Gateway Requirements (July 2019)

All blockchains may connect to the GBA core blockchain and host GBA tokens provided that their gateways meet the following requirements. Fees may be charged as necessary and/or desired (and let the market sort it out).

Level 10 Compliance (Single Gateway)

1. Must be able to recover and handle transfers that occurred when the gateway is down
2. Must use GBA blockchain contract events to determine when tokens need to be transferred
3. Able to transfer tokens to the correct address on the connected blockchain
4. Must inform the GBA blockchain when transfer is finalized
5. If the address does not exist, must inform the GBA blockchain
6. Must be able to watch all GBA token transfers on the connected blockchain
7. Must inform the GBA blockchain when intra-blockchain transfers are finalized
8. Able to transfer tokens back to the GBA blockchain
9. Must either keep unused GBA tokens in cold storage or mint/burn them as necessary
10. Must have an audit interface that provides all GBA token addresses and holdings
11. Must be willing to move to Level 50 compliance if code is provided

Level 50 Compliance (Multiple Gateways)

1. Must successfully "claim" transfer requests before initiating transfers from the GBA blockchain.
2. Must have similar GBA-approved locking functionality on the connected blockchain.
3. Must be willing to move to Level 60 compliance if code is provided

Level 60 Compliance (Services)
1. Must provide an interface that details services and their costs (spec TBD)
2. Able to use GBA blockchain contract events to determine when services are ordered
3. Must inform the GBA blockchain when the service is complete (with results or URL)
4. Must be willing to move to Level 100 compliance if code is provided

Level 100 Compliance (Pull Functionality)
1. GBA blockchain able to initiate token transfer from connected blockchain
   (Will likely require a connected blockchain keychain to securely sign transactions).