to support app infrastructure and scaling. This includes hosting, third-party APIs (Mapbox, Google), push notifications, storage and image verification, and infrastructure scaling to handle increased traffic and leaderboard functionality.

Future Monetization Enhancements - \$1,500

Dedicated to long-term sustainability efforts, including expanded NFT monetization, optional premium app features, and testing ESG-aligned ads or branded missions.

Project Progress

Summary

Milestone 3 has been delivered. Milestone 2 remaining.

Notes / Challenges Faced

Partnership onboarding required coordination but has been successfully secured

Upcoming campaigns and mobile operations will be essential to sustain user growth and ESG engagement



BIKADEMY

Milestones Completed: 0 / 3

- Funding Received to Date: 73,392 B3TR
- Latest Report Submission: December 2025

Project Progress

Summary

We have started working on smart contract development on the testnet to support the platform's core blockchain functionality. In parallel, we are designing the daily ride validation flow, with rewards calculated and distributed on a monthly basis in preparation for enabling \$B3TR rewards. Development has also begun on the Impact and CO₂ dashboard, which will visualize sustainability metrics and user contributions as part of the upcoming VeBetter integration.

Notes / Challenges Faced

Some support with wallet integration.

ReUse

Milestones Completed: 1 / 2

- Funding Received to Date: 223,638 B3TR
- Latest Report Submission: December 2025

Milestone Completion Summary

Milestone 3 Goal:

Mainnet launch

- Core smart contract development
- VeWorld wallet integration
- Launch receipt verification system
- Implement location-based shop validation (future feature)
- Testing and optimization
- Release on VeBetter mainnet
- Reach 5000+ users

Was this milestone achieved?

Yes

Evidence of Completion:

- App Mainnet Launch
- DApp is endorsed and fully operational on VeBetter
- Explore section's interactive map feature with verified thrift shops is live
- Participant count at more than 6500+

Expenditure Breakdown

Milestone funding will primarily be used to fund technical development, marketing and extra user incentives to grow ReUse.

REUSE

Project Progress

Summary

Since the last reporting period, ReUse has delivered a fully redesigned interface and introduced two major new features: Tap-to-Swap and Donate, enabling users to buy, swap, and donate second-hand items within a single, cohesive experience. The core interface is now stable and fully functional.

The Explore section of the dApp is live, including an interactive map of verified thrift shops. This feature lays the groundwork for onboarding offline thrift stores and activating physical donation points. In parallel, development is underway on the donation spotting feature, which will allow users to submit clothing container locations and contribute to a global donation map.

Tap-to-Swap is fully built and operational, opening new pathways for peer-to-peer exchanges and community swap events. This functionality positions ReUse for upcoming partnerships and collaborations with organizations and communities focused on circular fashion.

The purchase upload and verification flow continues to improve, with increased automation enhancing user experience and verification efficiency. At the same time, preparation has begun for the next phase of the global impact dashboard, which will further surface CO₂, water, and waste savings.

Finally, the first stage of the donation flow is currently being built and tested, enabling future outreach to NGOs once validated. ReUse is also in early discussions with a nonprofit organization responsible for the national e-waste collection system to explore potential collaboration.

Notes / Challenges Faced

The community has flagged some irregular wallet activity associated with ReUse. The team is engaging with representative community members to review the activity, gain clarity, and take appropriate corrective action where necessary. The project will keep the community informed of any updates and will pause activity if needed until the matter is resolved.



SCOOPUP

Milestones Completed: 1 / 3

- Funding Received to Date: 144,994 B3TR
- Latest Report Submission: December 2025

Project Progress

Summary

ScoopUp continues development behind-the-scenes for the eventual release of our next version of the app. Significant progress has been made on our backend. We've implemented our new smart contracts and created a new Admin dashboard interface that allows us to tweak each variable. The team has also successfully switched to Gemini for our AI verification to help further reduce our AI costs. We have also implemented Mugshot's Guardian as a security layer for the new version of the app. We have a working version of the new app on testnet. Next steps are to continue to audit the contracts, fully finishing the backend, and fully customizing the frontend.

In terms of partnerships, ScoopUp finished a promotional engagement with Mugshot from August 25th - Sept 15th with a banner ad on the Mugshot app. The team also implemented its own banner ad to promote/partner with ZeLoop for their October plogging promotion, and will continue with banner ads for future revenue streams/engagements.

ScoopUp has paused implementation of Shopify store in light of current market conditions, but can easily restart and add this feature into our app once released.

In anticipation of the new version of the app being released before 2026, the team has decided to close current KYD submissions and reviews. The new version of the app will be available for all users to use, regardless of registration status.

Notes / Challenges Faced

Current market conditions and token price are not favorable, but ScoopUp has managed its remaining treasury and spending accordingly and will remain solvent for the foreseeable future. Progress has been slow given the team have other full-time responsibilities, but development has ramped up in order to meet our internal end-of-year deadline.

SPROUTLY

Milestones Completed: 0 / 3

- Funding Received to Date: 60,612 B3TR
- Latest Report Submission: December 2025

Project Progress

Summary

An AMA with the VeChain community was held to introduce the game's structure, roadmap, and impact model.

Technical preparation for VeChain support continued, including gameplay adjustments related to XP distribution, B3TR rewards, and wallet connectivity. Internal testnet rounds were conducted with support from community testers. The current version of the game now includes all required features for VeBetter integration, with the upcoming release activating them pending iOS approval.

With VeWorld integration nearing completion and B3TR rewards set to go live in the next update, Sproutly is preparing to officially join the VeBetter ecosystem.

Game Development

Sproutly made strong progress on the mobile game this quarter. The Android version went live on Google Play and has already passed 500 downloads. Several major updates were released, including new tree types, XP tracking, the Orchard system, an inventory screen, daily quests and many stability improvements. A new impact page, leaderboards and orchard rankings were added to the game website, along with a 3D map that shows real-world locations of planted trees. The iOS version is now in the final review phase.

Website and Dashboard

The new Sproutly dashboard and the gaming website were updated to support impact tracking, chain data, orchard rankings, leaderboards and an improved game hub. The impact map shows the growth of the real-world forest linked to player actions.

Community Activity

The community continued to grow through game events, AMAs, contests, art challenges, meme competitions and referral campaigns.

Engagement increased across Discord, social channels and TaskOn, supporting the upcoming cross-community game launch.

Notes / Challenges Faced

The next quarter will focus on the game's iOS release, the full VeChain and VeBetter integration, and joint community campaigns with VeChain to grow the player base. The marketplace, B3TR earning loop and expanded game features will follow in the next development cycle.

VECHAIN ENERGY

Milestones Completed: 0 / 1

- Funding Received to Date: 79,633 B3TR
- Latest Report Submission: December 2025

Project Progress

Summary

Ongoing maintenance of indexer tool. No issue to report.

Notes / Challenges Faced

NA

ZELOOP

Milestones Completed: 0 / 3

- Funding Received to Date: 63,728 B3TR
- Latest Report Submission: December 2025

Project Progress

Summary

Since the grant was approved, ZeLoop has launched and completed a second VeBetter challenge in collaboration with ScoopUp, resulting in the collection of approximately 46,000 bottles and 11 tons of trash.

Regarding Milestone 1, the design of the ZeLoop Spotter app for VeBetter has been completed, and development is currently ongoing. A testnet release is planned before the end of the year.

Development related to Milestone 2 has also been initiated. Work has begun on the AI-supported community tools in parallel with development of the ZeLoop Spotter app. The architecture for the community support toolset has been defined, and training of the AI bots has started.

Notes / Challenges Faced

None of the upfront funds have been used for development yet due to the current B3TR market conditions. The team is advancing the required funds internally until the market recovers. In parallel, ZeLoop is staking 50,000 B3TR on VeDelegate to generate rewards to support additional challenges.

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