



UHUB
white paper

August 2017

Uhub decentralized e-commerce ecosystem

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I. STATEMENT

This document is not an offer for the sale of stocks, a collective investment project, or registration with/a request for approval from a monetary authority. The holders should read and research this document thoroughly. This document discloses details about the UHUB blockchain project. The laws of each respective country will apply.

This document was developed in cooperation with our financial advisor and has been amended by our law consultants

II. VISION

Technology is rapidly growing and diversifying. As it does, more and more businesses are using technology to facilitate their transactions. Many of the most prominent commercial entities, such as Amazon, eBay, Alibaba, Lazada, etc. have achieved their success through e-commerce development.

E-commerce was established in 1979 and has been evolving vigorously up to this point in time. It thrives on the development of the internet, smartphones, and online shopping demands.

To make transactions more convenient and seamless, developers have created new payment solutions, such as PayPal, Alipay, Visa, Mastercard, etc., which has provided users a better online shopping experience.

The transparency provided by blockchain technology, paired with Ethereum smart contracts are new advances which will help e-commerce grow in an

entirely new way. Combining blockchain technology with e-commerce will enhance the efficiency of business, increase the income for the seller, and reduce the cost to the buyer.

According to <https://www.statista.com/topics/871/online-shopping/>: "In 2016, global e-retail sales amounted to 1.9 trillion". All of these companies need a payment solution, and the companies that are providing those solutions are also thriving.

There are a plethora of ways in which blockchain technology can be taken advantage of to improve upon the existing payment solutions. *For instance*, there is virtually no cost of currency exchange on UHUB. We are minimizing the fee of every transaction, limiting it to nearly zero.

III. BUSINESS MODEL AND OPPORTUNITIES

UHUB is an ecosystem that includes: Hub Exchange, Hub Connector, and HUB Marketplace

Users in the ecosystem can exchange goods and services through the Hub Exchange transaction portal. On the Hub Exchange, users can trade (buy and sell) HUB Coin directly with anyone around the world. This decentralized money exchange function eliminates the burden of fees/charges on exchange transactions, bypassing traditional exchanges. The exchange rate of HUB coin will be based on the value on the centralized exchanges.

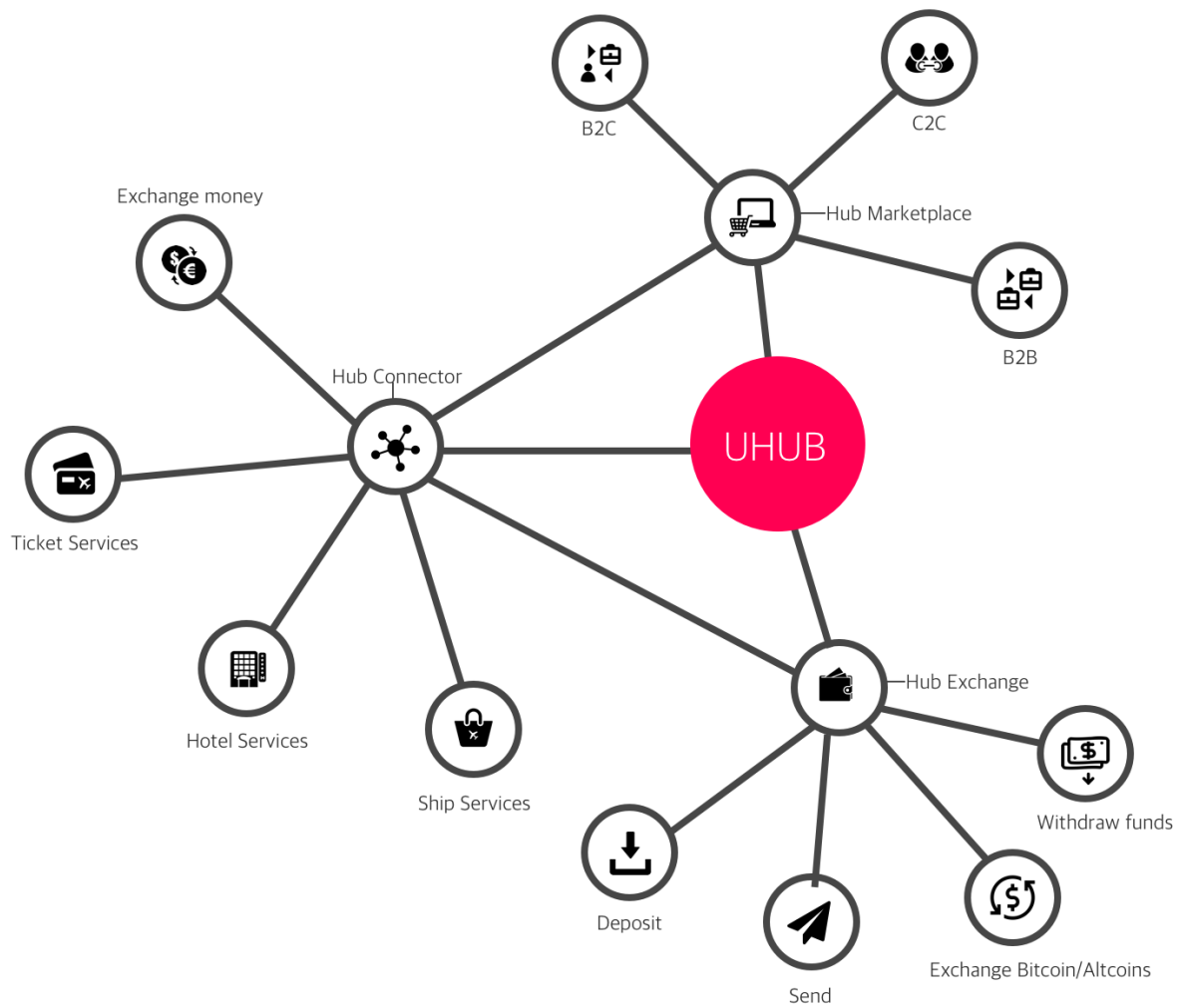
Using the Hub Exchange, users can be a buyer or seller. With payment options that allow users to track their spending habits, users don't need to carry cash in their wallets and keep track of the money every time they make a payment.

Businesses can also utilize the UHUB ecosystem to find a large number of potential customers and are then able to target and bring their services to the vast majority of UHUB communities.

UHUB users may contribute to the development of the UHUB ecosystem by completing surveys and evaluating individuals and businesses operating on the platform. Users show their honesty and responsibility for the platform, which will make the ecosystem a better place for all involved.

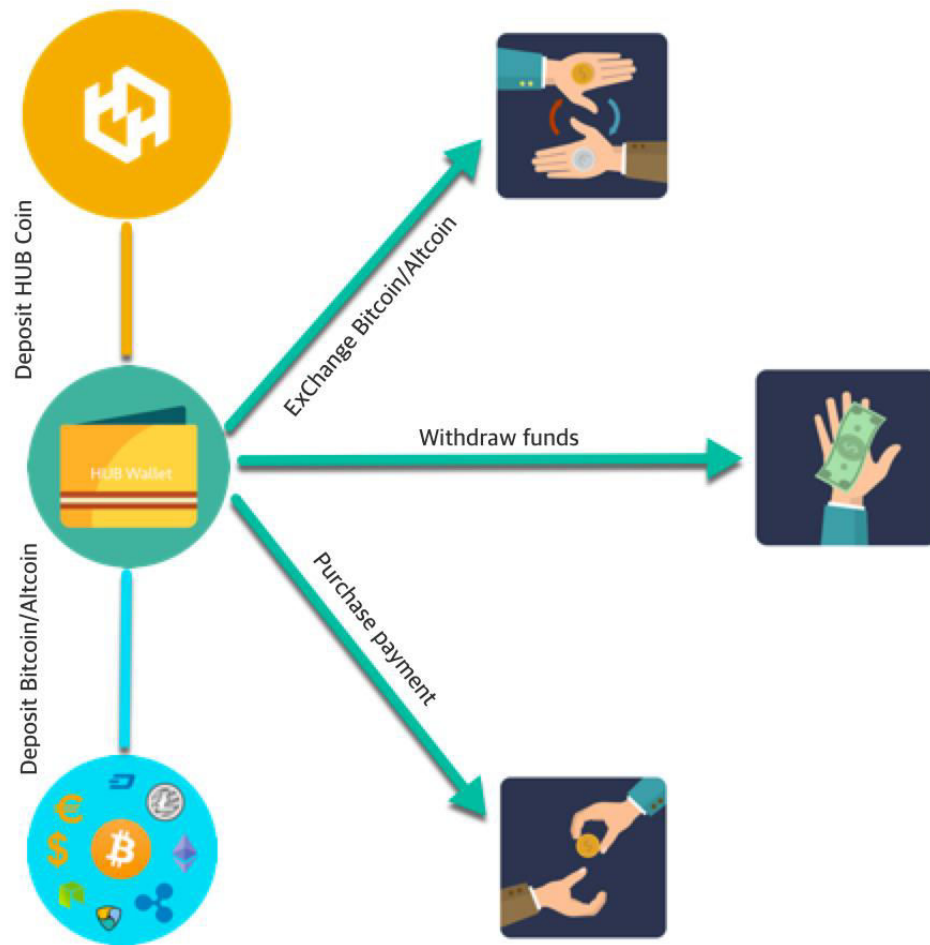
Businesses can also connect with one another on UHUB to develop relationships and partner up with other organizations. Helping to further efficiency and productivity in the global economy.

IV. UHUB ECOSYSTEM



UHUB Ecosystem

A. HUB EXCHANGE



HUB Exchange system

Our solution will help you solve the problem of using too many different electronic wallets. With just one wallet, you can keep hundreds of currencies on the "Hub Exchange" With only one blockchain wallet, you can create wallet addresses for different cryptocurrencies to make transactions quicker and easier.

Hub Exchange will make it easier to exchange a pair of currencies, as it will use the API's from different electronic trading platforms such as Poloniex, Bitfinex, Bittrex, Kraken, etc. Now, users do not have to register an account on trading platforms if they wish to exchange money directly on trading platforms using the Hub Exchange. There is no fee required to move money from these trading platforms to a user's wallet. Users will be charged only the regular transaction fees on trading platforms.

The API system on the Hub Exchange will help online stores and businesses to use payment methods easier. We are integrating payments into the business's website, which will allow them to receive the money into their Hub Exchange directly.

1. Deposit

Users can deposit different types of cryptocurrency or local currency into their Hub Exchange or create other altcoin wallet addresses in their Hub Exchange so that they can receive and keep track of their transactions. Other users can check the transaction history of other users once they share their public address. For a business on the HUB system, when they share a public address, it will increase transparency in their transactions.

We will also build a blockchain system with the top one hundred cryptocurrencies (by market cap), where you can safely keep your deposit with security layers such as fingerprints, iris scanning, etc. Helping make entirely sure that the money that you send to the wallet is safe.

2. Send

Users can send money to friends, partners, or pay for services, etc. using the Hub Exchange. This function will help users to manage transactions, recipient's addresses, and to track their transactions via the Etherscan.io explorer of the Ethereum blockchain.

Users can check directly on the Hub Exchange to see whether or not the transaction has succeeded. When users pay for a service, they can double-check the receiver's information such as the receiver's wallet location, transaction history, and account balance. Helping users assess other user's credibility before trading.

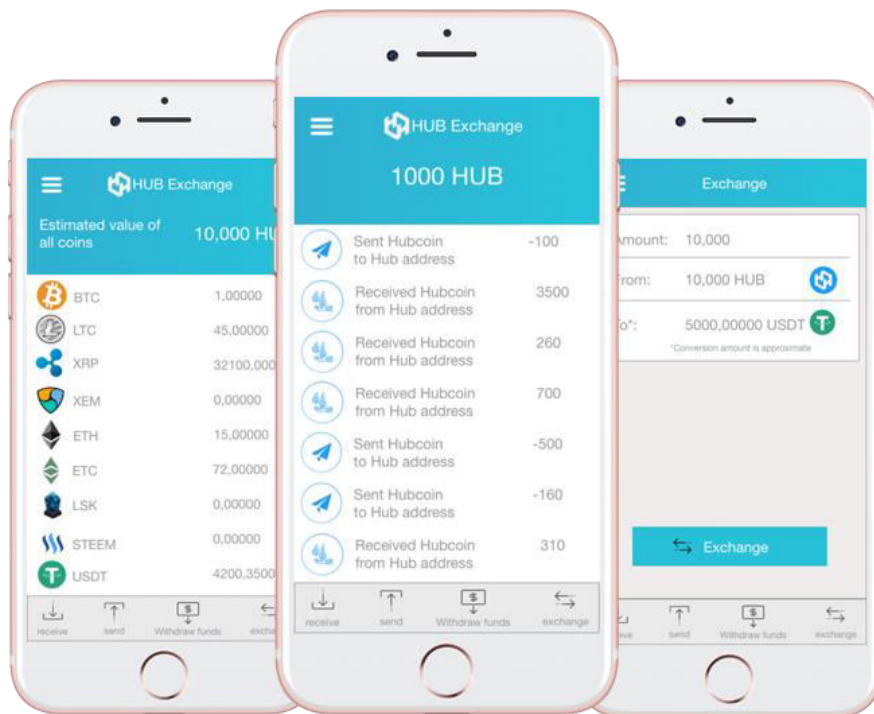
3. Withdrawal

Users can transfer money to a bank account/other online accounts, or withdraw the national currency that user wants.

Users also can transfer money to a new account as long as they verify the identity of the new account. All transactions execute only after verifying the destination account, protecting you from losing your money.

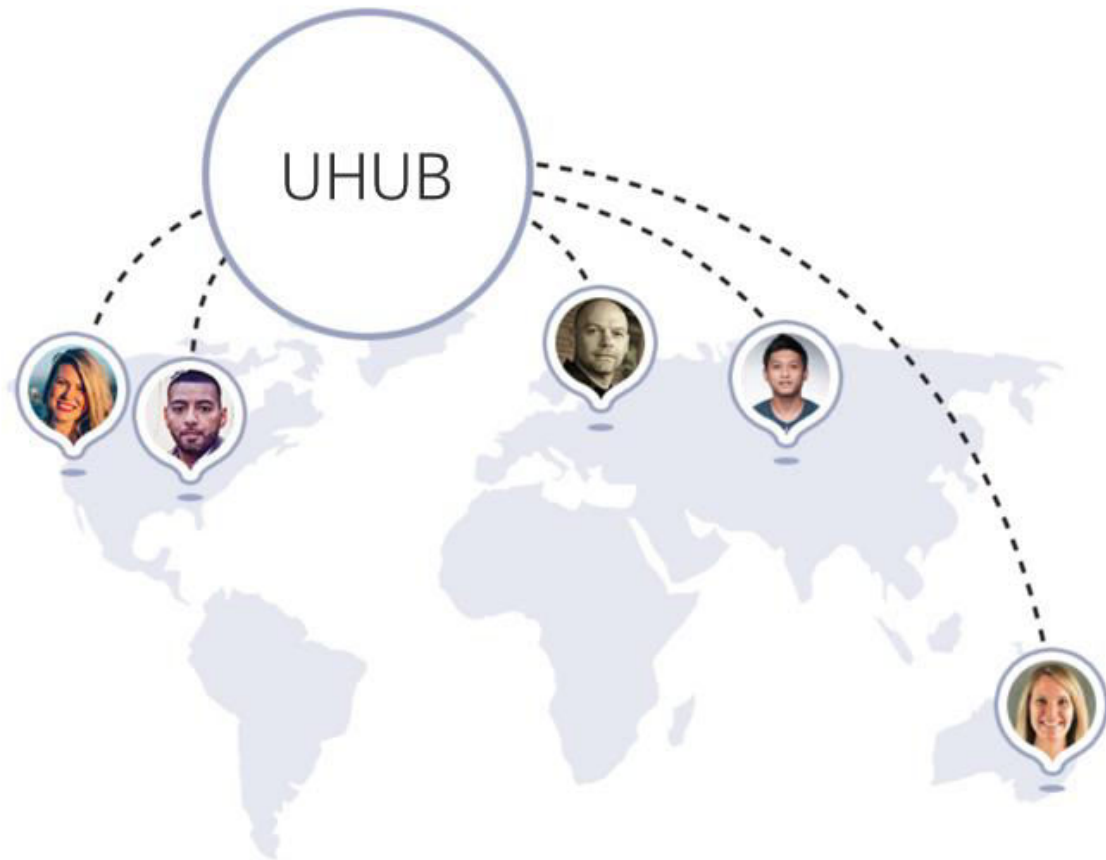
4. Exchange Bitcoin/Altcoins

Users can exchange pairs of cryptocurrency in the Hub Exchange which allows users to buy, sell, trade, and manage cryptocurrencies, including HUB Coin. The Hub Exchange will be released globally and supported on applications for the web, desktops, and mobiles. HUB has a user-friendly interface. Apart from the sending and receiving functions, users may also trade P2P in the Hub Exchange, exchanging Bitcoin and Altcoins. It is a small trading floor, but it works between Bitcoin, Altcoins, and the HUB Altcoin. Also, we will create an ecosystem with other ICO coins based on Ethereum smart contracts, where users can easily exchange the coins and minimize the "GAS" fee.



HUB Exchange Application

B. HUB CONNECTOR



HUB Connector

1. Exchange money

Cryptocurrency exchanges allow customers to trade digital coins with fiat currencies or various other digital currencies.

On the HUB Connector system, users can use their smartphones to find buyers or sellers, the location of buyers or sellers, and then confirm the deal with cryptocurrency or fiat currency. (Instead of going to a cash machine to withdraw money, now users just need to find other users who will agree to exchange the currency with them.)

2. Ticketing service

Buying tickets online is now safe thanks to the application of the blockchain solution. Businesses and individuals can make quick exchanges, such as purchasing flight tickets, train tickets, food vouchers, etc.

With this operating system, businesses can easily open electronic ticketing services on the HUB Connector ecosystem, bringing service providers and customers closer together.

Tickets will be filtered by country and city to match the location of the “HUB Connector” users, which provides the best service to users.

3. Hotel services

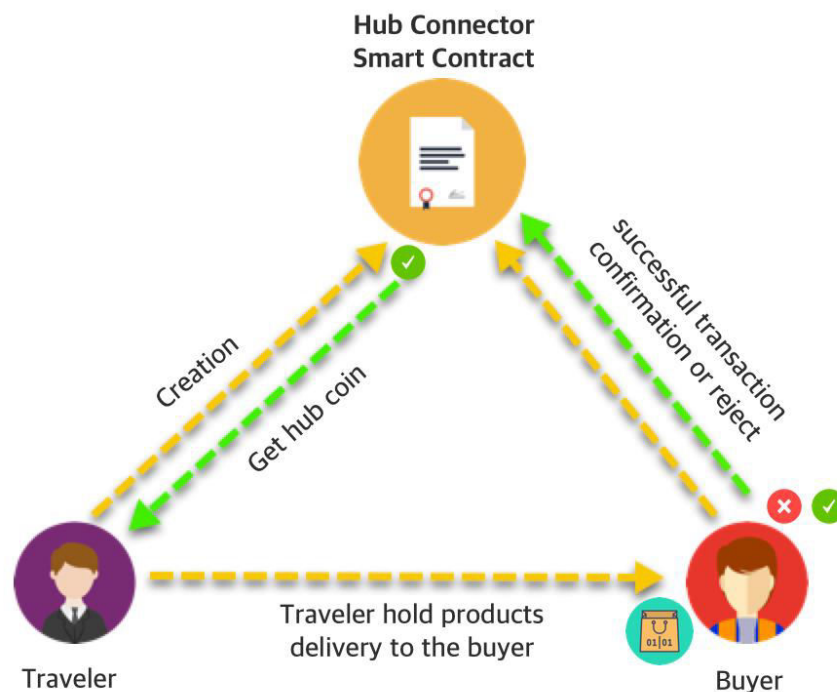
Uhub decentralized e-commerce ecosystem

Along with the help of the community, we will directly or indirectly develop restaurant and hotel systems. Users can book a hotel room directly through our system. Users can make money from hotel reservations, ticketing, and money exchange services while traveling,

- ✓ Directly: sellers can contact hotels directly to accept HUB Coin
- ✓ Indirectly: we will use the API system on e-commerce sites, such as Agoda, etc. to automatically convert your forms of payment so you can efficiently use HUB Coin for payment.

We will set up an operating software and support system in different regions to support hotels' ability to utilize blockchain technology solutions.

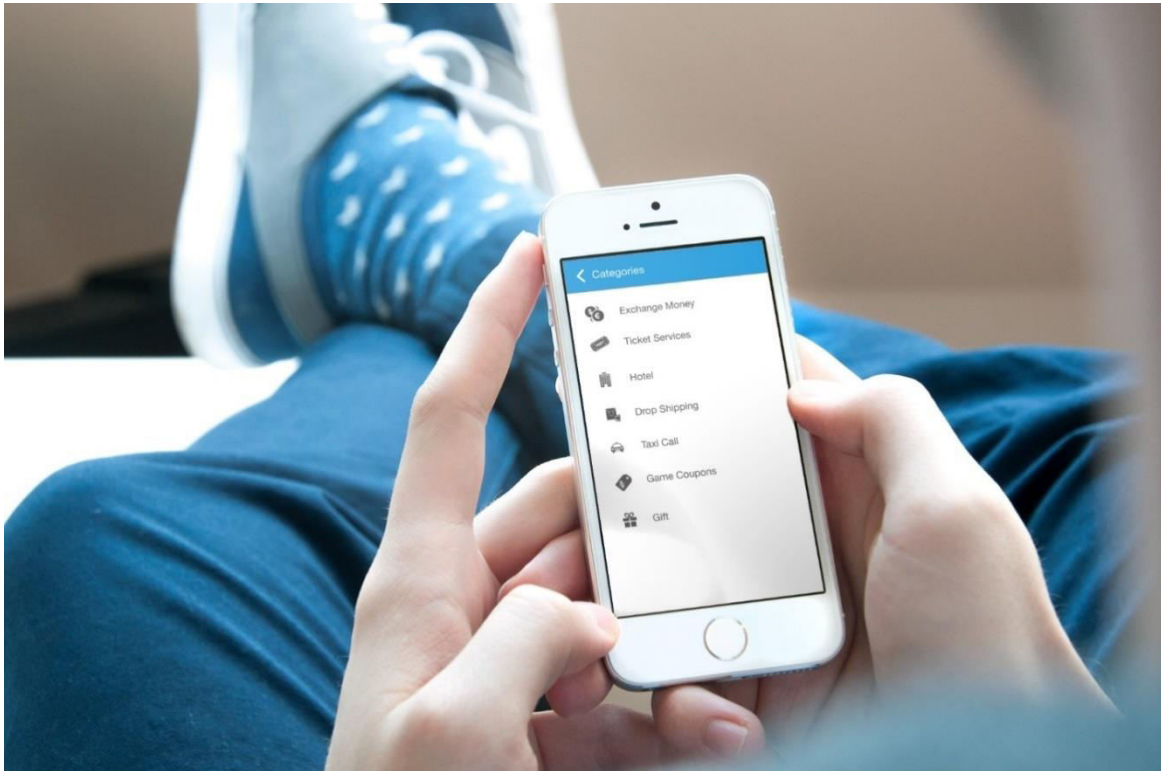
4. Delivery service



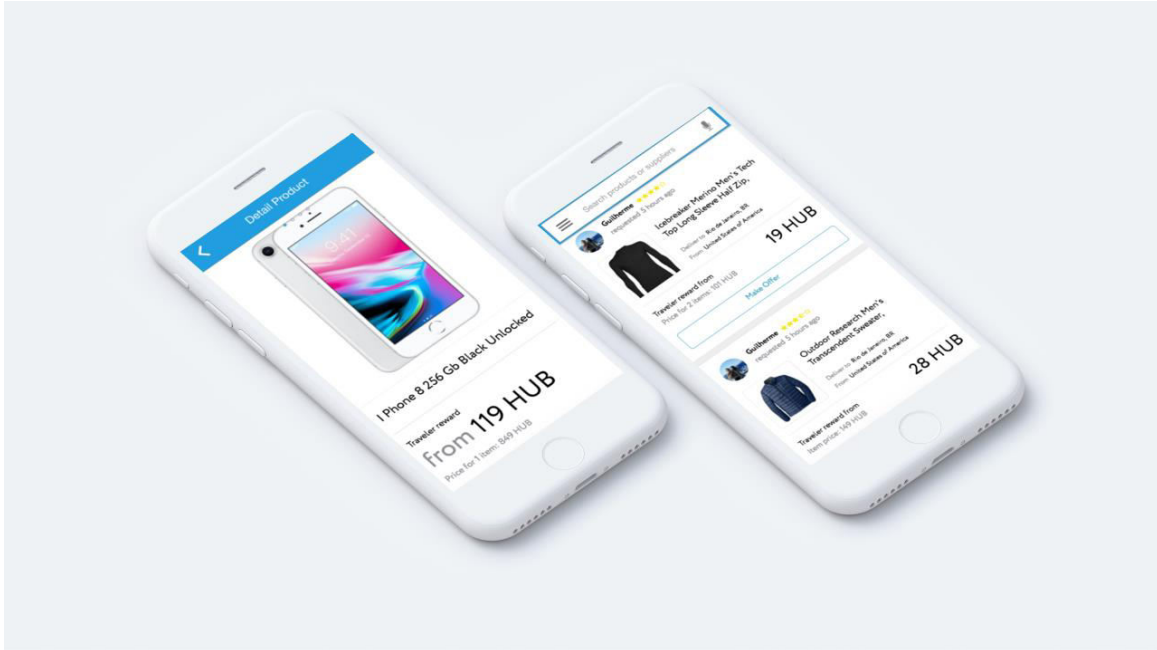
Make money even when traveling

When you are traveling or just want to order something from a foreign country/another region, and there is no available transportation method to your address, HUB Connector can help you. You can buy an item or play a role as a shipper (ordering for someone or asking someone to order for you). When joining the HUB Connector, not only can you purchase something, but also you can make money by taking requests from someone. You can even make friends with different people

all over the world. With the services mentioned, users not only save time and delivery cost but can purchase better products with support from other users. (Smart contracts built by the system of HUB Connector will require the buyer to first send the funds to an escrow contract to ensure transparency and avoid cases of fraud and scams, protecting the buyer and seller. To defend against deceptive or fraudulent transactions, we will use the verification system and user reviews, helping to make the system transparent and safer for the purchase of services or selling services)

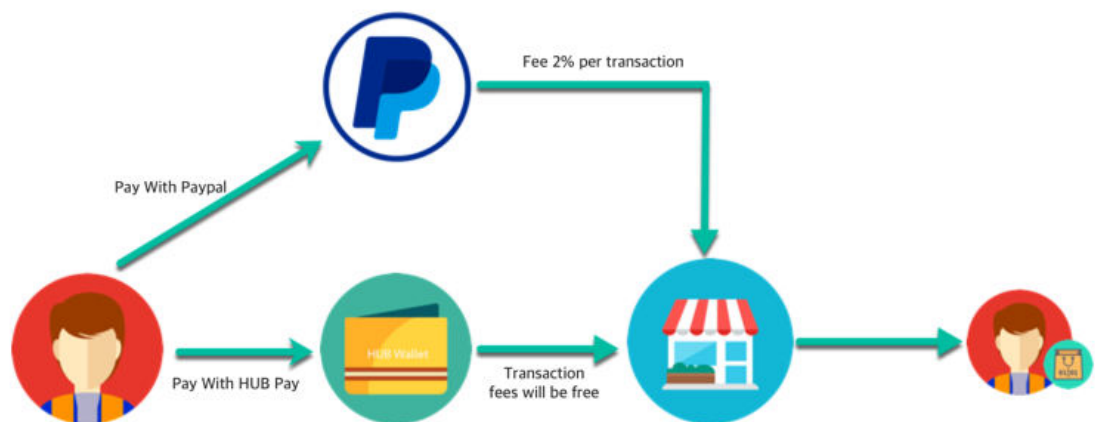


Categories services

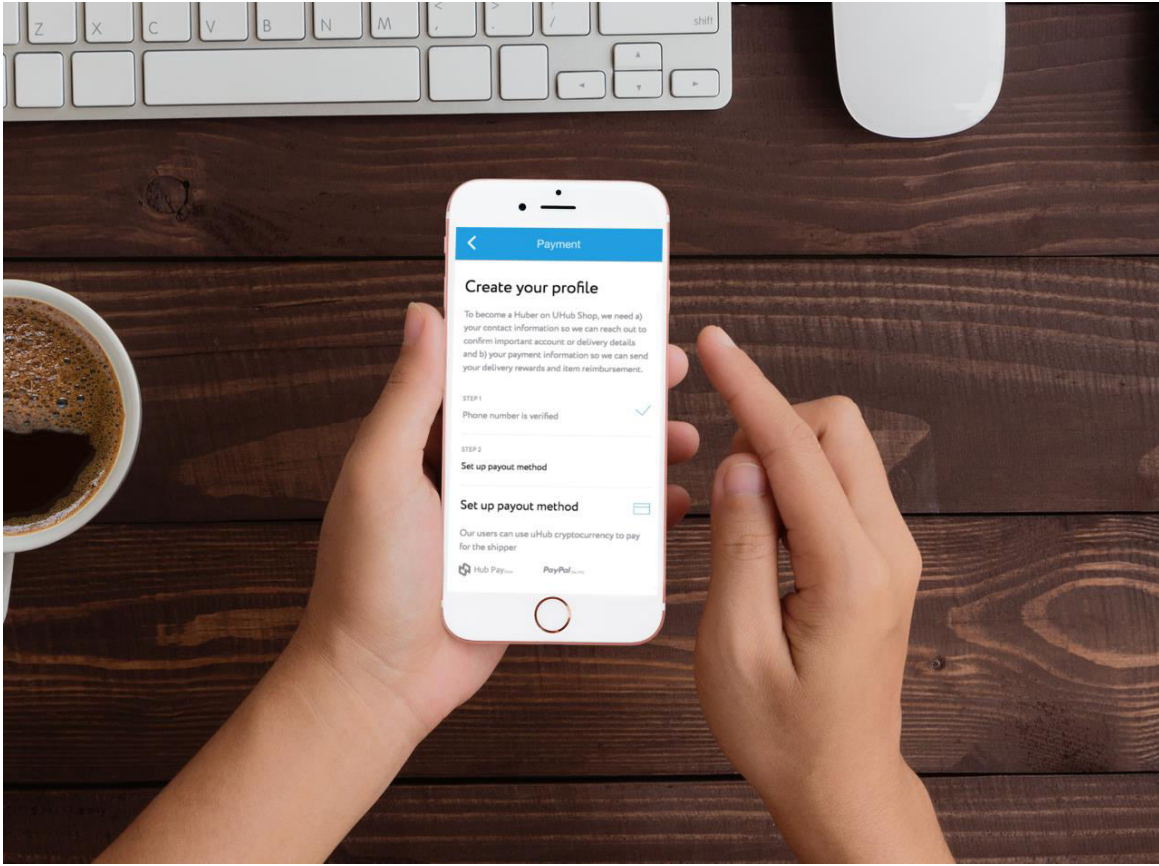


Products on Hub Connector

All transactions are facilitated through the Smart Contract from the HUB Connector system, protecting service buyers and service providers while participating. We will support two payment gateways - HUB Pay and PayPal. With HUB Pay, all transactions are free. With PayPal, users must pay 2% per transaction.



Transaction costs between HUB Pay and PayPal

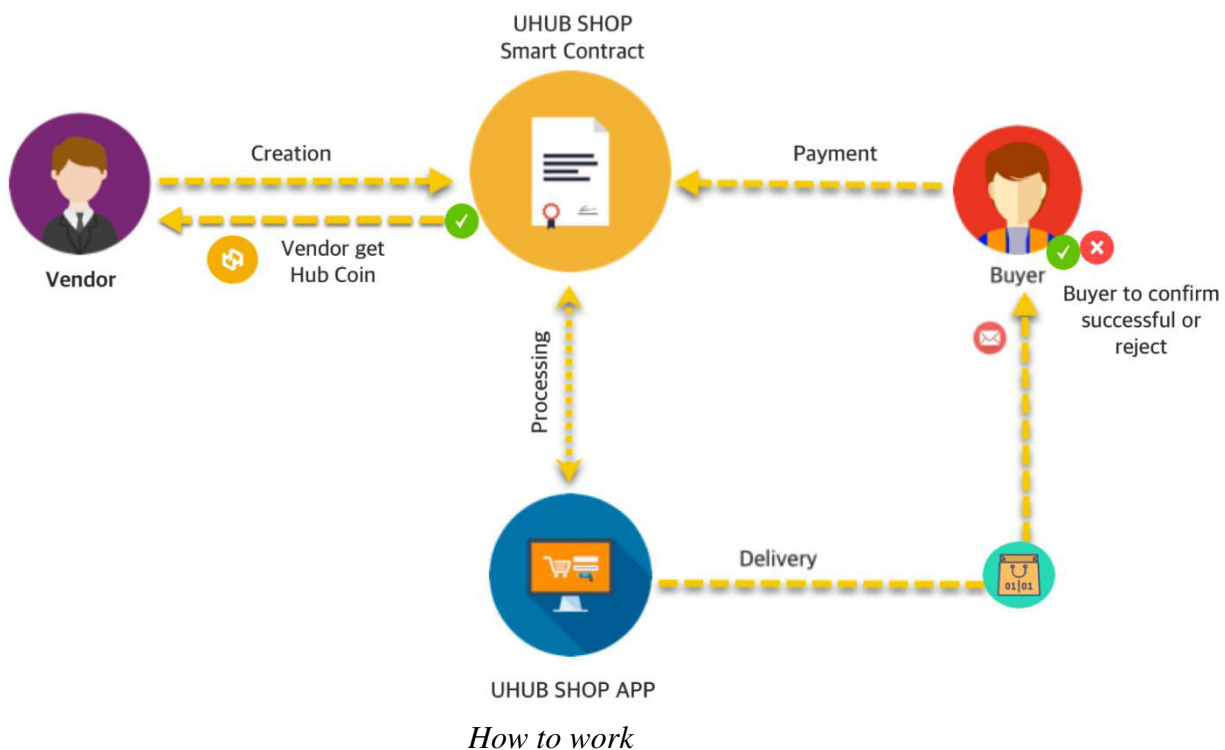


Choose payment method

C. HUB MARKETPLACE

If a vendor delivers a product to a consumer, they choose a delivery method themselves to the address that was provided by the buyer during the payment.

When automatically delivering goods to the buyer, tracking payments is simple with the support of the “HUB Marketplace” application that the vendor uses. The application records and distributes the product according to a set algorithm combined with a smart contract. The following diagram represents the delivery process:



1. B2C - Business to customer

B2C includes commercial transactions on HUB Marketplace between a business and a customer, in which individuals are target customers. This form of trade is applicable for any businesses or organizations who sell their products on HUB Marketplace.

Businesses who are on HUB Marketplace will have a separate contract and admin page created for them on HUB Marketplace system to post their products and services on HUB Marketplace, thereby allowing customers to find them on the network efficiently.

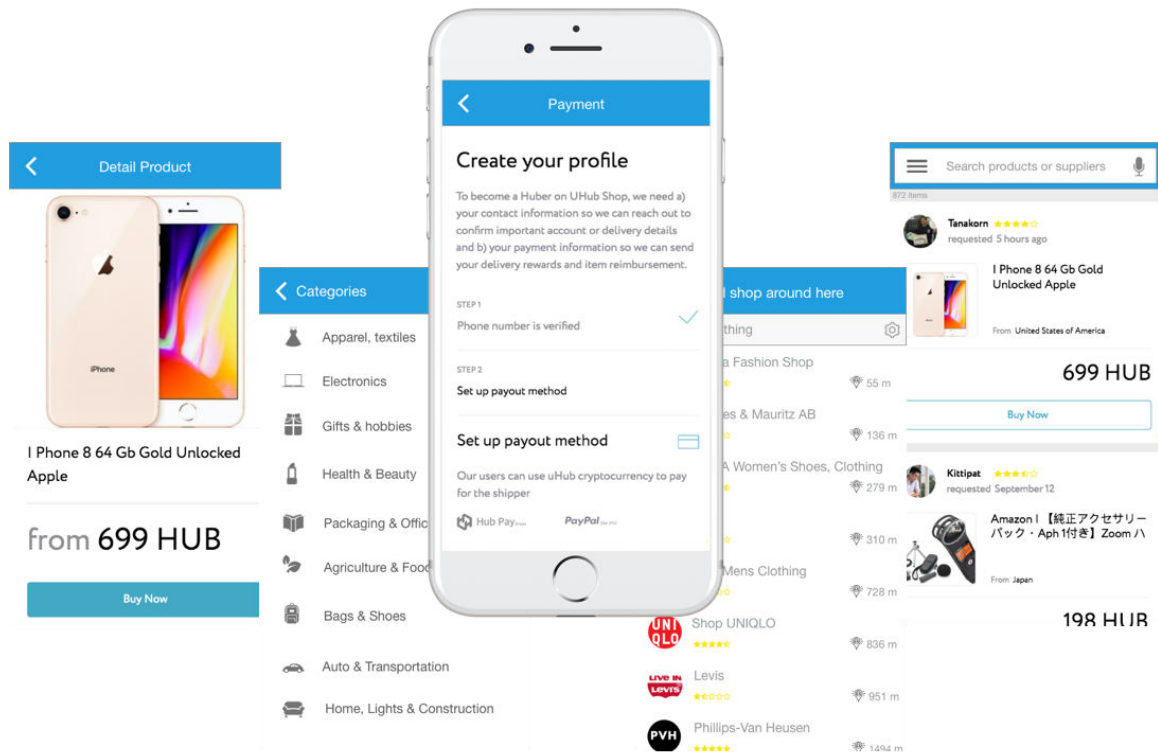
2. C2C – Consumer to Consumer

C2C is a form of e-commerce among consumers. This type of e-commerce is categorized by the growth of the electronic market and online auction market, especially with vertical industries where companies/businesses may bid for what they want from different suppliers. C2C has the most significant potential for developing new markets.

This type of e-commerce comes in three forms:

- ✓ auction on one portal, such as eBay which allows online auctions for items posted on the website.
- ✓ Two-port system, such as Napster (A protocol for sharing data between IRC chat users and forms of file and money exchange.)

- ✓ Classified advertisements at one portal, such as Excite Classifieds and eWanted (an online exchange market where buyers and sellers can negotiate).



HUB Marketplace

3. B2B - Business to Business

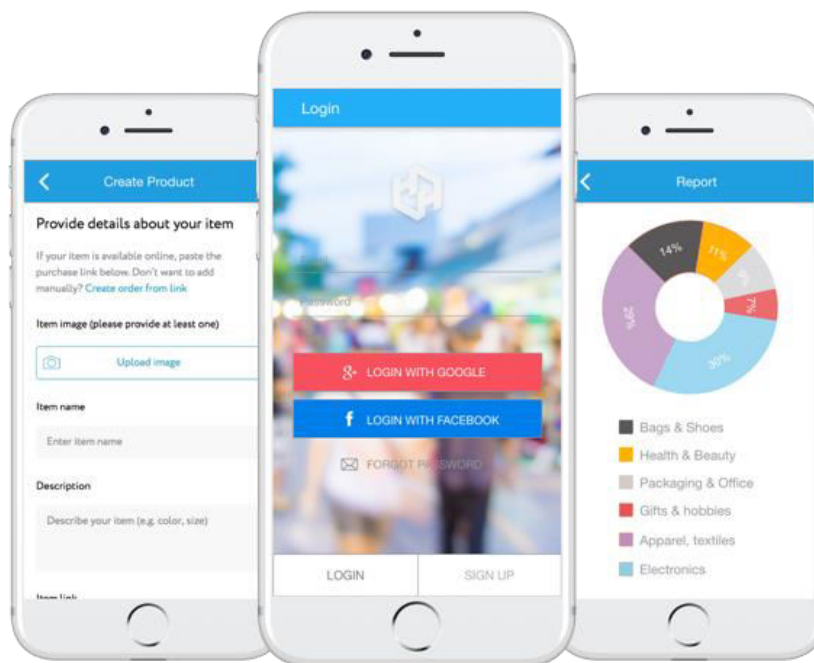
B2B is an e-commerce business model where transactions occur directly between enterprises. Companies can initiate transactions using electronic communication through the HUB Marketplace trading platform.

There will be classified groups of businesses/organizations which trade the same kinds of products so that they can exchange and cooperate with one another on HUB Marketplace. We will automatically organize companies and industries into different groups according to their types of products so that they can more easily find each other, helping their business to run better and earn the highest profits possible

If you wish to open a business and want to start an online store, it's not a small challenge. You should build yourself a brand. It will take you time and money to create a website. However, the HUB Marketplace solution solves the above problems.

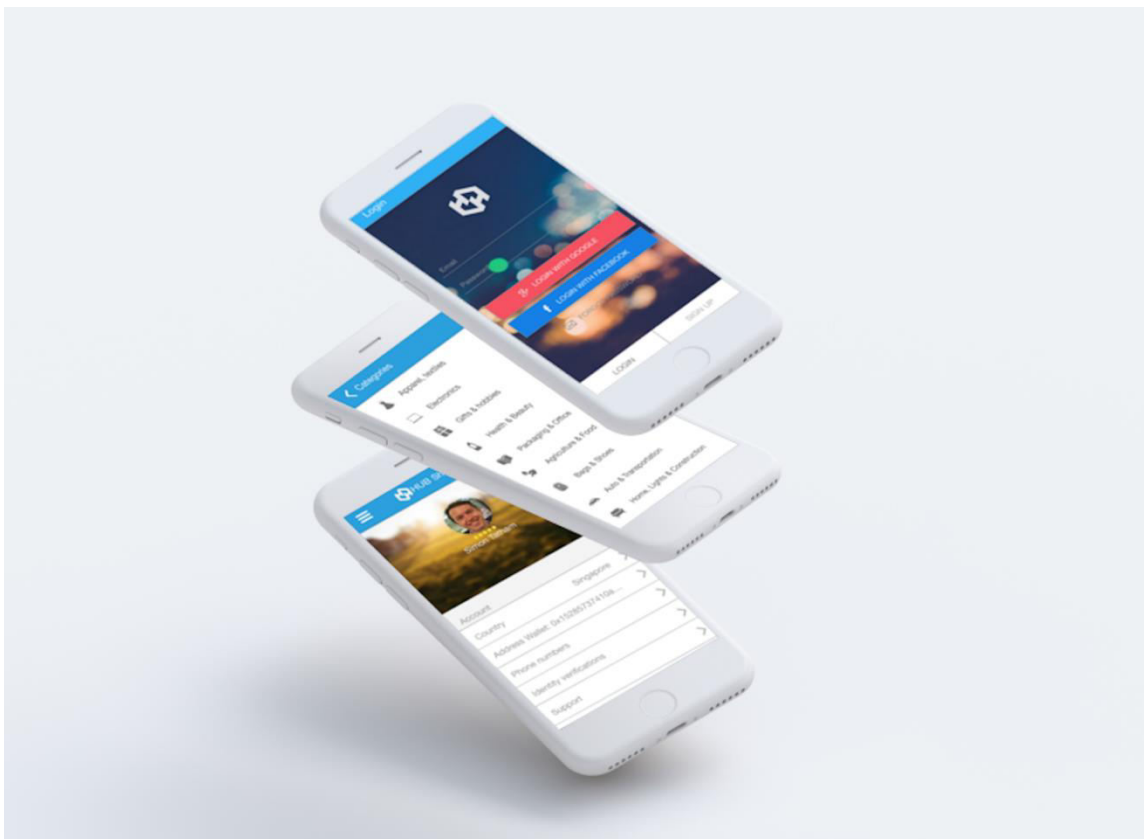
Uhub decentralized e-commerce ecosystem

Using the UHUB ecosystem, anyone can create a store interface with a built-in and easy-to-use interface. More over, you can use the HUB Marketplace store management and reporting tools for free. With a combination of smart contract payment and user-to-business evaluation, we believe that your store will quickly acquire a large number of customers



Administrator login for business

For those who want to shop, **HUB Marketplace** is a place where a variety of affordable products are concentrated. Blockchain technology will create assessments between users and businesses to create a healthy environment in which buyers can assess which stores they can trust. We use smart contracts for payment through the Hub Exchange, which will allow users to experience fast payments, and most importantly a small, almost zero-cost transaction fee.



Users log in & HUB Marketplace application

V. ROADMAP

A. Q1 2017

- Idealise and establish a project team
- Build project based on theoretical basis, and draw a business model diagram for project development
- Analyze the strength of the blockchain e-commerce project compared to the current e-commerce application companies, such as Amazon, eBay, Alibaba

B. Q2 2017

- Create contracts and campaigns for pre-sale crowdsale on rinkeby testnet and ropsten, kovan testnet
- Create UHUB smart contract on Ethereum network
- Launch promotion campaigns to connect the **HUB Marketplace** community

- C. Q3 2017**
- Design website interface, Build ICO website
 - Write a white paper
 - Translate into different languages
- D. Q4 2017**
- Execute pre-sale and crowd sale for UHUB & launch ICO
 - Submit project documents to put HUB on the main trading floors, such as Poloniex, Bittrex, HitBTC, Coinexchange, etc. Expected price on trading floors is 2000HUB = 1 ETH
- E. Q1 2018**
- Build **Hub** Exchange on IOS, Android, Windows
 - Publish on Apple store, Google play, Windows store
- F. Q2 2018**
- Build back-end, front-end system of APIs for the system
 - Android, IOS, Windows store system, etc HUB Marketplace
 - Convert Hub numbers to sold items on the Store system
 - Announce the HUB Marketplace website, and UHUB system trading application
 - Develop link systems in different countries
- G. Q3 2018**
- Build the Hub Connector System
 - Test the Coco Framework (Windows Azure) to increase transaction processing speed more than 150 times and decrease transaction costs to \$ 0.0007 per transaction.
 - Upgrade the HUB system (if the test successful)
- H. Q4 2018**
- Implement the affiliate marketing program in the system of buying and selling goods. Link with online shop systems such as: Amazon, Ebay, Alibaba
 - Get community developed in countries worldwide

VI. Crowdsale Details

A. Overview

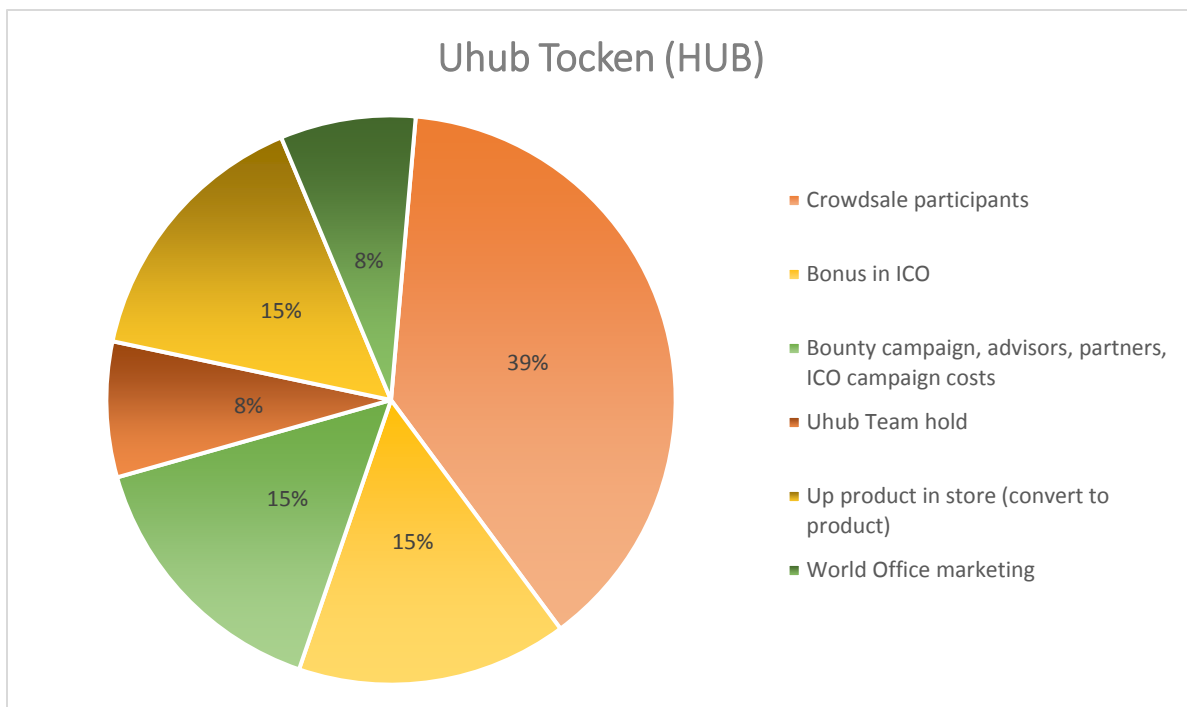
Pre-ICO	November 16 st - 2017
ICO Crowd sale	November 25 th - 2017
Initial Course	1ETH= 4000 HUB
Minimum purchase	0.01ETH
Blockchain	Ethereum

B. Details

The UHub crowd sale and the corresponding token creation process will be issued by UHub decentralized E-Commerce ecosystem, utilizing smart contracts running on Ethereum. Participants who are willing to support the development of the UHub Project can do so by sending Ethereum to the designated address on the system. By doing so, participants are purchasing UHUB Tokens (HUB) at the rate of 4000HUB per 1 ETH which are sent instantly to their Wallet through a smart contract on the Ethereum blockchain.

- ✓ The only cryptocurrency accepted in the ICO campaign is Ethereum.
- ✓ The target "Soft Cap" is 18000 ETH. This amount of ETH may change before the Token Creation event. If after 50 days we don't reach the "Soft Cap," users will get their ETH refunded to the address from which they sent it.
- ✓ If the "Soft Cap" reaches the target before the 50th day ends, we will accept additional contributions for 72 hours (if you own a significant amount of HUB).
- ✓ If the token contribution reaches the "Hard Cap" level, the contract will announce its completion and will not allow any more contribution. Any ETH sent after the "Hard Cap" is reached, will be returned immediately. ("Hard Cap" is 167,057 ETH)
- ✓ Any tokens not bought in the ICO will be burned automatically by the smart contract. For example, the campaign has been planned to sell 100,000,000 tokens, but there are just 50,000,000 tokens purchased. In this case, the number of tokens the smart contract will automatically burn is 50,000,000.

- Issued by:Uhub Blockchain E-Commerce Service
- Founded in: Singapore
- HUB created per ether: 4,000 HUB
- Minimum goal (Soft Cap): 18,000(ETH)
- Maximum (Hard Cap): 167,057(ETH)
- Additional: 72h if soft cap is reached
- Maximum number of tokens generated: 1,156,789,000 HUB
- Start date of pre-sales: November 10st 2017 (in 15 days)
- Pre-Sales bonus of 30% (1ETH = 5,200HUB) max 100,001,200 HUB
- Partner bonus of 30% (1ETH = 5,200HUB)(Hold by Developer wallet)
- Crowd sale from November 25th 2017 to December 25th 2017 15% bonus(1ETH = 4,600HUB) Max 200,000,000 HUB
- After 10 to 20 days 5% bonus (1ETH = 4,200) Max 100,000,000 HUB
- Next until the end there will be no bonus (1ETH=4,000) Max 280,000,000 HUB



- Start date of crowd sale: November 25th 2017
- End date of crowd sale : December 25th 2017
- Additional time if soft cap is reached: 72 hours

There will be a total and finite supply of 1,156,789,000 HUB. Of that supply: 680,001,200 HUB will be listed for sale as part of the token pre-sale and sale events; with 476,787,800 HUB held in reserve by the company and introduced to the market in various ways, including bounties, team compensation, testing, and to manage rewards in the future.

- Read Smart contract in Ethereum Scan

Uhub decentralized e-commerce ecosystem

<https://etherscan.io/address/0x19aea60e2fd6ac54ecf2576292c8fc7046429c37#readContract>

➤ Contract Source

<https://etherscan.io/address/0x19aea60e2fd6ac54ecf2576292c8fc7046429c37#code>

VII. HUB exchange rate with ETH

Exchange rate until “soft cap” is reached: 1 ETH = 5,200 HUB.

Exchange rate after “soft cap” is reached: 1 ETH = 4,000 HUB.

The limited number of ETH is announced in crowdsale details. The total number of tokens sold in the campaign as well as the bonus tokens for investors is no more than 70% of total tokens issued.

VIII. HUB Tokens

A. Hub is created based on Ethereum

HUB token code is developed based on Ethereum, which is a digital asset. HUB token code brings value based on building community and is applied on the HUB Marketplace system, HUB Exchange system, and HUB Connector.

All costs incurred, such as infrastructure and miners are dependent on the Ethereum network. The Ethereum blockchain also determines transaction fees (Gas) and transaction speed.

- ✓ Security: HUB relies entirely on Ethereum so the blockchain security problem is strictly controlled in HUB.
- ✓ Powerful platform with a professional support team.
- ✓ Highly usable (interchangeable with other tokens based on Ethereum)

Easily listed on the market with provided infrastructure such as token wallet, does not need to be built from scratch.

Token code is built based on Ethereum’s smart contract platform, which is in line with standard ERC20.

Read more about ERC20 with the link as below.

<https://github.com/ethereum/EIPs/issues/20>

B. Hub base on Coco Framework

We will pilot the Coco framework which speeds token transfers up to 2000 transactions per second, which is 150 times faster than Ethereum’s current speed. Also, the cost drops to 0.0007 \$ with Coco framework.

When the pilot succeeds, we will apply it to the UHUB system. We will give each HUB user the same number of HUB on Coco.

Uhub decentralized e-commerce ecosystem

For full information about the Coco framework of Microsoft, you can refer to the link below

<https://github.com/Azure/coco-framework>

<https://github.com/Azure/coco-framework/tree/master/docs>

<https://www.youtube.com/watch?v=8s6JMmGJ-dY>

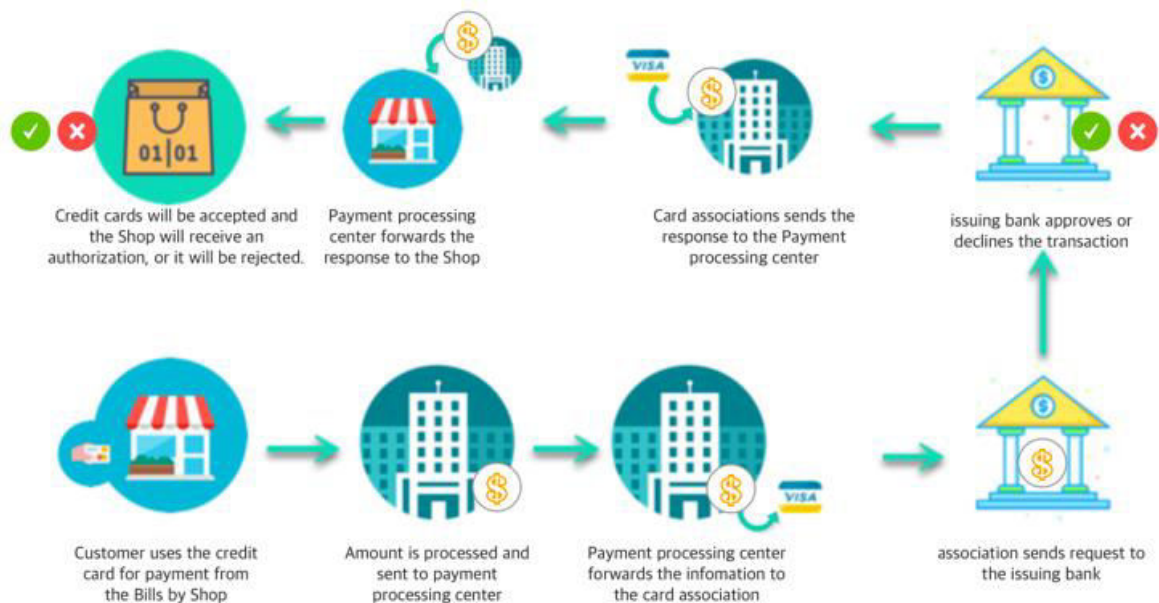
IX. BENEFIT OF E-COMMERCE BLOCKCHAIN SOLUTION

A. Strength of Uhub

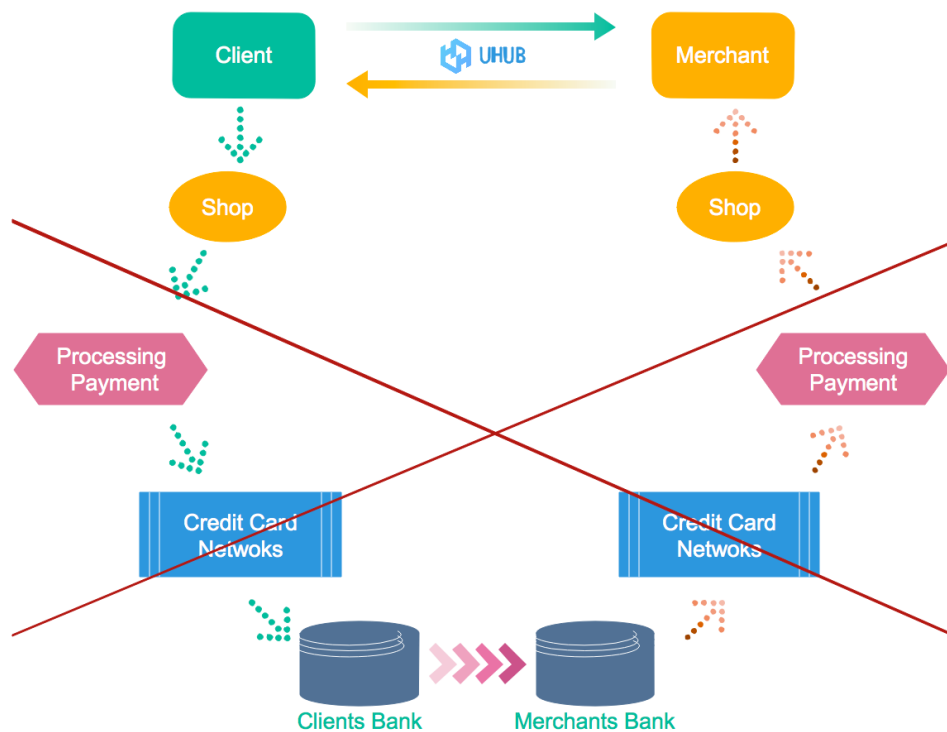
Currently, there are many of e-commerce solutions which are more optimal and save more. However, we commit to providing a powerful, breakthrough solution. Using blockchain technology is a highly transparent and reliable feature.

Platform	Shopifly	eBay	Amazon	Aliexpress	Uhub
Easy to creat a store	Yes	Yes	Yes	No	Yes
Affected by currency exchange rates	Yes	Yes	Yes	Yes	No
e-Wallet and Cryptocurrency	No	No	No	No	Yes
Transparent transactions	No	No	No	No	Yes
Wide distribution services	No	No	No	No	Yes
Transaction fees	Up to 3.9%	Up to 10%	15%	5%	~1%

Payments have never been so fast. Traditional payment systems require many more steps to process just one transaction, which carries high fees.



Traditional payment processing with card



Simple with UHUB

With the presence of blockchain technology, the payment process is no longer unnecessarily complicated. UHUB replaces the traditional payment system with just one step and one fee.

B. Maximise cost savings

With regular online transactions, buyers have to go through many steps to make payment to sellers from their credit card. Sellers send the transaction details to their payment processor. Payment processors validate the details by sending them through the debit or credit card networks (Visa, Discover, American Express, MasterCard), which forward them to the card-issuing bank to be authorized. The card-issuing bank approves/denies the transaction based on the card status and whether the amount of the transaction is within the cardholder's credit limit or not. If the payment gets approved, the card issuer charges the user and forwards the funds to the card networks. The card networks will then relay the transaction-approved status back to the payment processor, who notifies the stores and send confirmation information to buyers. So, there are eight steps that buyers have to go through to process a regular payment. The fee to get these steps done is about 4%. Using blockchain technology, buyers can transfer the fee directly to the sellers, and track the whole transaction if they know the sellers' wallet address.

C. Bring value of employment for many people

Some companies like Uber, Grab, Amazon, and eBay have significantly reduced the gap between service sellers and buyers. The sellers can efficiently provide their services to many people, and the buyers also can easily find the services that they need. Users don't necessarily have to know much about technology to be able to create a store on UHub for themselves. They have more of a chance to earn money with their online stores and can work anywhere and anytime as long as their mobile device is connected to the internet.

D. Help usiness develop smoothly

Before, businesses and organisations just interacted in person with their business partners or customers. Now, Uhub will help to bring them closer to a more substantial number of customers and business partners. Customers and other organisations will automatically come to them. This will save businesses money on marketing, infrastructure costs, etc.

E. Absolutely secure

It's quite easy for hackers to hack users' credit card information when users use the traditional payment method. But with blockchain technology, all users' information is entirely secure.

F. Opportunities to grow for HUB holders

Users have fantastic opportunities to grow when they are HUB token holders. Our team of people, who have many years' experience in marketing and developing mobile applications, will help UHUB grow strong. With the available development strategy, we will always work hard to improve the value of the company.

X. LEGALITY

A. Prohibited topics and campaigns

This platform currently does not accept “fiat” money (USD or EUR) due to legal issues and the complexity of the development process. However, we will try to look for other options, and research the possibility of integrating with existing services to receive “fiat” money. This feature will be deployed in the future. Many users, who are not familiar with cryptocurrency nor aware of where they can buy and how to own cryptocurrency, will have the opportunity to participate as a supporter. As a result, HUB will become a trading center between cryptocurrencies for those who have never dealt with them.

B. HUB tokens are not stock

Users acknowledge, understand and agree that HUB tokens are not stock, and are not registered with any government organizations as a guarantee.

C. No guarantee of income or profit

There is no guarantee that HUB tokens will increase in value. There is also no guarantee that HUB’S value will not drop due to unforeseen events, or events that the developer can not control due to unforeseen circumstances. We can only guarantee that the development path of the system will follow the process, and there may be breakthroughs beyond what we've stated in this document.

D. Risk related to Ethereum

We are releasing HUB Tokens on the Ethereum blockchain. Therefore, any failure or error of the Ethereum protocol may lead to the commercial network of HUB tokens not working as expected. In other words, all security issues or costs incurred in HUB’S transactions are the same as Ethereum. But as in the development roadmap, we also offer a backup solution for this concern. That is an upgrade to the Coco framework so that buyers can be wholly assured with UHUB blockchain system.

E. Uncertain about regulations

Blockchain technology is under the supervision and control of various management authorities in the world. HUB tokens may belong to one or more requests or actions from the authorities, including but not limited to restrictions on the use or possession of HUB tokens, which may delay or restrict HUB token purchasing function in the future.

F. Buying HUB tokens is not an investment

Buying HUB is not a formal investment or legally binding in any form. In unforeseen circumstances, the goals stated in this document may be subject to change.

Although we intend to achieve all objectives stated in this document, all parties involved in the purchase of HUB tokens bear the risk themselves.

G. Quantum computers

Technological innovations, such as the development of quantum computers, can endanger tokens, including HUB tokens or all cryptocurrencies around the world.

H. Risk of lost capital

The proceeds of fundraising activities are not insured. In case of loss or degradation, there is no private insurance representative or agent to whom the buyer can access.

I. Refund

If the campaign is not ended successfully or canceled because it does not raise the minimum number of ETH, money will be returned users who have transferred money to the campaign. Refund activities will be conducted automatically based on the Ethereum smart contract.

J. Integration

This document constitutes the entire agreement between the parties relating to the subject matter of this Contract. All previous agreements, discussions, presentations, warranties, and conditions are incorporated in this document. There are no warranties, representations, conditions, or agreements, either express or implied, between the parties, excluding those set out in this agreement. This agreement can only be changed or amended in writing by the proper signing parties.

XI. DEVELOPMENT TEAM

The development team wishes to bring the best to the community, with many years experience in the field of information technology. We will return to the community the safest, best, and on-time service.



YEU NGUYEN
CEO, CO-FOUNDER

5 years experience as CEO & CO-FOUNDER of Jetsoft Game Studio
Created applications and games for the Google play, the Apple store and the Microsoft store. Cooperated with major ad providers such as Google, Facebook, Vungle, etc.



ANH NGUYEN
FINANCIAL DIRECTOR, CO-FOUNDER

6 years of experience with C #, Java, PHP
Developer for Windows, Windows Phone, Android and IOS. Developed many products that have won prizes from Microsoft and Nokia





HIEN PHAM
CTO-FOUNDER

CEO and FOUNDER of Nava Group Develop Cross-Platform Mobile applications (Android / IOS / Windows Phone). Provide solutions to meet the needs of customers, help your business increase its productivity and competitive advantage. Hien has implemented more than 200 projects for clients.



PETE MARDELL
CEO TriForce Tokens
TriForce Tokens LTD
Harlington Upper

Experienced Head of Development with a demonstrated history of working in human resources and recruitment. Skilled in both LAMP and MEAN stack, Database Modeling, Computer Literacy and AGILE/LEAN methodologies and more recently Unity3D. Professional engineer graduated from Harlington Upper.





LORIS ROSSI

Full Stack & Blockchain Developer | AI
Enthusiast Snapup Università Politecnica
delle Marche in Rimini Area

Working on smart contract for the Snapcoin,
Snapup's cryptocurrency, and on collecting
payment information of various
cryptocurrencies (Bitcoin, Ethereum, etc.) for
the ICO campaign



NAM TE

Startup Advisor, Connector at Viettel
Telecom
Viettel Telecom

Hanoi University of Science and Technology
Advisor with experience in working in the
telecommunications industry. Skilled in
Negotiation, Monetization, Mobile Content,
E-commerce, and Casual Games. Bachelor of
Engineering - BE in Electrical engineering,
Electronics and Communications Engineering
from Hanoi University of Science and
Technology.





RATKO STAMBOLIJA
Marketing ICO Campaign

Ratko is a marketing specialist, with strong background in IT. He studied computer engineering at the College of Electrical and Computer Engineering in Belgrade and proceeded to work as a freelance writer, helping promote many digital projects over the years



VIET NGUYEN
WHITE PAPER ADVISOR

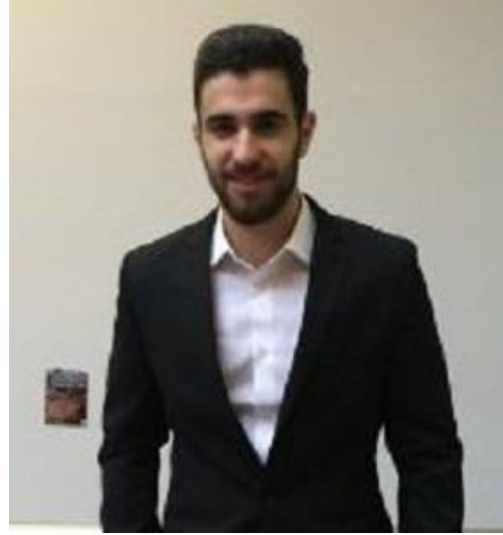
He is the founder of the game portal – Minecraft which attracted many players from 2012 to 2014. After his time studying abroad in the US, he came back to Vietnam and started a startup project. He's the founder and CEO of Emily Labs.





CINTIAN PHAM
Information Communication
Technology Manager

BS in communication technology from BCE -
TK Budapesti Corvinus Egyetem-
Tarsadalomtudományi Kar hallgatói
She has experienced in media, digital
marketing etc. She speaks three languages
(German, Hungarian, English), and is in
charge of communication with European
business partners



DIMITRIS STROUTHOU
WEB DEVELOPER

He has experience working in the computer
software industry.

Master of Information Technology from
University of Nottingham





SHIVAKANT TRIPATHI
DIGITAL MARKETING ADVISOR

Tech executive with over 8+ Years of experience including general management of all size organizations. Have experience in: Digital marketing, website development, project management and more. He has successfully delivered hundreds of websites and mobile applications for clients over the last few years.



OLU OMONIYE
FRONT END DEVELOPER

A UI/Front End developer with over seven years commercial experience in the Fintech and software development industries, leading multi-discipline teams and building software.





AARON SCHWARTZ
SMART CONTRACTS DEVELOPER

Programmer at Florida Blue/ Director of Global Engagement at Blockchain Education Network / Full Stack Developer | Lead Project Manager at The Agency at UF / Operations Analyst at Deutsche Bank B.S. Finance at University of Florida and The Hong Kong University of Science and Technology



LAUREN HARRINGTON
PROJECT DEVELOPMENT ADVISOR

A creative, professional, and dedicated person with proven ability to problem solve and improve workflows and processes to maximize efficiency. Has experiences analytical and detail-oriented in nature, thrives on development opportunities and challenges. Seeking to utilize and further develop skills and get creatively involved in work that effectively contributes to the growth of the organization.

