HomeSpace Project

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1. Overview

Homespace is a decentralized social network representing an aggregate of photorealistic virtual worlds with a separate world for each user, adapted for mobile devices, Personal Computer, and Virtual Reality Devices. Almost all complex digital objects in Homespace are Non-Fungible Tokens created by professional designers using the built-in NFT converter. The direction of the project development is the creation of each user's own dream home (his own Homespace), development of virtual areas for user interaction: Defi Wall-street, game rooms, educational worlds, etc., implementation of Artificial Intelligence, creation of creative workshops.

2. Introduction

2.1. About project

Imagine you have the home you've always dreamed of: somewhere on the ocean, where the waves crash against the cliffs, in the heart of Paris overlooking Montmartre, or maybe on top of a mountain that no road could lead you to.

We're creating a social network where you can build it the way you dream or use the creations of the best interior designers we bring to our project. It will be your place, the quintessence of your state of mind, your profile, your world. You can play music in your home from your record player; put your books on the shelf; hang the pictures you want on the walls. You can invite other people into your house and talk to them in real-time or create private spaces just for you.

In addition to the usual 3D furniture, with which you can decorate your home, artists, digital sculptors, interior designers will create unique digital objects - NFT, which you can place in your home. The whole essence of the uniqueness of digital works will be embodied in our project - because there might be only one copy of NFT, if the deployer decides so. Focus on creating new things, instead of copying others' works, because unique 3D assets deployed by the creator himself are always better and more valuable.

To take social media to the next level, we are developing Machine-Learning-Based Artificial Intelligence within our system. It is the heart of our project and the reason why it is so important to us that people put their whole soul into their Homespaces.
In katathym-imaginative psychotherapy, the dream house that a person visualizes is a direct reflection of his subconscious. Trained from data collected from your interactions within the HomeSpace, including your sense of taste and color choices, we can create an AI copy of your personality within your Homespace.

It will speak with your voice, think like you, give advice like you, and, if you wish, look like you. So even when you are not around, part of you can communicate with guests of your Homespace. Or you can make it private and find a best friend and psychologist in your AI copy who will literally love you no matter what. On your choice, using multi-agent technologies, we can create communications between different digital identities, and based on the results, we can recommend to our users their future friends with the maximized match possible.

Just like in those sci-fi movies, this copy of your personality will live in your Homespace after you leave.

2.2. Why Homespace is the future of the NFT

Right now, you have nowhere to put NFT if we are talking about valuable Digital objects. At the same time, we are ready to open a new era of virtual spaces and social networks and move away from the uselessness of applying existing NFT in practice, introducing them to users outside the Defi market but within virtual areas. It will push us forward both on the side of the development of NFT technology, per se, and on the side of the evolution of social networks in virtual reality.

With the help of Unreal Engine game engine technologies, we create a multi-platform social network Homespace, where the user's profile will be his world with a virtual house, where they will be capable of placing interior objects (NFT). By implementing the

"Self-assertion - Self-expression" value combination, users will strive to purchase NFT objects for their homes to decorate their own interior space. They have an opportunity to show the guests of their Homespace the value of the NFTs they purchased to indicate their status, taste, and sense of style.

Users of our project are:

1. Individuals who will use HomeSpace as a social network to express themselves and communicate with other users
2. Anonymous owners and sellers of expensive NFTs, as well as well-known personalities in the DEFI market, who may use Homespace as a showcase for their NFTs
3. Companies wishing to have a virtual reality presence: corporations, DEFI projects, architectural and design firms that will be able to not only show visualizations of their work but also sell them as such
4. Creators who will be able to create and sell their NFTs using our system
5. People who can create their own Private Homespace to work on their own psychological challenges

The uses of our social network are limitless: space for games, seminars, and workshops, institutes, and entertainment venues. We aim to enable access to our social network from all possible devices and achieve maximum realism and responsiveness of the project, including in the browser display.

Practical use of NFT-objects is closing the needs of our users and will give a strong impetus to the creative community - architects, artists, interior designers, game designers, 3D-designers to create professional NFT-objects, which, with our system, will get a real incentive to create works of art, requiring a significant investment of time and effort. In the second part of our project - the NFT-object converter - we'll provide our community with the opportunity to convert their works into the complex NFT of our system (to be discussed later). The opportunity to earn money by selling Digital Objects will bring the NFT market to a new level and will approve the value of the first collectible NFT objects that came out before our project.

We hope that our project can provoke a new impetus for the development of digital art itself.

2.3 Our Mission

"I consider this project what I live and work for. All my life I have been involved in information technology, loved beautiful interiors, and wanted to build cities of the future. I came up with this project because I think it is my mission in life - I want to give everyone the opportunity to create a place where they feel at home. At the same time, with the help of new technologies, I want to help people get rid of loneliness and find a soulmate. And let it be in the virtual world, but I believe that our project will erase the line between it and our reality. At the same time I would like to create an authentic decentralized product, free from the influence of external structures, commercialized traffic and endless advertising."

Suleimanov Timur, CEO of Homespace

We are not building this project so that people can earn money by reselling our project tokens. We are doing this project to give people an opportunity to create in the virtual world a home that they will probably never have in real life. To find a place where they can feel comfortable, get away from repetitive life and show everyone the true side of their personality - because nothing says more about a person than the house they live in. Homespace will allow them to dissociate from reality and watch the sunset at the edge of the world while in a place synonymous with their mind.

Users can have a penthouse with a view of Mount Kurama in Kyoto or their spaceship drifting around Jupiter - boundaries will exist only within the limits of the users' creativity.

Our mission is also to let 3D sculptors who create amazing 3D sculptures sell their work into the virtual homes of real people. We want to enable artists who draw with paint not "print" their artwork by putting it on Pinterest but create 3-D casts of their paintings - the kind where you can see the bits of paint left by the paintbrush - and sell them. We want to allow talented interior designers to create their works as they can exist, transgress the laws of physics and light, and allow game designers to create unique locations for our project.

The possibilities of Homespace are endless.

2.4 The driving factor for social interaction

To motivate the user to use our social network more broadly besides designing their own Homespace, we are opening up the possibility of creating public Homespaces. For the development of the project, we will develop ourselves. For this purpose, a separate workgroup will be formed within our company, which will be responsible only for creating new worlds. The primary world we plan to develop will be Defi Street, where each building will be an API-connected project that already exists on our market. We will commission the project itself from a winning architectural studio.

In the second world, we plan to create NightCity, where we'll provide different game projects with opportunities to implement their game rooms.

Then we plan to develop templates for specialized educational, psychological, and news worlds and create an API for integrating our project with other services.

We are open to partnerships and will integrate as many unique projects as we can find, regardless of the commercial side.

2.5. Psychological aspects of Homespace

From a motivational standpoint, virtual realities are highly engaging, unlike passive media. However, there are still differences between authentic and inauthentic experiences.

Virtual venues offer a mentally active experience which then translates into the real world. According to self-determination theory, the capacity to imagine allows one to perceive technology-created achievements as acceptable for the overall satisfaction of a particular need. One of the advantages of doing so in virtual space is the allowance to execute it instantly. The user has access to quick gratification. It is a reliable source of clear outcomes. In the real world, no one can promise that the result will occur. Many contexts may not match, and it’s highly dependable on other people. In our case, the user has a high rate of succeeding in his need satisfaction.

Alongside hyper-realistic graphics, the satisfaction of psychological needs is a strong predictor of engagement. Historically, humans have had access to alternative realities,

meaning that storytelling is the basis of imaginative abilities. It is natural for people to participate in virtual activities to have a more meaningful life. By forming a part of our social network, users have access to satisfying the following needs:

1. Succorance - Homecoming

Our project can satisfy the need of having a dream house. Everyone deserves to have an enjoyable experience with their living conditions. Homespace can serve as a form of escapism in this situation and helps to visualize the dream and possibly translate it to reality.

2. Social connection - Affiliation

We enhance the well-being of a user by activating the need for social connections. Our platform allows communication between our users as it would be in the real world. The advantage is that it is easy to find like-minded people. Our In-App AI will help you with this in the best way possible. They could support your ideas emotionally and cooperate with you and help you with your projects.

3. Exhibition - Pride

It is time to shine. The user can impress other users of the platform by launching the final interior design project. The option to go live and see what other people think of your creation facilitates the need for satisfaction. All the users of Homespace can visit other houses and decide for themselves what they like and give credits to favorite authors. The possibility of purchasing valuable NFT-objects allows people to demonstrate their level of taste and socioeconomic status. Like in the material world, you are the decision-maker of what should be included in your Homespace. Your options are only limited by the ever-expanding range of equipment available on our market.

4. Recognition - Demonstrate accomplishments

In our network, the user-created space is open for other users to visit. It allows creators to be seen. All the work done finally acquires recognition. It is essential to know that someone is doing their job for other people as well. It allows one to keep going with a project activity and build up their reputation as a great interior designer.

5. Construction - Building personalized designs

The process of making products from scratch is highly rewarding in terms of satisfaction. The user enjoys constructing independently and seeing their progress. Looking back and noticing changes in the online environment makes you recognize your effort and time synthesizing into visible results.

6. Autonomy - Independence of decision-making

In our social network, people work independently. They are the chief decision-makers and are responsible for the end product. It activates self-empowerment and self-worth. But unlike in the offline world, where one constantly checks on other people to progress in a project. Here, you can instantly purchase the necessary supplies without follow-ups and unneeded waiting time.

7. Play - Enjoy the creation process

It is a play to create designs in our online environment. One connects with their inner child and goes into a play mode of their brains. The objective is to generate engagement by fulfilling that need. The more one is playing, the greater the connection.

8. Exposition - Distribution of Information and products

The platform was created not only for beginners in the field of interior design. Real professionals are highly valuable on the market of our network. They are the moving force behind the overall aggregation of items available. They can sell their work and keep their rights freely. Thus it creates a safe space for their works.

9. Achievement - Overcoming difficulties

To accomplish complex tasks, overcome obstacles, and become an expert. One of the purposes of Homespace is to fill lives with excitement. The process of active involvement happens through challenging one's brain and loading it with different tasks. It takes some brainpower to finish the project, but the user gets the fulfillment in the end.

10. Acquisition - Obtaining the right

In the real world, it is hard to prove you right. Larger companies or other designers can easily steal unprotected designs. In HomeSpace, all the projects have protected rights, which minimizes the risk of losing their intellectual property.

2.6 The ecological impact of our project

For an artist, sculptor, or industrial designer to earn his bread, he must necessarily create a real product. Our world is filled with things that we do not use for which an enormous amount of real energy and resources have been expended. Transferring the realization of these objects into virtuality, while conditionally preserving the value of the remuneration for their creation, will level the impact of the production of these things on our ecology in the real world, while closing the need for creative realization and financial compensation of the creators of these objects.

2.7 Decentralized Social Network. Principles.

There will be no selling of user data in our project and no direct advertising, except for the ads that users will want to place in their Homespace to contribute to earning premiums. In other words, we believe that if someone sees ads on your page, you should make money from that. As another way to monetize the project, we will implement a system of internal NFT-tokens. It will allow us to get a percentage from the resale and integrate with third-party services like Spotify. An additional possibility to monetize our system, which we reserve as a right to implement. It could be an extended functionality of the creative workshop, sharpened for specialists, or a percentage for access to paid virtual spaces, which commercial entities will own. We should envisage future monetization of the project to ensure its support and development after all the tokens are distributed.

Nevertheless, we reserve the right to search for and immediately remove: extremist materials of a terrorist nature, child pornography, violence, suicide and self-mutilation materials, fraudulent pages, pages involved in criminal activity of any kind (such as blackmail). We will try to implement a self-maintenance system with the help of our users or use the possibilities of our AI.

1. Governance system.

Our token holders will be entitled to manage and configure parameters, propose new functionality, get royalty, and vote on the implementation of certain parts of it and the development of the system as a whole via the DAO. Based on our documentation, our users have the option to create new internal NFTs (like locations), which we will integrate into the system. In this way, we plan to achieve exponential growth of the project's functionality. The same principle will work for the realization of the individual programmable parts of the system, which we will place on development sites.

To preserve the fundamental principles of the project, we decided to divide the system of the right to vote on the implementation of individual parts into three parts: principal changes, additional functionality, and secondary functions.

a) Core functionality.

Users can propose solutions to the team to develop the following parts of the system:

- Improving graphical 3D particles and performance
- Defining the overall style of the project in 2D and 3D
- Developing the creative workshop and the server part of the project

Implementation activities within these areas should take place constantly and are the basis of the entire mission of the project. Any suggestions can be considered and put to the vote, but the project team will make the final decision.

b) Additional functionality.

To comply with the principles of decentralization, we will implement in the general voting the opportunity to propose improvements to the overall functionality of the system (UI, UX, Modules, etc.) with the mandatory implementation of these proposals from our side. Creation of any additional areas in terms of conversion and work with the NFT and marketplace, functions aimed at in-depth user interaction within the system, etc.

c) Secondary functions.

Implementation of various micro-services within the project,
minor edits and bug fixes, UX improvements, and adding new features not affecting the basic concept will be implemented by a particular working group in the Growth Marketing Strategy of our project. This group of developers will be separated from the leading working group and will only work on the proposed functionality.

2. Maximum realistic graphics.

Bringing professional visualizations of interiors into the virtual world is our goal. The capabilities of our chosen engine, 'Unreal Engine 5', will help us in a short time to make possible what was not previously available. It will allow the creation of hyper-realistic graphics on all devices, including cell phones and VR. We don't need to have our own AAA project studio for this, as our partners - architects and designers will already provide all the design objects.

3. Technical Overview

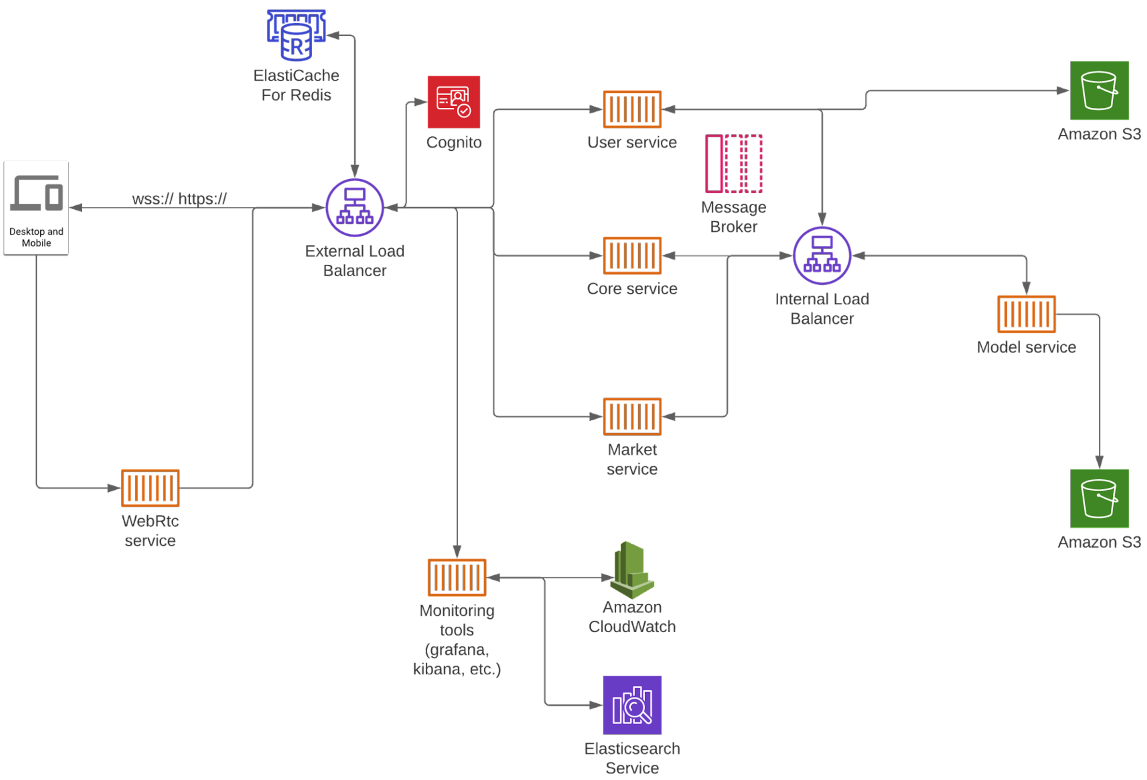
3.1. Overview

In developing HomeSpace, we want to focus on achieving the highest possible rendering quality on all devices. To do this, we decided to go in several ways: by developing a standard client on the one hand, as well as a streaming service for browsers on the other, which would allow us to get a high-quality AAA picture, which does not depend on any way on the characteristics of the computer or phone on which it is launched.

For mobile devices, it will also be a client with a texture simplification and polygon reduction system.

Based on our past development experience, we chose the following technologies for project implementation:

3.2. Architecture



Homespace's core services will be written in the Kotlin language. It will help us to develop quickly, produce maintainable code and reduce the number of possible problems. We will also use several NodeJS lambda functions for infrastructure maintaining tasks.

Using Kotlin multiplatform, we can share core business logic between various platforms (iOS, Android, Web, Desktop) and get native applications as an output. That saves us development time, helps to build consistent logic for all platforms, and gives us the benefit of native application performance. And, also, an easy way to integrate with native third-party libraries and the unreal engine.

A remote procedure call (RPC) generator will be used to create a consistent way to communicate between client and server.

Client applications will work offline with limited functionality and will be immediately synchronized when getting back online.

For the backend services, written in Kotlin, we will use Ktor. It's a Kotlin native, asynchronous, lightweight framework. Ktor has all the necessary functionality and can start very quickly, which is especially important when scaling up.

Communication between client and server will happen via secure WebSockets to provide the client with live updates and reduce unnecessary network calls. We will also offer a REST API for integration with third parties.

3.3. Social Network

Amazon Cognito is used to manage user authentication and some authorization. It's a rich solution to allow our users to use multiple authentication methods with 2FA and store their data securely.

For voice communication and chat, we will use a third-party solution based on WebRTC technology (Agora, ConnectyCube). Users will be able to connect directly and communicate within an end-to-end encrypted channel.

Live updates from the server and push notifications will be used for real-time users state updates.

3.4. Cloud System

The application will be deployed to the AWS cloud. It provides mature out-of-the-box solutions for our needs. The infrastructure will be managed by Terraform.

The main part of the application will be located in a virtual private network (VPC). VPC is divided into private and public subnets into different availability zones for higher availability. Communication between services is carried out inside the VPC via an internal load balancer or event bus to reduce the number of possible security problems. The entry point for clients is an external load balancer that will handle base security rules and routes.

Each service is located in its auto-scaling group that will automatically increase or reduce instances based on current needs. Services will use relational or NoSQL databases based on their purposes. We will also use S3 to store the files and models. We will use ElasticCache with Redis for caching data.

We will collect various application metrics and logs using CloudWatch, ElasticSearch, and Graphite. And then monitor them in Grafana and Kibana.

3.5. Unreal Engine

After an extended analysis, the HomeSpace team has decided that Unreal Engine is the most suitable game developing engine for this specific project. It has lots of lightning and effects settings, perfect for projects with architectural elements and photorealistic graphics. Unreal Engine is a robust tool with many official and community-created features, which will help us speed up the development process while simultaneously maintaining the highest quality possible.

3.6. Open development tracking Principles

As part of the work of our company Vergil Development Studio, we use the Agile methodology, which we also apply in the development of the HomeSpace project. The central concept of this approach is that we will initially have two primary documents - a backlog, which will describe all the components that must be implemented within our system, and user stories, which will define the UX of each user action. All development will be divided into two-week sprints, not counting the tasks performed by the community developers.

To speed up the development process as much as possible, we will create a microservice architecture for individual external parts of our system to enable third-party developers to perform our tasks through the Bounty Builder program as a reward in the form of tokens. According to successfully voted rewarding proposals on our governance forum, tokens for external developers will be distributed in the first 2 years of the project's existence.

We will also post monthly reports on our development in all our groups on social networks.

3.7. Blockchain

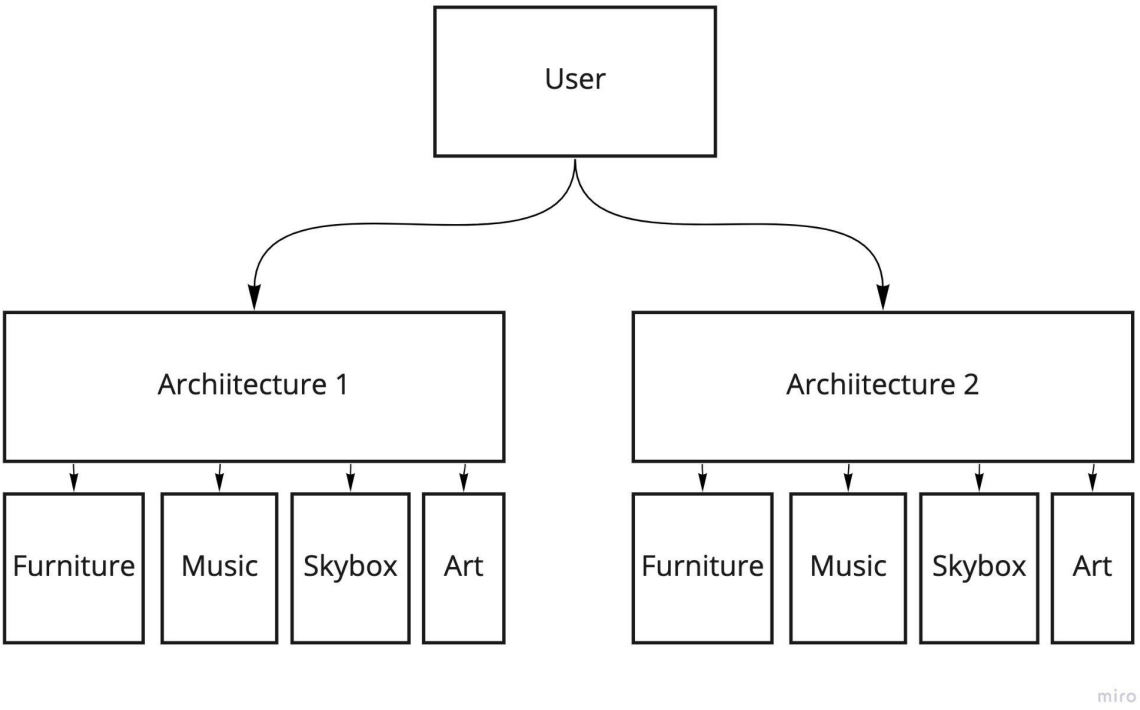
Homespace's core infrastructure relies on the Ethereum blockchain, allowing it to securely and transparently store and protect users' ownership of their assets in a trustless environment.

On-chain infrastructure will consist of three main components: HomeSpace Protocol, Homespace DAO, and Homespace Governance Token (HOMES / HSP)

1. **Functionality**

- Create NFT
- What: Anything (Architecture, Furniture & Sculpture, Art & Images, Skyboxes, Music)
- Who: Anyone
- How: Provides metadata, mint, appears in an unassigned collection

- Import NFT
- What: Limited at the beginning (Art, Music)
- Who: Anyone
- How: Specifies data, transfers, appears in an unassigned collection
- Sell / Buy / Auction
- Public marketplace
- Wrap (Assign)
- How: TBD, Depends on UniverseXYZ, more likely NFT ownership by NFT

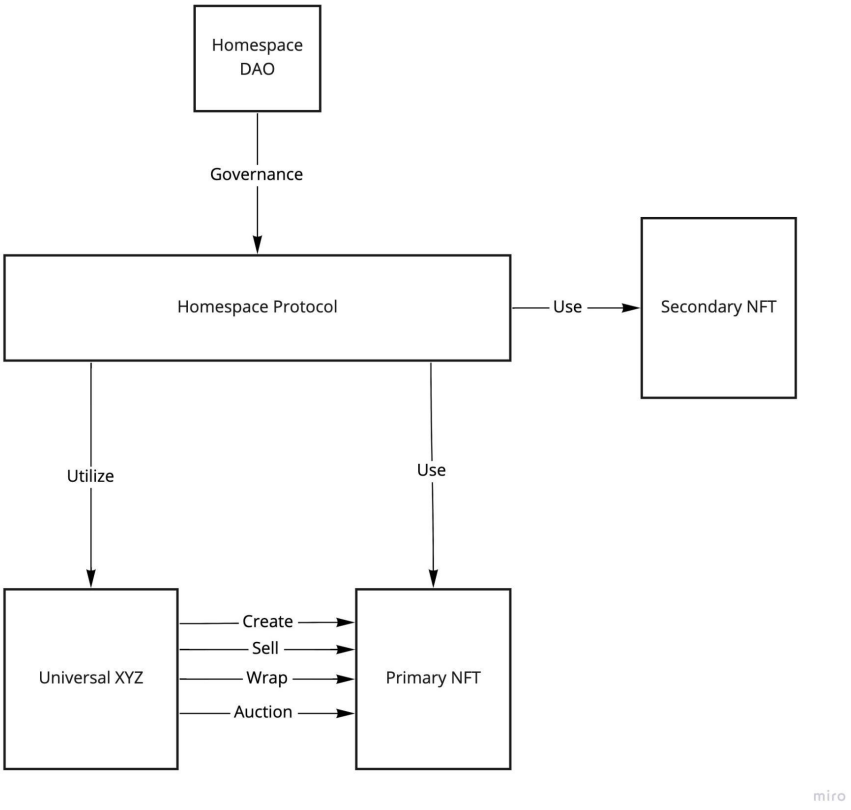


2. Homespace DAO (SafeSnap)

- Off-chain voting
- On-chain execution
- Controls Homespace Protocol
- Controls Ecosystem fund
- Controls Emergency mechanisms
- Signaling votes for community-driven development of the ecosystem
- Already audited

3. Homespace Protocol

- Wrapper around UniverseXYZ
- Controlled by Homespace DAO
- Upgradability
- Parameters
- Uses Primary NFTs
- Created by Homespace
- Uses Secondary NFTs
- Imported (external) NFTs
- Emergency mechanisms
- Closed-source initially
- Open Source after an audit
- Bounty program
- ENS domains for entities
- Interoperability



4. USERS & REWARD SYSTEM

4.1. Users - Homespace reward system

During each user registration, they will immediately be provided with several basic NFTs, an unlimited number of small items, as well as a certain number of tokens, for which they can directly purchase NFTs to design their Homespace.

4.2. Moderators - Homespace reward system moderators

Although we adhere to the principles of decentralization and maximum freedom of expression, we reserve the right to search and immediately remove:

- terrorist extremist materials
- child pornography
- violence
- materials forcing suicide and self-harm
- fraudulent pages
- pages participating in any criminal activity (for example, blackmail)

It is crucial for the scaling of our project to stay neutral on all political questions. Therefore, users are not allowed to create events built on political ideologies. However, users are free to discuss whatever they want with their friends in their HomeSpace.

To counteract unwanted users, we create a system for reporting complaints against Home spaces, where each user can sign a page that violates the rules of our system. After approval by our moderators, this user will receive the system tokens as a reward. The specific bounty will be determined after the launch of the MVP.

In later releases, we will automate the removal of unwanted, offensive, and inappropriate home spaces.

4.3. Developers - HomeSpace reward system

After the project's launch, we will also open the Bounty Program on our forum. Our goal is to interact with our community as much as possible and let them create, improve and change the project. Each bounty will have a reward which will be granted to the deployer after signaling voting.
Later we plan to give some of our most active users a Live Validator role, which will be incentivised. These users will help us to accept outsourced jobs and moderate the system.
You are always open to offer us the bounty you came up with. Just post it on the specific forum section, and there is a possibility that team members or the community will vote for your improvement.

To contain a large staff of developers, we plan to focus on developers whom we will attract to our community from other areas, incl. game development.

4.4. Creators - Homespace reward system

Since one of the main goals of our project is to motivate creative people to create digital art assets, we will create a unique reward system for the placement and creation of collections and individual objects.

1. The first hundred architects and 3D artists who created their NFT collections within HomeSpace projects that meet our quality standards will receive rewards in the form of tokens. Attracting eminent people who will provide us with the best of their work as an NFT will allow our project to both receive a vast number of high-quality objects for our library and gain popularity among creative audiences worldwide.
2. Every month we will hold contests within each category, where the creators who have won prizes will receive system tokens. We are counting on the allocation of tokens for a nominal value of 1000 USD in total for the first place and a certain amount of incentive tokens for the following places. Rewards of this size will create a very competitive situation in which creators will try to deliver their best products.

4.5. Bloggers - HomeSpace reward system

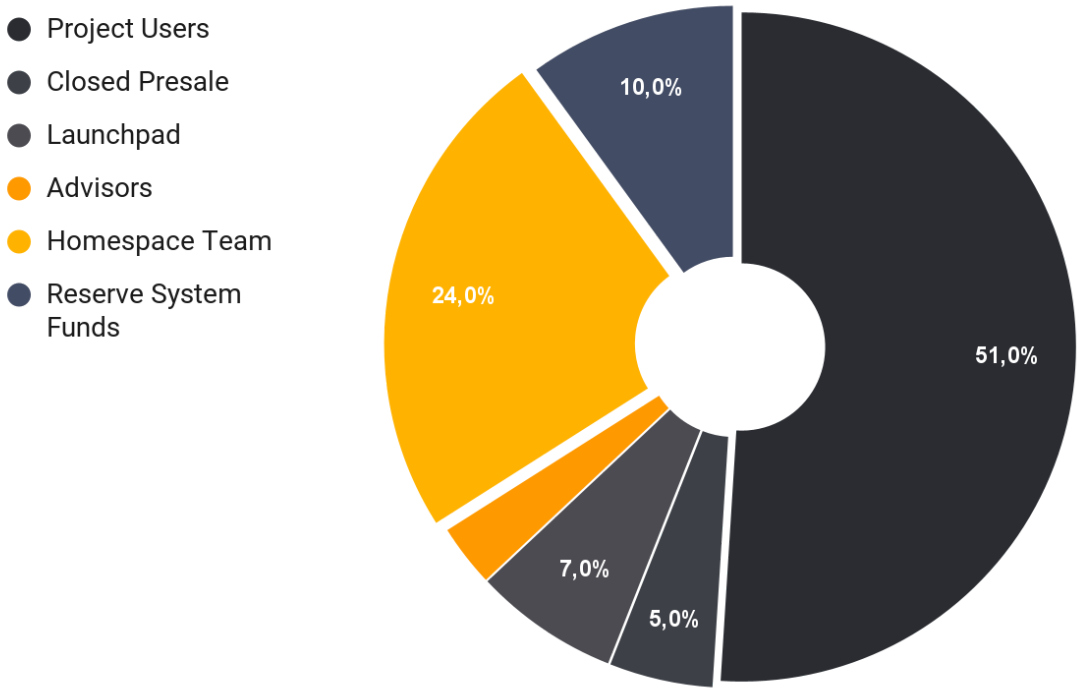
We aim to attract people from all over the world and not only from the crypto space. We believe that the HomeSpace project could be yet another tool for mass adoption, which will attract art, social media, and games enthusiasts. Therefore, a multilayer affiliate system will be implemented for more accessible and fair cooperation with bloggers and opinion leaders.

5. TOKEN ECONOMICS AND LEGAL PART

Homespace Internal Tokenomics

HomeSpace Team is planning to make a broad token functionality, including participation in our governance system to make decisions with the rest of the community, provide liquidity into ecosystem pools, and use $HST tokens as in-game currency in the future.

A total of 1.000.000.000 $HST tokens will be minted on the system launch. The following distribution will be held since the beginning of the project:



➔ 51%: Project users and active members of the community

Due to wide token functionality, these tokens will be used to bootstrap project and activities inside it. Users will be rewarded for active participation in the governance system, NFT collections deploying, and other specific actions such as holding exhibitions with NFTs or providing liquidity to the system. The tokens in this fund will be unlocked gradually and retroactively distributed to community members, based on the specified criteria of active usage.

➔ 5%: Closed pre-sale

This fund will be allocated to chosen participants of a closed investment round and unlocked gradually during the 2 year period.

➔ 7%: Launchpad

7% of the whole token supply will be distributed during IDO on a chosen launchpad. Specific launchpads will be announced later on the official Home Space social media resources (Twitter, Telegram, Discord, Medium, etc.).

➔ 3%: Advisors

This particular fund will reward and motivate advisors of the HomeSpace project for their contribution to the project’s development.

➔ 24%: HomeSpace Team

➔ 10% Reserve system funds

All official contracts outside the project's ecosystem, including agreements with Unreal Engine, will be issued to the developer company Vergil Development Studio s.r.o. (Prague, Czech Republic), owned by the CEO of the HomeSpace project.

6. NFT TYPES

6.1. HomeSpace NFT Standard

We will use the ERC-1155 standard to ensure the interoperability of our non-fungible tokens. HomeSpace Team wants users to use their NFT assets inside their Homespaces mainly. Still, on the other hand, it is always good to give them the ability to store NFT tokens on wallets (such as MetaMask or TrustWallet) and offer them on third-party marketplaces.

6.2. Homespace NFT Parameters

The nature of our system creates specific quality requirements as well as limitations for all 3D objects that will be converted to NFT through Homespace NFT Converter. Specific parameters include:

1. Fixed size of objects relative to the actual dimensions of the Homespace Project.
2. Integration of accurate, photorealistic, or near-realistic textures. Low-resolution textures are not allowed
3. Limit on the number of polygons. Integration of the built-in function for simplification of assets is possible
4. Checking 3D assets for holes between polygons

6.3. Custom NFT

Since we are using the ERC-1155 standard, NFTs deployed through our converter can be transferred and sold on third-party NFT marketplaces.

6.4. Internal NFT - Types

At the Creators' choice, when generating NFTs from one asset, two NFTs can be generated at once - custom and Internal.

6.5. NFT meta data

NFT uniqueness level: common models, rare, unique, legendary, photorealistic, animated.

7. Global Marketing Strategy

7.1. DEFI-space

Real DeFi users who believe in the future development of NFT can see the potential of our project right now, so at an early stage, we will focus on standard methods of attracting people to our community through bootstrapping our products, collaborations with large projects, and grapevine marketing supported by SMM. We also hope for comprehensive support of our project by the already existing DeFi community.

7.2. Developers

The basis of the development paradigm of our project is the involvement of a large number of third-party specialists in the development of HomeSpace, primarily through our Builder Bounty program.

7.3. Creative Users

The basis of the success of the HomeSpace project is the community that will deploy and sell 3D and 2D assets for others' home spaces. Designers, architects, 3D fashion designers, 2D artists, game designers, and entire studios are free to participate in our project.

7.4. Mass Adoption

Our goal is to bring the project from the narrow DeFi market to the global market and help mass adoption of crypto culture. To translate this plan into reality, we will try to integrate

major partners outside of the DeFi market (for example, Spotify or Amazon) into our project and order press releases from well-known non-DeFi publications. With their help, a large audience will learn about our project. Also, we plan to cooperate with bloggers and opinion leaders who will be our primary ambassadors.

7.5. Universities, schools, infoproducts, and entertainment

After implementing the system for creating public worlds, we will begin to contact the aforementioned institutions to involve them in the HomeSpace project.

8. Roadmap

Alpha I

Development. In order to start creating a product as early as possible, we decided to launch our NFT token converter and the NFT market itself as the primary stage. The token converter will only support the creation of Custom Tokens, but the purchase of NFT using a bank card with an automatic conversion system into the project currency will be available later.
Marketing. We will start contacting a broad audience of Creators to involve them in creating NFTs even before launching the client side of the project and start testing the NFT integration.

The HomeSpace team will also share a presentation of the functionality and graphics of the HomeSpace client during this development stage.

Alpha II

Development. We will implement an offline version of the creative workshop of our project, where users will be able to place furniture within the virtual space, change its texture, and make fundamental interactions with their space. Also, we plan to present visualizations of displaying Avatars of users visiting your Homespace (Guests), which will be created using the procedure for generating Guest Homespace colors based on machine learning technology.

Creators will be able to test their created NFTs inside their offline space.

Alpha III

The ability to change the environment, cloud-box (view from your home space), and architectural basis of the house will be implemented. Also, at this stage, we plan to start testing the implementation of the server-side of the project.

Beta I (MVP)

Development: a working version of the project will be delivered, running on a PC with the ability to create your own world, select a room box, etc., and visit the Homespaces of other users. We are planning to implement one full-fledged environment with a weather change system. **The version will be available for Windows, Mac, and VR.** Creation of a system for executing and integrating third-party developers.

Marketing. Involvement of third-party developers in the project. Attract a wide audience of creators to the project.

Beta II (MVP)

Development: Implementation of other worlds. Chats for user interaction. Voice chat for user interaction. Complex systems of interaction with objects.
Marketing: Test launch of advertising and analysis of marketing hypotheses.

Homespace 1.0

Development: Implementation of additional worlds: Bhutan, Tokyo, Jupiter.
Implementation of a system for internal NFT tokens.
Launch of an alternative token support system.
Implementation of the mobile version of the project.
Implementation of the Defi Street world.
Marketing: Launch advertising. Cooperation with bloggers and opinion leaders.

Homespace 2.0

Development: Implementation of the native streaming to the project.
Integration of partner projects and companies.
Development of an advanced creative laboratory.
Beginning of the implementation of the "Posthumous" project and psychological support rooms.

Creation of the Night City world.

Marketing: Working with institutions and companies. Creation of representative offices of an online company in HomeSpace.

9. Team

9.1. Core Team and Advisory Group

1. Timur Suleimanov - CEO/Designer

Vergil Development - 10 year experience in developing external and own projects
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2. Nikita Kovrigo - COO/Bizdev

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4. Yulie Pareniuk

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5. Artemy Dmitriev

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7. **Yaroslav Nikolaev**

3D Department Team Lead

Senior 3D-Artist

8. **German Tiumentsev**

Machine Learning Department

Team Lead

9. **Evgeny Samoilenko**

DevOps Engineer

10. **Sanzhar Sandybekov**

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11. **Artem Cholodilov**

Junior Backend Developer

12. **Tetiana Nikolska**

Senior Architect

13. **Andrii Antosha**

Frontend Developer

14. **Sergey Kozhevnikov**

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9.2. Advisory Group

1. **Ali Nuraldin**

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CTO of Vergil Development
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2. Riccardo Biosas

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9.3. About Vergil Development

Vergil Development Studio s.r.o. has been developing software since 2013. Among the projects of the company MVP of the crypto project Opium.Protocol, the implementation of the Czech startup NutritionPro, the charity cashback Regiv, B2B marketplaces, about two dozen projects such as White Label as a part of HorizonTec s.r.o.

10. Summary

HomeSpace team's primary goal is to bring warm feelings to people from owning their own perfect virtual Homespaces, revolutionise AI in-app systems, give ultimate creative freedom to people, and connect people from all over the world from crypto space and outside of it.

We also believe that with the right technology and constant community interaction, the HomeSpace project could potentially be huge due to lots of content, considerable possibilities in partnerships with different crypto projects and designer start-ups, and a pleasant experience from using the product.

We are always open to satisfying our users; therefore, we will deploy the project's forum, where users will discuss and decide about future updates with HomeSpace team members.

Compiled, written and edited by Timur Suleimanov, Nikita Kovrigo, Ali Nuraldin, Nikita Mischenko, and Sanzhar Sandybekov.