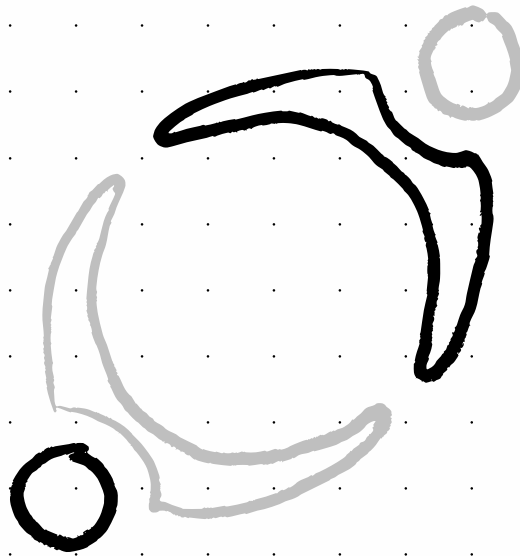
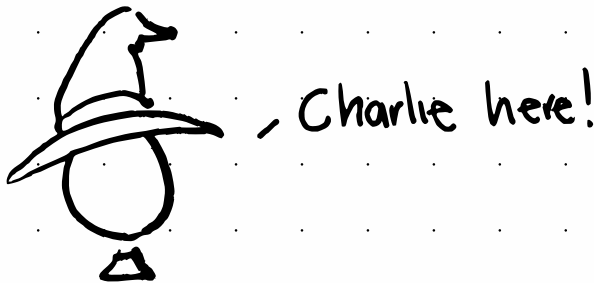


People Local Interactions Protocol



For communities

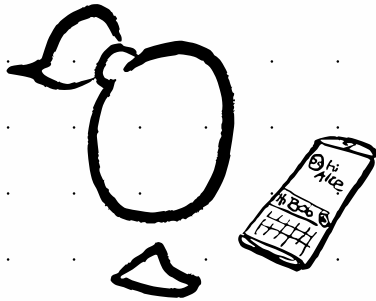
Alice, Bob and Charlie are members of the same local community



They love the idea of using decentralized peer to peer technology to conduct cheap and secure economic activities without intermediaries

Social interactions

Best way for Alice and friends to interact with each other is with Matrix, the open network for secure, decentralized communication.



👤 < Hey Bob, got 10 KSM ?

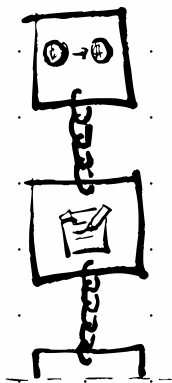
As usual Alice! > 👤

It's the official price >
plus my 2% 😊

👤 < Great, I'll make the bank transfer. But just to be on the safe side, can you lock it on the contract?

No worries! 😊 > 👤

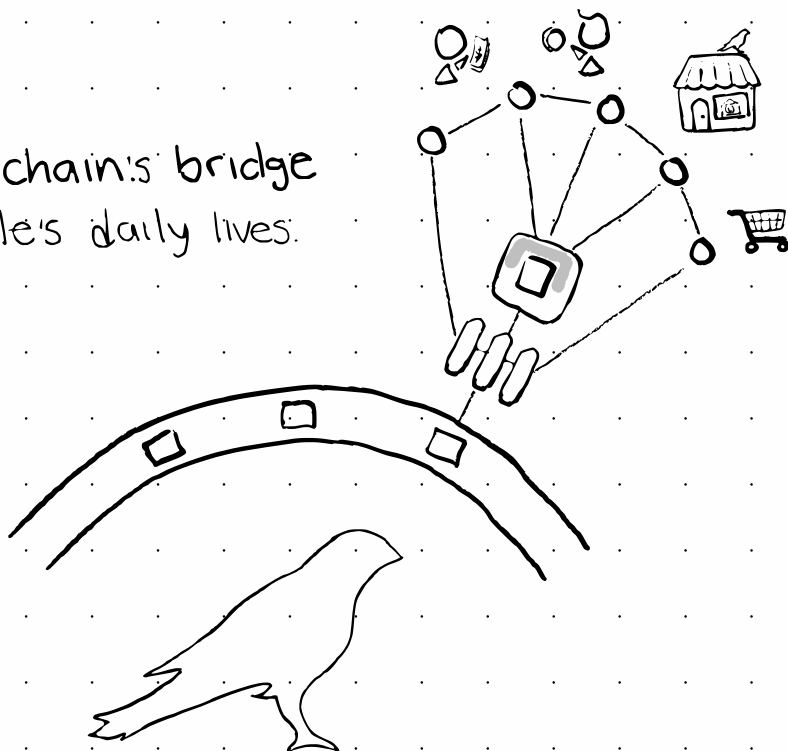
Secure Interactions



PLIP uses a purpose built blockchain created with **Substrate** optimized for transacting with real world assets like fiat currencies, products or services.

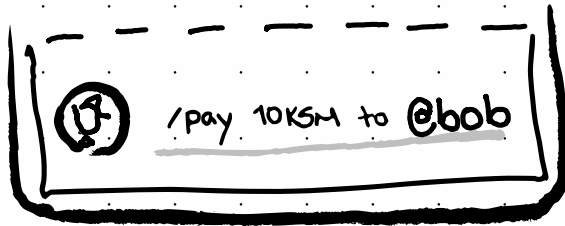
Charlie can finally sell his books for crypto currency online?

A relay chain's bridge to people's daily lives:



User friendly

Crypto what? Alice doesn't need to know about private keys or anything, when Substrate meets matrix she can use an account she is familiar with instead of scary cryptographic hashes. 😊😊



Substrate

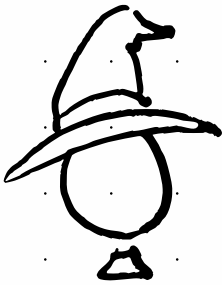


[matrix]

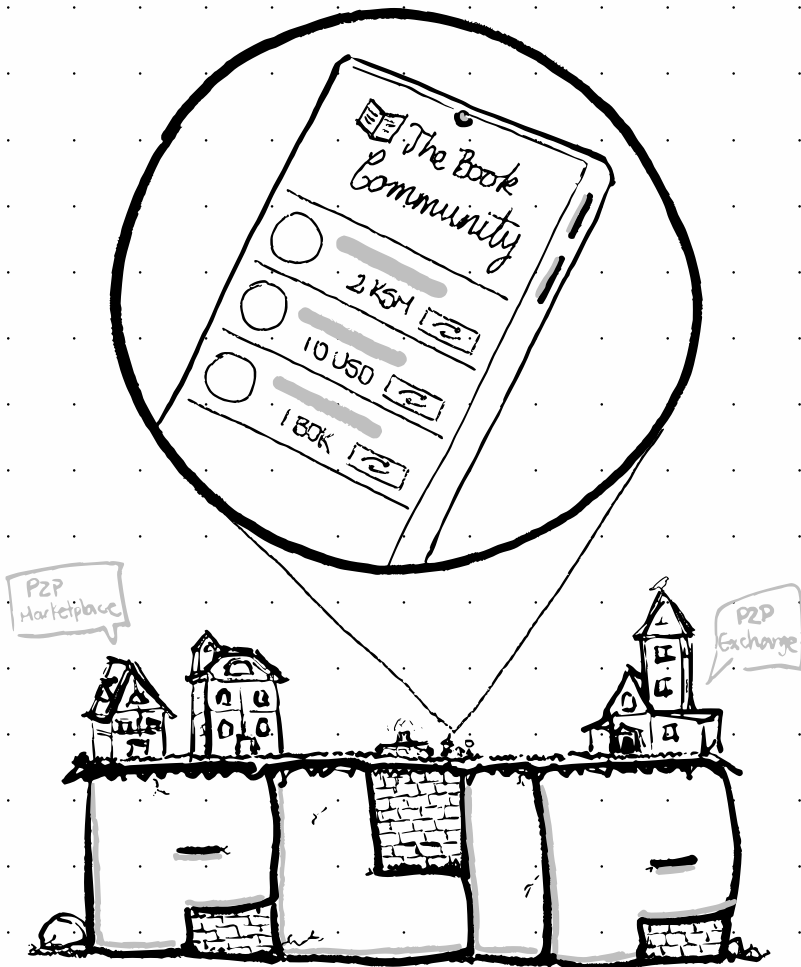


Summa

For Builders

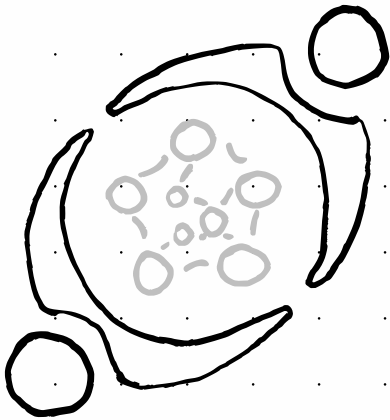
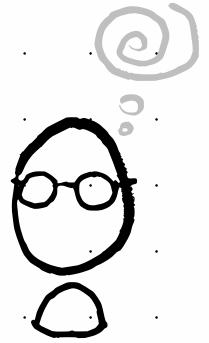


PLIP is the decentralized financial infrastructure that Charlie can use to build his dreamt bookstore, turning his passion into a joint community business.



Developer friendly

Bob knows how to make simple websites but struggles to understand how blockchains work and how decentralized applications are developed.

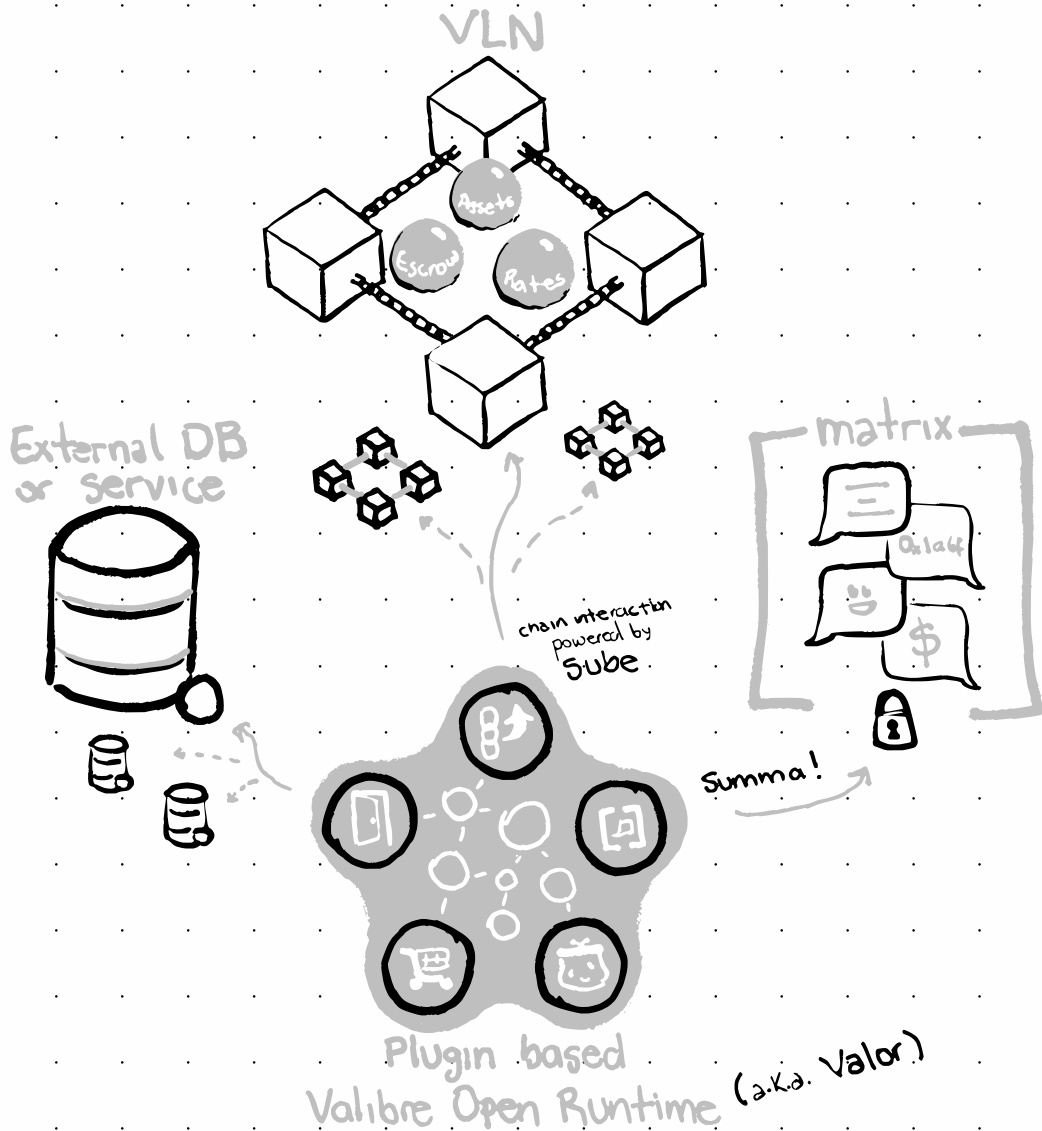


PLIP builds on top of the Valibre Open Runtime (Valor) a plugin system that makes it a breeze to create and share modules that are exposed as simple to use HTTP APIs that Bob has no problem to understand.



Did you know?

Valor based APIs can run in the user device without the need of a central server.



Ubiquitous HTTP APIs that Bob knows and loves.

