sociall.

Sociall: a secure and private decentralised social network for all

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www.sociall.io

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Abstract

Social networks provide opportunity for data hacks and security/privacy breaches, including those by the network provider themselves, as evidenced by recent Facebook examples. A decentralised, encrypted network would enable users to retain control and protection of their data (including online behaviour, wallet/financial information, multimedia and profile information), thereby minimising potential for hacking or privacy breaches.

Sociall is a new generation of networking. It is a secure and private decentralised social network for all. Sociall encrypts all data and multimedia uploads and stores it securely all over the world, making it completely decentralised. The platform is private and discourages search engines from viewing user profiles or displaying them in search results.

Sociall does not claim ownership of any uploaded data or multimedia to the system. All information belongs to the uploading user.

The platform utilises its own easy to use cryptocurrency called SCL. It is used to pay for all goods and services rather than traditional money. Think of SCL as the native currency of the platform instead of using multiple different currencies that usually come with conversion fees.

Sociall will supply all accounts with a decentralised wallet to securely store SCL and other popular cryptocurrencies. All account wallets will exist within a series of smart contacts on the Ethereum blockchain, making it completely decentralised and uncontrollable from anyone other than the wallet's creator. Adding SCL to an account will be a breeze as the wallet will have the ability to convert many different forms of currency to SCL.

Sociall plans to move the entire platform to self-governing. This means that users on Sociall will be able to assist with keeping the platform clean and safe by removing spam and offensive posts. All users who contribute to this will be compensated in SCL. Eventually, the entire platform will be run by the users instead of a centralised controlling entity. The users will even have the ability to make updates and fix issues, thanks to open-source and pull-requests.
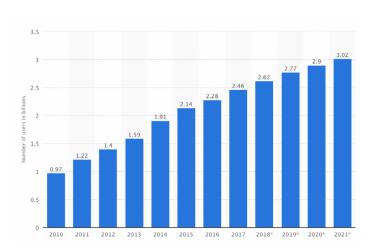
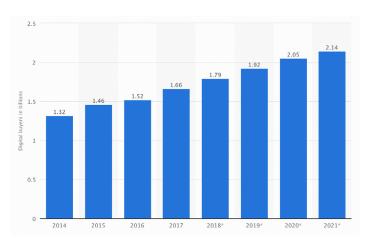Sociall is giving the power back to the people.

Market

More than 2.5 billion people people on Earth use some form of digital social networking. Social media advertising spend is projected to reach more than $51 billion globally in 2018, with this number reaching almost $77 billion by 2022[1]. Sociall will target these two major markets: social and e-commerce. Both markets are multibillion-dollar industries, with billions of users, that are currently controlled by large corporations.

Sociall hopes to create a decentralized social network paired with an online peer-to-peer marketplace, ad-platform, and much more.

E-commerce sales is expected to grow almost 12% in the next few years. Global retail ecommerce sales will reach $1.915 trillion in 2016, accounting for 8.7% of total retail spending worldwide. 71% of shoppers believe they will get a better deal online than in stores.

Number of social media users worldwide from 2010-2021 (in billions) [2]

Number of digital buyers worldwide from 2014-2021 (in billions) [3]

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[1] https://www.statista.com/outlook/220/100/social-media-advertising/worldwide

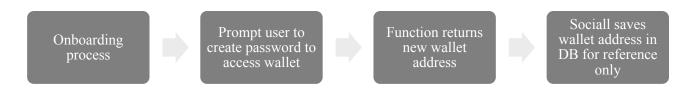[2] https://www.statista.com/statistics/278414/number-of-worldwide-social-network-users/

[3] https://www.statista.com/statistics/251666/number-of-digital-buyers-worldwide/

Functionality

Wallet

Sociall account wallets will be created through a decentralized smart-contract process where there is no owning entity.

The setup entity, being Sociall, will not have control over any funds kept in a user's account wallet and will never be able to process any transactions on behalf of the user – making it completely decentralized.

Onboarding process	→	Prompt user to create password to access wallet	→	Function returns new wallet address	→	Sociall saves wallet address in DB for reference only

Sociall has plans to allow the storing and sending of other ERC20 based tokens in the near future, along with also integrating Shapeshift for instant token-to-token trading inside the wallet.

Features & Decentralisation

The entire wallet will be built using a smart contract coded in Solidity on the Ethereum blockchain. The smart contract will generate a user's wallet and it will be stored in the database. Since the wallet is generated from a smart contract, it will not have a private key, so Sociall will not have to store private keys. Instead, the user will create a password that grants them access to their wallet. Whenever a transaction requires signing (for a send), the user simply enters their password and the smart contract checks if the user has access or not. A user password must first be hashed and salted before sending to the smart-contract as it will be displayed publicly on the blockchain. This is a far more decentralised solution than hosting and encrypting private keys like a majority of exchange and application wallets.

Below is the flow for how a user can initiate a transaction and sign with their password.

User initiates transaction	→	User enters password to sign transaction	→	Password is hashed and salted	→	Transaction is signed, smart-contract takes % of SCL as TXfee	→	SCL is sent to address

Passwords must be treated like a private key. As Sociall will not be storing these passwords, if a password is lost then access to the wallet will be lost forever.

All transactions will be paid in SCL, not ETH. No user account wallet will need to hold ETH to make transactions/purchases. Sociall will hold an amount of ETH within the smart-contract to pay for all transactions and will charge users a small amount of SCL (0.50%-1.10%, depending on TXfees and Gwei prices) for the transaction.

All transaction prices will be dynamically calculated depending on the current SCL/ETH trading pair price. For example;

Scenario 1: SCL/ETH trading pair goes up. The SCL transaction fee may be reduced as the smart contract will be overcharging.

Scenario 2: SCL/ETH trading pair goes down. The SCL transaction fee may be increased as the smart contract will be undercharging.

Scenario 3: SCL/ETH trading pair stays stable. The SCL transaction fee may stay the same or be slightly adjusted according to market conditions.

Scenario 4: ETH average Gwei is increased due to a high-load network. The SCL transaction fee may be increased as the smart contract will be undercharging. The SCL/ETH trading pair has no effect on this scenario, although can play a part depending on market conditions.
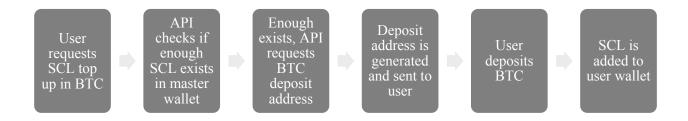
An audit of the smart-contract will be completed by a reputable firm before pushing the code live. Please refer to the Security section within this document for more information regarding security and code audits.

<u>Top Ups</u>

Users on Sociall will be able to top up their account wallet with SCL by simply depositing popular supported cryptocurrencies (such as BTC and ETH) and eventually fiat. The project will utilize CoinPayments and Stripe for these future integrations.

This top-up process will consist of complex business logic in the background. A master wallet consisting of SCL from the ad platform and marketplace fees will fulfil the order.

The proposed flow for topping up with BTC is below. A very similar flow will be utilized for fiat deposits, although a different API endpoint will be hit.

| User requests SCL top up in BTC | → | API checks if enough SCL exists in master wallet | → | Enough exists, API requests BTC deposit address | → | Deposit address is generated and sent to user | → | User deposits BTC | → | SCL is added to user wallet |

The final proposed flow is for attempting a top up with BTC (similar error flow for fiat) with not enough SCL to execute the order existing within the master wallet.

| User requests SCL top up in BTC | → | API checks if enough SCL exists in master wallet | → | Not enough SCL exists | → | Error is displayed to user |

SCL will be purchased from the master wallet at an inflated rate. The buy rate will be approximately 5% higher than the consolidated exchange rate.

Sociall has plans to eventually implement a peer-to-peer buy/sell function for SCL directly from the users account wallet to eliminate the need for a master wallet.

User Account

An account on Sociall can be set up in less than one minute. A user simply signs up with their full name, email address and requested password. After the activation email is clicked, then the final stage of onboarding begins.

Below are the steps for the onboarding process.

1. User enters basic details and accepts terms and conditions.
2. User clicks on verification email to confirm ownership of email address.
3. User is taken to the final onboarding screen where they select their interests from a predefined list.
4. User is taken through a short-guided tour of the applications.
5. Onboarding process complete.

Once the onboarding is completed, the user may then browse the application. The user may then also update their information from the account settings page. A temporary username is created for them upon signup that consists of their full name and a random generated ID. A user may update their username whenever they wish. Usernames are used to mention a user in a post/comment, along with also being the gateway to their profile via a URL.

The URL structure for a user profile: https://sociall.io/u/[username-here]

URLs will not be publicly visitable. If a user does not have an account or is not logged in, they will be redirected to the login/signup page before allowing to proceed to the requested user's profile for privacy reasons.

A SSO (single-sign-on) capabilities will be offered to third-party applications and websites that would like to offer their users the ability to signup or login with their already existing Sociall account.

Marketplace

Sociall will allow the creation of "product posts" within the platform that represent goods or services. Followers can see this post and purchase it directly with the SCL held in their account wallet.

For example, if you wanted to sell your old laptop you could simply attach an image along with meta data describing the item and price in SCL. Users will then be able to search multiple ways within the marketplace for your uploaded post.

Once a user decides to purchase a marketplace item, they simply click on the "Buy" button attached to the post. A password prompt will be displayed to the user for them to sign the transaction. The receiving user will see a notification stating that a user has purchased their item. The two users can continue to discuss finer details within a dedicated live chat.

All product posts can be geo-tagged so that users on Sociall can search for items within their location that are available for local pickup if they wish.

The marketplace will have a small flat fee of 1% in SCL and will be taken from the seller after the transaction is complete.

The marketplace will have strict rules against illegal goods and services. All of which will be laid out in the terms and conditions of the website. All product posts that violate these terms will be removed from the platform to ensure a safe and compliant environment.

Escrow based services and systems will be integrated in the near future to protect both buyers and sellers. This will consist of a holding account where SCL will be stored until the buyer receives the item and confirms. At the beginning, Sociall support staff will act as the mediators within the transaction. Once the platform gets closer to a full self-governing model, then the mediator role will be moved to the moderations of the platform for a further decentralised peer-to-peer marketplace experience.

Senario 1. An example of the proposed flow for when an item is purchased successfully, and the item is correct:

User purchases item	→	SCL is sent to escrow holding account	→	Seller posts item	→	Buyer receives item and confirms	→	SCL is released from holding wallet to seller

Scenario 2. An example of the proposed flow for when an item is purchased, and the item is not confirmed or is deemed to be faulty and rules the dispute in favour of the buyer.

User purchases item	→	SCL is sent to escrow holding wallet	→	Seller posts item	→	Buyer receives item and reports as faulty	→	Sociall opens a dispute	→	Dispute is ruled in favour of seller	→	SCL is released from holding and sent to seller

Scenario 3. An example of the proposed flow for when an item is purchased, and the item is not confirmed or is deemed to be faulty and rules the dispute in favour of the buyer.

User purchases item	→	SCL is sent to escrow holding wallet	→	Seller posts item	→	Buyer receives item and reports as faulty	→	Sociall opens a dispute	→	Dispute is ruled in favour of buyer	→	SCL is released from holding and returned to buyer

Instant Messaging

Instant messages are the most used feature within a social networking platform, so Sociall hopes to make it more enjoyable for its users.

Messages within Sociall will mainly be user-to-user, with the ability to have dedicated messaging groups for Groups and Events.

Messages will be able to consist of multimedia (images), emojis and eventually also sending of SCL.

Messaging on Sociall will utilise WebSockets functionality with the help of the SignalR library. Please refer to the Technology Stack section of this document for more information regarding the technology behind this.

Sociall will soon integrate end-to-end message encryption. This ensures that only the sending and receiving users can read what is sent, and nobody in between, not even Sociall. The database will store encrypted messages as cypher text that is unreadable and impossible to decrypt without access to the unique key pairs.

Here is basic example of how end-to-end message encryption will work on Sociall. Please refer to the Roadmap section of this document for an estimated implementation date.

| User A and User B share a unique key pair | → | User A messages User B | → | Message is encrypted via key pair | → | Cypher text is stored in database | → | User B recieves message | → | Message derypted via key pair | → | Readable message displayed to User B |

Messages on Sociall will eventually consist of more advanced functions for interaction. This includes sending SCL to a one-on-one chat, sharing recorded audio, and much more.

Mobile Applications

Sociall is currently concentrating on the first release of the web platform. Once that is complete and all issues resolved, then the team will begin working on semi-hybrid mobile applications for both iOS and Android.

Both applications will consist of all features within the web version and will still be able to create transactions and access the account wallet.

iOS and Android apps will then be moved to full native applications to ensure better usability, stability and reliable faster native SDK calls. After the native migration, advanced integrations such as a VPN and Tor will be added, to further enhance the privacy aspect of the platform.

The web version of the application will be accessible via mobile devices as it consists of a full responsive design. This allows Sociall users to still use the platform on the go while the mobile applications are under development.

Please refer to the roadmap section of this document for further information and release dates.

Community/Blog

The Community section on Sociall is a way for all users on the platform to discover new accounts to follow and to engage with the community.

Consider the Community section to be more of an open public blog where content rich posts can be seen by anyone on Sociall and beyond. It is where you can create a post with images, links, embedded multimedia (and more), and to have other users on Sociall read through it. The Community section will have a feature-rich WYSIWYG editor to make post creation a breeze.

The Community section is the only part of Sociall that is visible to search engines. Community posts will be indexed by search engines and it is the only section within the application that can be visited by users who are not registered or logged in.

Privacy

Sociall is a private social network that does not allow search engines to index user profiles. The platform will soon have strict (yet simple) privacy settings for users to control who and who cannot see their profile and personal data.

On initial launch, all profiles will be visible to other users on Sociall. In future releases (see roadmap), users will have the ability the make their profile and posts private to those who are not following them. Account settings will also feature a way to make all following requests manually approvable instead of having each request automatically approved.

Here is a list of the simple settings that will exist.

- Profile Visibility
  - **Public.** Profile and posts visible to all users on Sociall no matter who it is (besides blocked users).
  - **Private.** Profile and posts only visible to users who follow you.
- Following Approval
  - **On.** All following requests must be manually approved.
  - **Off.** All following requests are automatically approved.

Crowdfunding

Crowdfunding capabilities will soon be added to Sociall. They do not represent an ICO nor do they integrate with any foreign or new token. Crowdfunds on Sociall simply represent a personal cause such as an individual user trying to raise funds for a charity, or a family trying to raise money for medical bills.

All crowdfunds use SCL and set a funding goal, deadline, images and other related metadata. Sociall will take a small fee of 1% of all raised SCL.

Decentralisation & IPFS

All data and multimedia uploads are stored within the encrypted decentralized storage solution that is built and maintained by Sociall. This system integrates with a hosted database that utilizes MongoDB sharding for further decentralisation of storage.

1. Image is sent from the client (website) up to server.
2. Image is renamed, encrypted and sent to the cloud for resizing and decryption keys are stored inside the decentralised database solution.
3. Micro-service picks up queued image, decrypts it, resizes to 3 different sizes (if possible), encrypts the content again and stores in a permanent store location. The image is resized to multiple different dimensions for different display scenarios on the website.
4. The encrypted images are stored in the cloud. Since they are encrypted, the cloud cannot access the raw data.
5. When the client (website) requests an image, the encrypted data is retrieved from the cloud, decrypted on Sociall's servers via the stored decryption keys, and delivered to the client.

The above is used as a temporary solution as it is not an ideal method for a blockchain based application. The team is already working on a solution that utilizes IPFS, a peer-to-peer hypermedia protocol.

IPFS is a true distributed protocol that allows us to further decentralise Sociall's storage solution. Sociall plans on moving multimedia uploads and data storage to IPFS by 2019. The below proposed flow is how this will be implemented successfully. The same flow will be used with data objects too, although they will be JSON documents instead of multimedia objects (images).

Image is sent to server for uploading	→	Server processes image	→	Server utilises IPFS and uploads	→	IPFS returns unique reference hash	→	Hash is saved in DB for reference	→	Hash is used on client to display image

Ad-Platform

The ad-platform on Sociall will consist of a semi-automatic self-serving process. Any user with a Sociall account and a SCL balance above 0 can create and submit an ad campaign through the platform.

All submitted campaigns will manually be revived by Sociall support staff before going live on the network to ensure quality and compliance. As per all other functions on Sociall, this process will eventually be moved to a self-governing model where moderators on the platform can approve the ads.

All add fees will be paid in SCL and will be based on CPI (cost-per-impression). Basic metrics will be displayed to the ad creator in the "Ad Manager" section, such as number of impressions, performing interests, date/time of impressions and much more.

Ads on Sociall will sit within the news feed on different sections. Different areas will have different pricing depending on availability and visibility. New sections may be added in the future depending on planned features that are not within the roadmap.

Available sections include:

- Personal news feed
- Community section
- Right widget section (site-wide)
- Marketplace feed

All ads on Sociall will be formatted in a strict display manner. This means that ads will have a short title, description, link and display image. Display image dimensions will depend on the section that the ad is optimised for. Ads will be static, and no animations are allowed. This is to ensure that the platform abides to the styling guidelines with nothing looking out of the ordinary.

Self-Governing

Sociall is slowly moving the entire platform to self-governing. This means that users on Sociall will be able to assist with keeping the platform clean and safe by removing spam and offensive posts.

This "self-governing" feature will give the power back to the people instead of having all power sit with the owning entity.

For example, mainstream social networks often remove posts promoting free speech or a strong opinion regarding a certain topic. On Sociall, it's the appointed moderators (who are not staff, they are everyday people and users of Sociall) who decide if the post really requires deletion or not. It's giving the power back to the people and offering true decentralisation.

Example of the flow for an inappropriate post:

1. A particular post on Sociall is flagged by multiple users.
2. Post is displayed to moderators on Sociall for their decision.
3. 9/10 moderators deem post to be in violation of the sites terms.
4. Post is removed permanently from the database.
5. The 9 moderators are rewarded in SCL for their services.

Example of the flow for an accepted post on the platform:

1. A particular post on Sociall is flagged by multiple users.
2. Post is displayed to moderators on Sociall for their decision.
3. 9/10 moderators deem post to be within the terms and acceptable.
4. Post is then whitelisted and continues to be displayed.
5. The 9 moderators are rewarded in SCL for their services.

Users on Sociall are granted moderator privileges manually if they have a strong track record and do not break any rules on the platform. At first, Sociall support staff will reach out to users on the platform to see if they would like these privileges. Eventually, this role will be handed over to already existing moderators on Sociall to further enhance the self-governing aspect and decentralised experience on the platform.

Technology Stack

Overview

Sociall has five applications. All applications and services run as a consolidated group to ensure the speed and functionality. Each application is hosted individually to make sure that the application can continue to run even if a singular service goes down.

Here is the list of all five applications that Sociall is currently running.

1. Frontend application
2. API server
3. Authentication server
4. Image processing micro-service
5. WebSockets micro-service

More micro-services will be created often to keep intense services away from the main API server.

Frontend Application

The frontend application is developed with the most recent version of Angular. It is served via a simple NodeJS server running ExpressJS. It sits within a complex docker image on a Linux server. It utilises popular packages and frameworks such as NGRX and RXJS. The frontend uses OpenID standards for authentication and communication with the Authentication server.

API Server

The Sociall API server runs on the most recent version of .NET Core. It delivers all information from the database to the frontend application in a readable manner. It is a RESTful API service, meaning that it's based on representational state transfer technology. It also communicates with all services within the Sociall ecosystem, such as the image processing micro-service and the identity server.

Authentication Server

The authentication server runs on the open-source IdentityServer. It has been slightly modified to use the most recent version of .NET Core and to adapt to the MongoDB decentralised solution. The authentication server is API compatible and must be for use within the frontend project. The server issues refreshable JWTs (JSON Web Tokens) to the client for it to communicate with the API server. The API server then checks the JWT against the authentication server to verify its identity.

Image Processing Micro-Service

A micro-service is used to process all image uploads. This is required to compress and resize the image to multiple different dimensions for different screensizes and placements within the application. This is run as a separately hosted micro-service to ensure that it does not affect any other areas of the application, since image compression equals high CPU usage. This service is written in the most recent version of .NET Core.

WebSockets Micro-Service

WebSockets is a protocol for full-duplex communication via the HTTP protocol. This grants an always-open connection between the server and the client. It allows a real-time connection for Sociall's instant messaging functionality. Sockets is a more advanced solution than traditional API polling due to its constant server connection and lower bandwidth usage that leads to real-time client-side updates. Messages are sent to the API server for storing within the database and at the same time synced to the sockets micro-service so that the client experiences a real-time conversation. The sockets micro-service is built with .Net Core and utilises the open-source SignalR library.

Open-Source

A majority of Sociall's projects will be moved to open-source just after mid 2018. This includes the API server, frontend project, and all micro-services (see Technology Stack section).

The project may eventually open some repositories up to pull-requests, although this is yet to be confirmed. Outside developers will be able to contribute to the development of Sociall by creating pull-requests on the public repos. If the Sociall development team reviews the request to be of benefit to the platform, then it will be approved. These participants will not be awarded in SCL, but instead be mentioned in the credits section on Sociall.

The identity authentication server may be partially open-sourced in the future, although it has been advised against by the project's security firm.

Open-sourcing a majority of Sociall's systems displays transparency to the community.

All code repositories will be available via Sociall's GitHub Profile - https://github.com/sociall-io

Bounties

The public will be encouraged to run tests on the project's available code to find flaws in the security, design and all other aspects. This opens to door to freelance security experts, developers, designers and other whitehat IT experts to audit code and report issues to the lead developers.

Bounties will be offered to findings that the support team deems as an error or bug. All finds will be assessed manually and individually, and the payout will depend on the severity of the issue. All finds will be paid in SCL to a user's account wallet on Sociall. These members may also get their names mentioned in the credits section on the platform.

Security

Of course, the most important aspect of any social networking platform is the security of its data and authentication process. This is why Sociall is using a reputable open-source project called IdentityServer to handle all authentication of the application.

Sociall is using a reputable third-party security firm to run audits, penetration testing, and much more over all servers and applications that will be developed. This ensures that there are no security vulnerabilities within Sociall's code or development flows. A public report for this will be available after the audits are complete.

Sociall has five applications (as per the Technology Stack section). All five will be tested to ensure that the application is secure with no vulnerabilities. New audits and tests will be conducted each time a new function is pushed live to the platform.

DCORP is developing and auditing the smart-contract wallet. Hosho will complete the final audit of the code and smart contract structure before pushing it live to the blockchain. Since all wallets exist within a smart contract on the blockchain, Sociall does not store any private keys or passwords in the database. This makes hacking account wallets virtually impossible if the user enters a sophisticated password. Sociall will enforce strict password criteria when the user sets up their wallet for the first time.

All code audit reports will be publicly accessible via the project's GitHub profile.

SCL

Details

The platform utilises its own easy-to-use cryptocurrency, called SCL. It is used to pay for all goods and services rather than traditional money. Think of SCL as the native currency of the platform instead of using multiple different currencies that usually come with conversion fees.

SCL is an ERC20 based token on the Ethereum blockchain.

Name	Sociall
Code	SCL
Address	0xd7631787b4dcc87b1254cfd1e5ce48e96823dee8
Total supply	16,714,019.66
Circulating supply	16,714,019.66
Emission rate	No new coins will ever be created
Role of token	Buy goods, services and ad spaces on Sociall

Due to the strict nature of smart contracts and project set up, no more SCL can ever be minted.

The circulating supply may slightly differ from the total supply for many reasons such as lost tokens, locked accounts, lost private keys, and much more. This number cannot be effectively determined, hence why the circulating supply has been listed the same as the total supply.

SCL can be stored in any ERC20 compatible wallet.

Source Code

The source code for SCL can be found on Etherscan. It is a compliant ERC20 contract and was developed by Frank Bonnet.

https://etherscan.io/address/0xd7631787b4dcc87b1254cfd1e5ce48e96823dee8#code

Exchanges

Having SCL listed on multiple exchanges is important for the liquidity and volume of the token. The Sociall support team is constantly reaching out to large reputable exchanges and upcoming exchanges to have SCL listed there.

The team hopes that once Sociall is out of beta and in to a public release that exchanges will see potential in both the token and project.

SCL is currently publicly tradeable on the following exchanges.

FCoin - https://exchange.fcoin.com/ex/gpm/scl-eth

HitBTC - https://hitbtc.com/exchange/SCL-to-BTC

Bancor - https://www.bancor.network/communities/5aead51570a04eaf69e59a88/currency

Cryptopia - https://www.cryptopia.co.nz/Exchange/?market=SCL_BTC

Roadmap

Below is the projects roadmap over the next year and a half. All dates and scope are subject to change. Many variables can affect the dates specified such as revenue, priority, team resources and size, and much more.

Q1 2018

V2.0b initial closed beta launch. Invite only access to the platform. More invites sent out frequently as the platform becomes more stable and bug-free. Bug fixes, optimisations, and micro-features continuously pushed to the closed beta.

Q2 2018

Preparing for open beta. Further testing and bug fixing of the closed beta. More invites sent out to the public each week. Security audit to be completed on all code and the authentication flow to remove any found vulnerabilities. Expanding the development team.

Q3 2018

Opening the floodgates and moving the platform to an open beta in August. Releasing the Facebook migration tool. Releasing account deleting and data exporting. Further bug fixes and optimisations. Taking all code repositories open-source. Post sharing capabilities. Releasing the Community section. Adding better profile privacy settings. Building a talented in-house marketing team.

Q4 2018

Decentralised wallet integration. Users can store/receive/send SCL securely. Starting a security audit on the wallet feature before shipping live. Adding optional 2FA. Adding the Events and Groups sections for public and private use. Adding the marketplace to Sociall where users can create product posts and make purchases. Send SCL user-to-user via instant message.

Q1 2019

Allowing SCL top-ups inside the wallet with fiat. Adding more micro-features. Multilingual capabilities. Concentrating mainly on English, Spanish, Japanese, Chinese, Korean and Hindi on

first release, with many more to come. First release of self-governing capabilities. Adding poll posts. Planning IPFS migration.

Q2 2019

Crowdfunding capabilities and posts to raise SCL for a specific goal or purpose. Release of iOS and Android applications. Migrating all data and multimedia uploads to IPFS. Release of the Ad Platform. Further language support. Business/Company/Organisation pages.

Q3 2019

End-to-end message encryption for secret chats user-to-user. Open API for third party single sign-on capabilities and integrations into foreign websites and applications. Giphy support in comments, messages and posts. Integrating Civic to verify identity and receive "verified" badge.

Beyond

There are many more features that the team has planned for the project. Sociall listens to the voice of the community and would like to hear your thoughts on future integrations, additions, features and more. Contact us at info@sociall.io if you'd like to suggest a feature or idea.

Contact & Support

If you have any questions about Sociall, the team, technology or anything in between, please do not hesitate to reach out to us via any channel listed below. Sociall values the communities feedback and consider all requests.

Website: https://sociall.io

Email: info@sociall.io

Medium/Blog: https://medium.com/sociall-io

Facebook: https://www.facebook.com/sociall.io/

Twitter: https://twitter.com/sociall_io

Instagram: https://www.instagram.com/sociall.io/

Reddit: https://www.reddit.com/r/sociall/

Telegram: https://t.me/sociall.io

YouTube: https://www.youtube.com/c/sociall-io

BitcoinTalk: https://bitcointalk.org/index.php?topic=2100970

GitHub: https://github.com/sociall-io