



HOMESPACE

Whitepaper

Version 2.0

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Introduction

Imagine the place you always dreamed of. Is it somewhere by the ocean, where the waves crash against the cliffs? Or is it in the heart of Paris overlooking Montmartre? Or maybe on top of a mountain with no road leading to it? Now your reality can become true. Let us introduce you to the world of Homespace.

Here you can create the world of your dreams or go to other impossible places - cities of the future, black-and-white movies of the 50s, hippie parties - places where you can create and hold private virtual meetings with colleagues and friends, , on the contrary, meet and spend time with foreign people who like the same things that you do.

Here you will also meet initial citizens of virtual worlds - neural networks, Artificial intelligence who can become your friend, your mentor, and your partner - it can recreate the personality of someone we could never talk to in real life or can be created by you from scratch. It's even possible to create an AI pet.

You can be the creator of your reality here: you can make your blog, your movies, you can work and study, but mainly - you, with other users, will be the owner of this system cause decentralized principles of Homespace make users the main stakeholders of the project who will determine its future.

Why we do it? We are almost certain that we will have the opportunity to live another life thanks to virtual reality - all we will have to do is connect to the network via NeuraLink or any other similar technology. And then, already decrypted packs of neural code are fed directly into our nervous system, and we will, once again and at the same time for the first, see the beauty of unseen worlds, climb mountains, drink wine all night long and even sail across the vast expanse of space.

So. Would you connect yourself into the virtual world if you had the chance to live your another life? And which reality would you want to live in - a decentralised, photorealistic world or a toy universe controlled by who knows who?

Timur Suleimanov, Founder of Homespace

1. About the project

The product of Homespace is a set of photorealistic worlds in virtual reality intended for individuals or groups of users, that allows users to extend real life with a virtual dimension. We call this worlds **Metasites**. A variety of spaces for every taste can be used as virtual places to meet online instead of "Google.Meet"-like services or used like Virtual Representative Spaces or even Virtual Homes. Additionally you can find public spaces here, such as gaming zones, a DeFi cities with banking institutions, and a universities with educational projects - maybe even Hogwarts. 69% of our surveyed target audience would like to use our spaces instead of "Google.Meet" or any others on a day-to-day basis even for business meetings.

Moreover they all think that we are the best project among others.

Metasites are linked together in a network, but the root of the Homespace system is to create a new generation of the Web, where each virtual world is accessible from separate domains and addresses without a single server. This is why any metasite created can be installed on a separate domain.

Part of the Homespace project is Artificial Intelligence, which could develop into an AI Assistant, a friend, or a companion. The main purpose of their development is to fill Metasites with life. Our company's AI-development applied for the European Horizon 2022 Grant in a consortium with the Czech Technical University, ASRM, Holo Light and several other landmark companies. Our goal is to create Human-like AI in VR.

The most complex digital objects in Homespace are Non-Fungible Tokens (NFTs) created by designers, developers & architects - it is the assets needed to create own Metasites. That makes Homespace not only a business, social and gaming tool but also a marketplace.

With the help of our Metasite Constructor - HS.Constructor anyone can create their own metasites by purchasing or using free Templates and Assets. User can create his own world on any partnered crypto-network for personal or business purposes. He can even install it to his own domain. It is instantly available via streaming on any device. Our **\$HST** token is a currency used by users to buy modules and assets to create metasites and new types of content inside it. At the same time it is used for avatars, purchases, games,

transactions, events etc. Beyond access through a common browser user can download Homespace Metabrowser created to improve his experience, modify avatars and mass-adapt the use of built-in crypto-instruments.

The primary mission of the project is to create a photorealistic extension of real life to give people the opportunity to meet and spend time with each other in impossible places - cities of the future, black-and-white movies of the 50s, hippie parties, homes of people's dreams - any place our users can create themselves through creative mode. People can meet and spend time with each other or with Human-Like Neural Networks - our Artificial Intelligence, who can become a friend, a partner, a mentor, and also could be customized by users. We are creating a decentralized product, free of the control of corporations, controlled by its users so that even the founders do not deviate from the democratic values embedded in the project.

Our vision lies in creating a social virtual space where users could have equal rights besides their race, class, religion, sex, location, where they live, or any other differences. Here people can find an image of a superior world where they can socialize, work, study for free, and create the reality they want to live in. With photorealism, the boundary between the real world and the virtual world will be erased, and new social and state institutions will be created within the metaworld that will influence and make the real world better.

Homespace is designed to be accessible to everyone. The main goal in this direction is to make the product **launchable through any channel**, including web streaming for mobile devices or PCs. Additional Virtual Reality devices would bring advanced experiences but would never be the only channel for product delivery.

The Homespace project will aim to be free for users¹. Homespace monetization is based on a system of fees from transactions and integrations, which would ensure the financial health of the token, develop the system and pay salaries to the development team.

Another core value of the project stands in **the quality of information and transparency**. For that Homespace aims to be a liberated virtual world, self-limiting and developing through public votes and user participation. This is why the final destination of our project

¹ In the future, we reserve the possibility of introducing additional paid parts of the system due to the actual costs of maintaining those features. Incomes would be spent on maintaining or leasing capacities without extra profit for Homespace.

is to create a decentralized autonomous organization (DAO), which organically fits into existing jurisdictions while also being free from our centralized management. More about this is described in the next capitol.

One of the project's directions is to give users a chance to create their Metasite - their perfect space. Creative freedom in designing and personalizing would be given to users with the possibility to change their houses in **HS.Constructor**².

Users can personalize aesthetics due to the multitude of design options they can choose from. To further enhance personalization options there are Non Fungible Tokens (NFTs) that could be included as a part of the available designs and that could be bought in Asset Shop. Artists, developers, architects, and creators from various fields create many designs and modules for our project so that users have the option to create their luxurious designs and functional spaces.

The project's objective also involves the development of virtual areas for user interaction. Public spaces in Homespace allow for organizing events, educational workshops, or exhibitions. For those purposes we create a cases for following Metasites:

- educational districts
- platforms for creative workshops and events
- fantasy and sci-fi worlds
- virtual versions of real cities from local architects

Those spaces would create an opportunity for users to teach and be taught, spend time with faraway friends or meet new ones. Moreover, enjoy new experiences and even earn money.

Artificial Intelligence (AI) is nurtured as the soul of the project. A conscious mind based on neural network technologies would help users in different ways inside our Network. It can develop into an AI Assistant, a friend, a companion, or even a replica of a human persona.

² Constructor - mode, where users have access to an extensive interior design toolbox, allowing them to build walls, furnish home with their NFTs and objects from our catalog, and customize color, and texture. In this mode users will be able to adjust room privacy settings, selecting which rooms can be accessed by their guests and other Homespace users from the Explore page.

The mentioned aspects give Homespace the right to call itself more than a “entertainment project”. But still, gamification and creating a space full of interaction and joy is a crucial focus for the project's team.

What values does Homespace bring users?

Sense of comfort . Everyone deserves an enjoyable experience with their living conditions, and our project can satisfy the need to have a dream space. The user's ability to always enter their Metasite to hold a meeting, look at the bookshelves in their place, photos on the wall, sit in front of their fireplace, and take a mental break from any physical location is what will contribute to an individual's sense of "home" or since of “workspace of the dream”. Homespace helps visualize your imagination and possibly translate them into reality.

Meetings in a photorealistic virtual space are not so boring. It's one thing to look at the horrible quality of your colleague sitting across from you in your pyjamas, it's quite another to look out over Wall Street from the windows of the most luxurious office possible while talking about the falling price of the \$LOLKEK token.

Social Engagement - participating & networking. We enhance a user's well-being by activating the need for social connections. Our platform allows communication between our users as in the real world. Whether it's a business meeting or a meeting with friends. Through our system of identifying emotions via the device's camera, we will be able to bring the mimics from real life into your persona in Homespace. We believe it will remove the line between communication in reality and virtual reality. The advantage is that it is easy to find like-minded people. Our In-App AI and Public Spaces will help you with this in the best way possible. They could support your ideas emotionally, cooperate with you, and help you with your projects.

Enjoyment of progress - building personalized designs. 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.

Social Engagement - sharing. In Homespace, we want to give users a place to feel comfortable and show everyone the true side of their personality - because nothing says more about a person than the house they live in or space he created. The option to go live and see what other people think of your creation facilitates the need for self-fulfillment (*Maslow*). 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.

Open distribution of information and products. Creators can sell their work and keep their rights freely, and thus it creates a safe space for their art. This goal would also be fulfilled with the NFT concept of digital assets.

1.1. History

A long-life dream of creating an open-world project and the will to build something big and ambitious led the Homespace Core Team to one of the most extraordinary experiments in their career.

The first response was delightful feedback from judges of the Binance GameFi Hackathon in August 2021. After that, they continued development progress. In January 2022, Homespace Metaverse (name before change) took first place in MoleDAO Hackathon and won their first 30.000\$ in rewards. Since March 2022, Homespace Team has been a frequent visitor to events like Solana Hackerhouse, Ethereum Devconnect, etc., where they acquired their first significant partners and lead investor (Big Brain Holding).

At the moment of 2022, Homespace is a team of 35 members, numerous partners and advisors from fields such as AI and data science, Game Development, blockchain development, design, architecture, and others.

In September 2022, Homespace announced a Homespace Demo release. Users will be able to explore three Homespace locations using a computer browser, which includes Homespace Field, the Poker Room, and Aia's house.

1.2. HS.Meetings Module

This is a Google Meet-like module that allows you to instantly create meeting rooms with your friends or colleagues from 2 to 50 people. You can choose any level from those available.

Why Homespace.Meetings?

1. **Places you will never find anywhere:** black-and-white movies, places from your childhood, raves, space stations, beautiful villas and game locations.
2. **Take advantage of the possibilities of three-dimensional spaces:** create browser links in the air, show presentations, search the search engine for information with the GPT. Over time, HS.Meetings will integrate more and more popular services, from AI interpreters in meetings to task managers.
3. **Your Appearance:** you no longer have to worry about sitting at home in pajamas - your avatar will port your face and movements from the camera while making you look perfect.
4. **You can use your VR Gadgets here.**
5. **It's not as boring** as looking at blank, gray screens. This is the reason for the widespread use of metaverses in Asia.
6. **Do some activity:** In a virtual space, like a meeting on a golf course, you can do mechanical things during a negotiation - use the space around you, play simple games.
7. **Drive a car during negotiation:** You can even drive a car or a spaceship while negotiating.
8. **Use your own design space:** You can create a meeting inside your Metasite or Public Metaspace.
9. **Use your own design space:**

Features.

1. Your emotions will be ported to your avatar.

2. If you smoke or drink tea the system will understand this and create a mug or cigarette in your hand.
3. You can use built-in tools: Miro, Google.Disk, Browser, while placing them in the space, enlarging and systematizing them.
4. You can record meetings.
5. You can purchase additional modules for business, entertainment or presentation purposes.

1.3. NFT-based concept

Homespace offers users a place to enjoy their NFTs as it would be a piece of art in the real world. Private houses or offices of the user could be filled with NFT art, not only with pictures on the walls but also as furniture, music, and books. All of that could be stored at the house and shared with other users who visit the place. By that, users get an opportunity to show the guests their status, taste, and sense of style.

At the current stage, Homespace cooperates with a few architects, interior designers, developers and digital artists, bringing their vision into the virtual world, either as a simple NFT artwork or a complex architectural design or blockchain system.

1.4. Metabrowser

Metabrowser is a desktop application that allows the user to browse metasites using their own computer. It opens up the possibility of using VR for Metasites. It contains HS.Avatar - a system of user accounts with their avatars and assets, HS.Meetings as well as integrated Financial Crypto Tools and 3d Party Apps (Telegram, DeepL etc). Extensions to the Metabrowser are built-in modules with crypto-wallets and other services.

1.5. Metasite Constructor

A builder that allows users and agencies to create their own metasites and cinematics for them including content for social networks, as well as use different blockchain networks, connect various modules and plugins including crypto networks. All transactions take place in \$HST token. Part of the builder is an Asset Shop, where customers can sell and buy everything they need to create Metasites (templates, buildings, effects, etc.).

1.6. Using different blockchain networks

When creating a metasite containing financial tools, including steaking, online shopping, selling assets or buying tickets to events, the metasite Creator can select any of the project's partner networks and build their metasite on that network using that network's built-in modules and advantages. This also applies to the creation of an NFT within the Homespace network.

Transactions within the network take place in **\$HST** tokens. At the same time, Homespace creates a user-friendly UX that allows the user to add their Visa, Master Card or Revolut account and automatically convert the currency for transactions when interacting with any of the networks. Over time, Homespace will also provide a reverse system, allowing authorised users to quickly pay for goods from the real market with cryptocurrency.

In this way, Homespace creates a user-friendly interface that promotes the use of cryptocurrency through the innovative product of Metasites to the wide audience.

1.7. AI Identities

Homespace is developing a customizable AI Companion to make the virtual worlds experience even more special. The AI Companion can perform various tasks based on the

user's commands. That includes ordering food online, making recipe suggestions, notifying users of new music album releases, managing calendars and others.

Users can talk with their AI, explore the virtual world together and observe AI Companion development.

Moreover, AI Assistant would be able to guide users through the Homespace tutorial, deliver technical support and share development news.

Homespace's machine learning technology would ensure that an AI Companion fulfills the role of a true virtual friend. This goal would be reached by the ability of AI Assistants to hold conversations with users based on the shared information. The communication process would include analyzing the user's interests to give recommendations.

In the future, it will be possible to continue development in the field of making copies of individual characters of users. The creation of an AI Replica of users' personalities within Homespace could be reached by training AI on a base collected from user data. The database will be collected within the interaction with the users (for example, the character of answers or even details such as color preferences).

AI Replica could speak with the user's voice and look like the user. So even when a person would not be online - it would still be possible to communicate with guests of his Homespace. Or, like in sci-fi movies, this copy of the user's personality could stay in your Homespace even after the user has passed away.

Moreover, using multi-agent technologies, it would be possible to match users with similar topics for discussion or life goals. This could open a new era of online acquaintances.

Similar technology could make it possible to create replicas of the most famous and interesting people, such as directors, artists, architects, musicians, politicians, and scientists. Even those who already are part of history. Letting users interact with these replicas will give users a real opportunity to learn from the experience of those who are changing this world, to be inspired in conversation with them, and to consult or seek advice.

1.8. Virtual Cities & Public Homespaces

As Homespace is a social network, we are offering users public Homespaces. The primary purpose of public spaces in Homespace is to form a chance to teach and be taught, spend time with faraway friends or colleagues or meet new ones. Moreover, enjoy new virtual adventures and even earn money.

Users would be able to find decentralized stock exchange systems, game centers, news companies, charities, event spaces, and a chain of representatives from real-world brands. Users would be able to purchase virtual and tangible goods there, and they would also be able to order food from their local food delivery company. Office buildings within Homespace can also be used as virtual platforms for presentations and various products across the IT sphere.

Every building in Homespace Cities would be represented by a unique architectural project from our partners – Architecture and IT companies.

To avoid vacant and dysfunctional buildings, Homespace Cities would not provide for the possibility of buying land. Each virtual building will be rented annually on an auction basis, and a portion of the proceeds from the facilities will go to charity.

The first city we are developing is a City for zkSync Network. In the future, new cities will appear on the map of our platform. New architectural and design studios would be invited to create unique spaces representing the quintessence of the cultural heritage of various linguistic cultures and countries on the platform.

We are open to new partnerships with creators and will provide a platform for as many unique projects as we can find, regardless of the commercial benefit of their projects.


1.9. Homespace for creators

As part of the Homespace project is the creation of the internal virtual market of goods, one of the essential places in the network structure would be allocated by the creators of

virtual assets. Painters could create 3D casts of their paintings, make exhibitions. 3D sculptors could sell their work as parts of virtual homes. Interior designers could build their art pieces without following the laws of physics and light.

2. Homespace Decentralization principles

2.1. Principles of Homespace Decentralized Environment

Advertisements. Although we will not include ads in our project, advertisements could be profitable for our users if they are embedded within certain functions in Homespace and viewed by others. We aim to allow our users to earn money on advertisements that they will show in their buildings or  **Homespaces**, which differentiates us from other centralized platforms. We do not plan to collect any data - participation in this program, including providing the necessary statistics to advertisers, will be the sole decision of each user.

Commission from selling products and services. Almost any product within the Homespace can be bought and sold. At the same time, the integration and creation of agreements with services for the sale of various goods and services allow us to provide users with a bonus system from the sale of any product, including the ones the user advertises. Thus, a book placed on a shelf in the user's Homespace, which was then purchased by any of his guests through a partner service within the project, will automatically give the user a percentage of the sale. Also, as a big part of our community consists of NFT enthusiasts and guilds, we want to provide mechanics like renting houses, cars, art, and much more to make P2P monetization options more engaging.

Purchasable events organized by users. The platform will also permit event organization and hosting workshops in the created Homespaces, with organizers keeping the majority of the revenue except for a little administration fee.

Principles of allocating profit:

1. 50% will be spent on maintaining the token's financial health to meet the token holders' goals and incentivize users
2. 50% of the earnings will be converted into the income of the legally responsible company, from which the development of the system and the costs of salaries and services will be paid
3. Commissions and charitable payments will be paid before funds are allocated:
 - a. According to the agreement, a percentage of our earnings will go to pay the commission for using the Unreal Engine
 - b. 5% will go to charity, of which 2.5% will go to:
 - i. Research and funding for solving the problems of psychological illness
 - ii. Research on childhood and rare diseases and patient care,
 - iii. Funding the fight against human rights violations
 - iv. Funding payment for Homespace paid services and development of an open free education system
 - v. The remaining 2.5% will be distributed to major trustworthy funds through a DAO vote at the Regiv building in Homespace Capital City upon implementation.
4. In the case of super-profits, the percentage for charity can be increased by the decision of the creators of the project

2.2. DAO

Our token holders will be able to influence the project's development, propose new features, and vote on the implementation of certain parts via the DAO (Decentralized

Autonomous Organization). The same principle will work for the realization of the individually programmable parts of the system, which we will place on development sites.

To preserve the project's fundamental principles, we divided the user suggestion system into three parts: core changes, additional functionality, and features.

What will our DAO govern? Our DAO will be submitted on a DAO platform to govern protocol parameters, hold ownership of smart contracts, and control emergency mechanisms. Everything else should be submitted to the Governance Forum and then brought to signaling voting in case of a successful discussion.

Governance. Users can submit suggestions to our team, and vote on suggestions made by other users, to add new features and further develop the following parts of the system: 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.

Core functionality and project macro-decisions. After the implementation of the main part of the system and the creation of our first city - Homespace Capital, we will begin to implement the project of replicas of real cities. For each of the countries existing on Earth, we will define a working group of architectural companies that, based on the documentation we have created, will implement the city of their dreams, reflecting the cultural layer of the country to which it belongs.

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.

Each user, including anonymous ones, after passing a specialized exam and presenting a certain number of system tokens, as well as fulfilling additional conditions (minimum time spent in the system, activity), can become a Citizen of one Homespace city, which has the right to distribution of royalties from the entire system earnings, voting for the governing

council of a certain city - non-anonymous users, which, in turn, will have the right to vote on major changes as part of the long-term implementation of the project, except for the basic principles.

As we are creating a self-sustainable Socioeconomic Environment inside the Homespace Network, there is much more to it than just voting for UX/UI changes. Therefore, councils will be created to allow users to pick certain Homespace Citizens to represent their interests in the project's development. Besides picking representatives, you can delegate your vote power (number of \$HST tokens on your wallet) to any specific person from the council, in case your views are on the same page. Delegating \$HST ties your tokens' voting power to an address so that it can be used to cast a vote. This address might be yours or a trustworthy individual you believe will cast a vote in favor of Homespace Governance.

A full-fledged system for decentralization is planned for release by May 2026 with the help of the community and niche specialists: lawyers, political scientists, and smart contract developers.

3. Community management

The Homespace team is committed to actively developing and encouraging users to gain a loyal audience. The community is an essential part of the project, which is why the team is focused on constant activities. We aim to develop our audience on various social platforms (Twitter, Instagram, Telegram), but we chose Discord as the leading platform for user communication. Discord is the most suitable for conducting most activities and communicating with our audience at the moment. The Homespace Network team wants to create a friendly community and will prevent insults and moral violence by moderation. You can read more about our rules below. Nevertheless, our main campaign is planned right before the TGE.

3.1. Rules and regulations

A friendly community is an investment in the future and the reputation of the entire system. Therefore, we decided to introduce some restrictions on behavior in public places - the central areas of our cities. We prohibit any insult to people, regardless of the situation.

In gaming areas, there is no restriction on insults, except for the presence of this rule in certain games; however, within the framework of the system, it is universally prohibited:

- Racism
- Sexism
- Agism
- Ableism
- Homophobia
- Pedophilia
- Drug propaganda (excluding decriminalized ones)
- Justifying Fascism
- Scamming
- Terrorist propaganda
- Child Pornography

We are also planning to create a child-friendly version with restrictions for our young users.

Religious propaganda is permitted in restricted private zones.

Violation of these rules will entail measures from fines and bans on visiting public areas to restricting access or even banning an account.

We must scale our project to stay neutral on all political questions. Therefore, users are not allowed to create events built on political ideologies. However, users can freely discuss whatever they want with their friends in their Homespace.

3.2. Crew3 platform

To simplify and improve the process of scaling the community, our team decided to use the crew3 platform. Crew3 allows you to connect a system of tasks, performing which the user increases his community level, which will enable you to get exclusive access to particular functionality of the network (getting a place in the allowlist, testing new functionality, encouragement in project tokens, NFT prizes, as well as notable roles on the Discord server). The crew3 platform also lets you get acquainted with our users' current activities and see which ones you have not yet taken part in. At any time, you can go to the top of the most active users and see your place in the ranking. You can find our community on this platform by following this link: <https://homespace.crew3.xyz/questboard>.

3.3. Reward system for different types of users

Homespace citizens.³ Users will immediately be provided with several basic NFTs and an unlimited number of small items during each user registration. To make it possible to use the basic functionality of the network.

³ Homespace citizens - a particular segment of Homespace users, who were authorized in the Homespace system; the meaning of Homespace citizen and their role in the ecosystem will be specified in the next version of the Whitepaper.

With the introduction of encouragement through activity on the crew3 platform, we are also implementing a Play to Earn system. This economic model lets the players create new digital assets and trade them via the game's infrastructure. In games that use the play-to-earn model, players can earn virtual in-game liquid currency that can later be sold for other crypto and fiat currencies.

In addition to the classic user incentivization for activity, staking, and moderation, we are trying to create a self-maintaining and self-enhancing economical ecosystem inside the Homespace project. User interaction in private and public places will generate the demand for virtual labor, and we will adjust our system to fit the community's needs. In the future, we will have virtual jobs like Interior designers, Event Assistants, Gallery exhibitors, Street Musicians, B2B Community Managers in headquarters, and much more.

Active users who wish to devote more time to the project can also become moderators, if desired, to help community managers filter the communication of participants in chats and help new users understand the project.

Developers. After the project's launch, we will 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 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 offering us the bounty you came up with. Just post it in 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.

Creators. As 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.

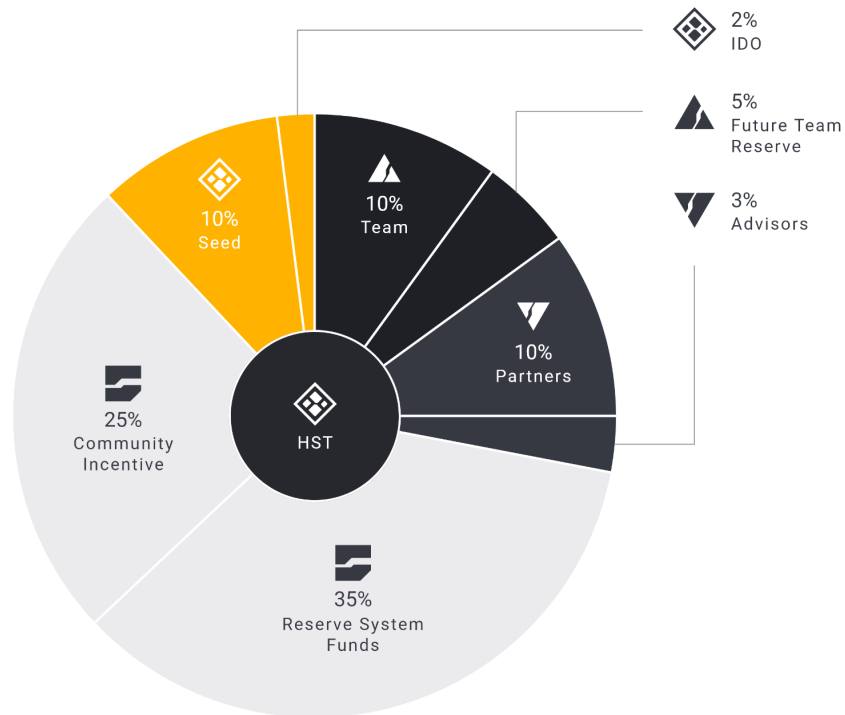
The architects and 3D artists who created their NFT collections within Homespace projects that meet our quality standards will receive rewards in tokens. Attracting eminent people who will provide us with the best of their work as an NFT will allow our project to receive many high-quality objects for our library and gain popularity among creative audiences worldwide.

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 tickets for a nominal value of 1000 USD in total for the first place and a certain amount of incentive tokens for the following areas. Rewards of this size will create a competitive situation in which creators will try to deliver their best products.

Bloggers. We aim to attract people from all over the world, not just 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.

Each user always has the opportunity to suggest ways to improve the system, ask questions in our chats, or write to the community manager.

4. Token Economics And Legal Part



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 the ecosystem pools, and use \$HST tokens as in-game currency in the future. The Tokens navigating within our system will be deployed by our developing company.

In addition to the regular token functions, we aim to deliver an immersive interactive experience with our ecosystem. For example, \$HST token will be used as an energy provider to our Artificial Intelligence copies and assistants, to pay for tickets in our in-game event, to cover salaries of in-game workers in different spheres, and much more.

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:

20% of all tokens will be reserved for the Homespace team members. Our project has lots of aspects that require many resources. All the team's tokens will be divided among our CEO, COO (chief operating officer), CTO (chief technical officer), CMO (chief marketing officer), Chief AI Developer, and other team members and vested for 2 years.

As our project will expand with time, we decided to reserve 10% of our tokens to distribute them to the most active contributors inside our team after 4 years of development.

10% of the supply of \$HST tokens will be given to partners in close cooperation. Our prior potential partners are AI developers and companies, designers, architects, etc.

5% of all tokens will be distributed among our core advisors who will help us to build a solid, strong, and high-quality product.

To speed up the early stage of development we are planning to arrange 3 private investment rounds with a timespan between them that divides the development progress into 3 phases. During the first private investment round, 1% of our tokens will be distributed among the investors. During the second private investment round, 9% of \$HST tokens will be distributed among the investors.

After creating the MVP version of our main products we are planning to make a public launch through launchpads. 2% of the total supply of the \$HST tokens will be allocated among public pre-sale participants.

18% of all project tokens will be reserved for rewarding outsource developers and active contributors to the project from the Homespace community. All rewards will be given under the conditions of signaling voting.

Homespace project wants to motivate community members to remain engaged by incentivizing community activity as participation in testing and using all new features of our products.

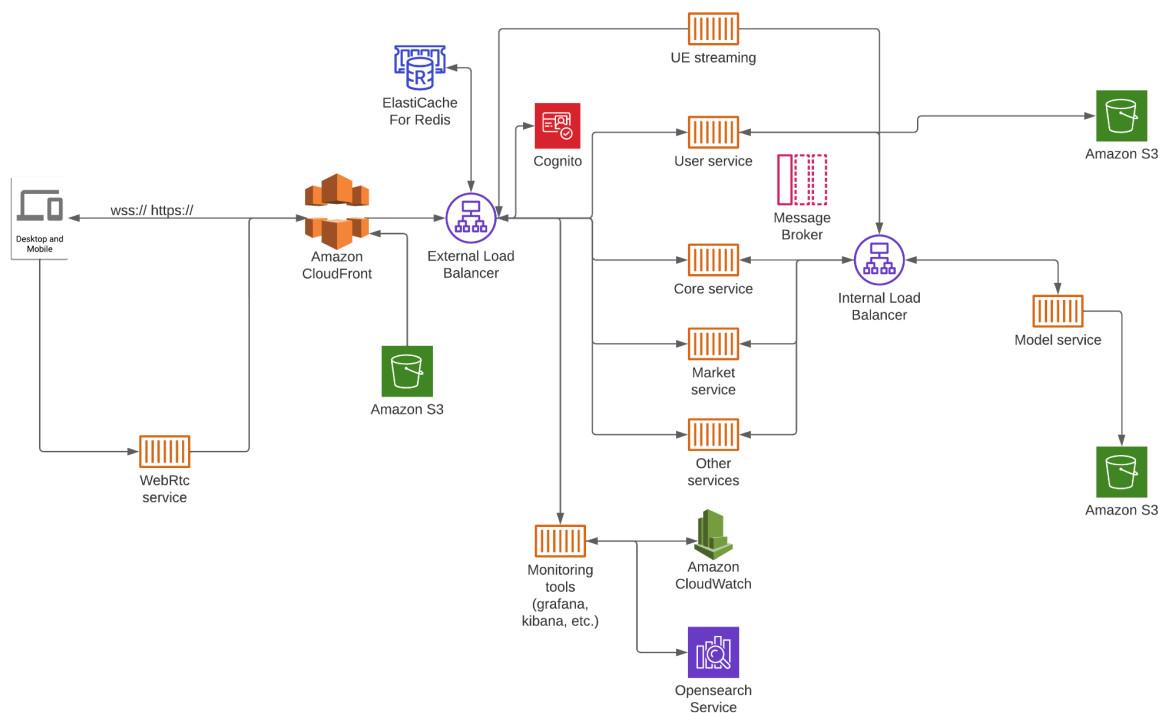
5. Technical Overview

Our goal is to achieve the highest quality rendering of Homespace on all devices. We will develop a standard PC client and a streaming service for the browsers providing a high-quality AAA picture that does not depend in any way on the default settings of the computer or the 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 (described in this capital) technologies for project implementation.

5.1. Architecture



Homespace's core services will be written in the Kotlin language. It will help us to develop quickly and produce maintainable code and reduce the number of possible problems. NodeJS would be used for some services as well. We will also use several NodeJS lambda functions for infrastructure maintenance 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 while integrating with native third party libraries.

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

The 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.

5.2. 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 user state updates.

5.3. 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 the 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 reduces 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 and CloudFront for caching data.

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

5.4. 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. An 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.

Our goal is to bring our user's visualizations to reality through our virtual world. The capabilities of our chosen engine 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 VR.

5.5. Open development tracking Principles

As part of the work of our company, we use the Agile methodology to 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.

5.6. Artificial Intelligence

What makes our AI the closest thing to natural Intelligence is our machine learning technologies. They give the AI the ability to understand and communicate with you organically by employing your already shared information.

Our technical stack includes Natural Language Processing techniques for semantic text analysis and text mining, GPT3 for text generation, Text-to-Speech tools, and MetaHuman technologies to make it possible. However, we also develop and carefully fine-tune custom algorithms to provide our users with individually tailored unique experiences.

Our plans for developing AI include teaming up with professional psychologists to build a complex emotional support system.

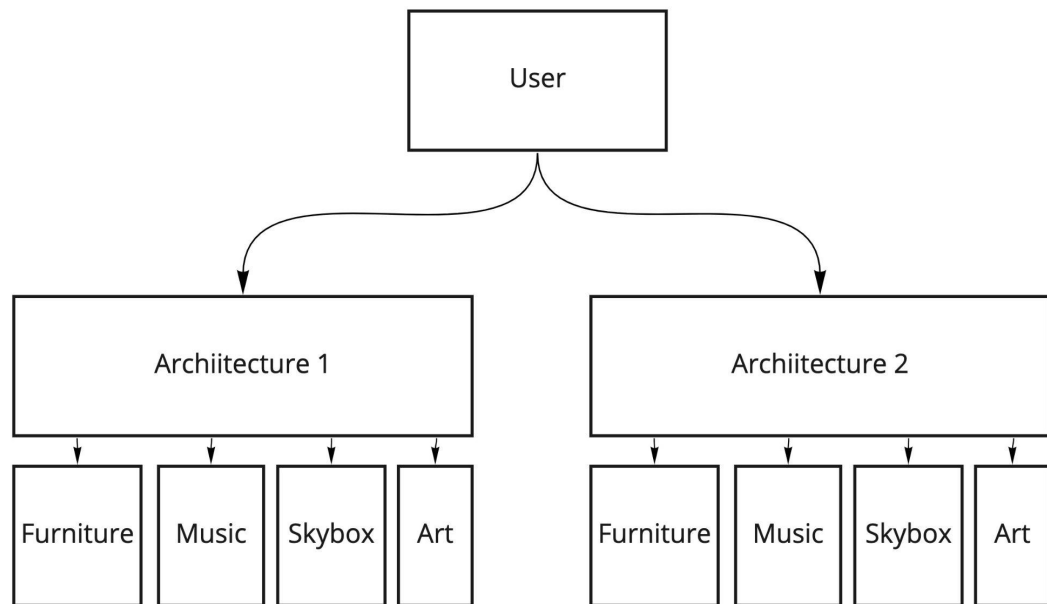
5.7. Blockchain

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).

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



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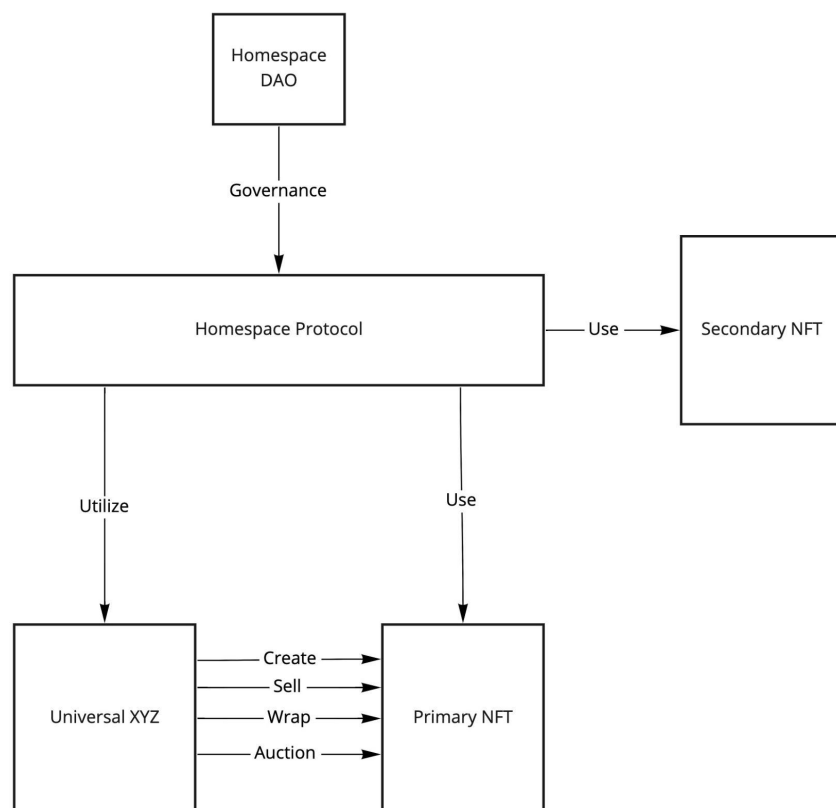
Homespace DAO (SafeSnap):

- 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

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



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5.8. NFTs

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.

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:

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

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.

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

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

6. Global Marketing Strategy

The primary goal of our marketing is to build a robust community of people who, in the future, would become decision-making central in Homespace DAO.

The central proposition of our marketing stands in an improved quality of virtual interaction, communication, learning, and fun. On the other hand, there are more promising opportunities for working and learning (in the future).

Homespace offers an answer to the need to explore by opening up the option to travel in virtual reality - digging into the hippie period, Paris during the revolution, outer space, or the underwater world. This includes the possibility to visit and experience any place and any time.

Target customer segments of Homespace:

- Game Industry
- DeFi & crypto-sphere users
- Developers & tech-enthusiasts
- Creators and designers of 2D / 3D assets
- **Next** - universities & schools
- **Later** - every owner of a computer

Our marketing communication message for several mentioned segments stands in the opportunity of trying something that the future stands on (what is future). Moreover, we offer an objective, which brings a sense of home, fulfillment, and happiness – improving lives, empowering self-development, business, and the excitement of unique emotions.

This message is accompanied by a slogan of a Homespace - "How you are home."

Our marketing aims to be holistic. In the early stages, we expect comprehensive support for our project from the already existing DeFi community & through our partners. Later we will focus on attracting people from other not-target segments through collaborations with other projects in other markets.

We will cooperate with influencers and bloggers to represent Homespace and serve as ambassadors on social media. As well as customers, they could become Citizens of Homespace and have a voting privilege in DeFi organizational structure.

Communication is made through social networks such as Instagram, Facebook, Twitter, Discord, YouTube, and others. Social networks are supplied with advertisements. Other steps are Search Engine Optimization and PPC advertising. The public relationship is processed mainly by Community management activities. Moreover, Homespace would participate in events & hackathons to make awareness of the brand higher.

5. Roadmap

2023 Q1

- Homespace Metasites Cases
- Avatars for users
- B2C Campaign
- TON Hackathon

2023 Q2

- HS.Meetings
- **IDO - June 2023**
- Metasites Development Program
- zkSyncCity
- Pre-sale of Assets

2023 Q3

- Asset Marketplace
- 60+ Metasites of Actual Partners
- K-pop Area
- AI Assistant for Meta Sites

2023 Q4

- Final version of Metabrowser
- Final Version of NFT Marketplace &
- Metasite Marketplace
- Final Version of DeFi District

2024

- **Metasite Builder**

6. Organization Structure

At Homespace, we are focused on creating an organizational structure that is a place for discussion. We believe that a combination of the different views and ideas of our team members can lead us to better opportunities for our company.

We have a flat organizational structure - the CEO takes on the role of product owner, which helps us realize his vision while Homespace administrators work in separate work groups.

A working group is the department of a separate part of the Homespace project, consisting of at least three people responsible for the same agendas as the scope of their job roles. Homespace shall expressly approve the establishment of a working group.

The working group could have a coordinator or an external advisor. The role of a coordinator is permanent and can be delegated to other team members depending on current goals. Anyone from a group can become a coordinator of the group. As well as anyone from the team can propose changes, with no dependency, if they are coordinators or not. The coordinator is responsible for facilitation and helps the group to find a final decision.

The classic scrum method is at the heart of the development process, but we tailor all procedures to current delivery needs. We believe that willingness for change is more important than sticking to the original plan. We know that people and interactions are more important than processes and tools.

Guided by these principles, we are on the path to creating a better product and environment for our team and users every day.

7. Team & Advisory Group

Name	Role	Linked-in
Timur Suleimanov	Founder	link
Nick Kovrigo	Co-founder	link
Nikita Mishchenko	Full Stack Developer	link
Aleksandra Pereverzeva	Artificial Intelligence Developer	link
Herman Tiumentsev	Artificial Intelligence Developer	link
Artyom Yutukov	Artificial Intelligence Developer	link
Aleksey Markin	Unreal Engine Developer	link
Igor Burdunin	Unreal Engine Developer	link
Nikita Mamontov	Unreal Engine Developer	NA ⁴
Vadim Feoktistov	Unreal Engine Developer	link
Darya Pavlova	3D Designer	NA
Anton Gimpel	Frontend Developer	link
Nikolay Polansky	DevOps, BE Developer	NA
Vladislav Levin	Business Developer	link
Darya Maltseva	Marketing Specialist	link
Jamilya Mamelyanova	Marketing Specialist	link
Julia Snezhik	Designer	link

⁴ NA - not available

Kateryna Bohun	Project Manager	link
Egor Terno	Community Manager	link
Pavel Rybalchenko	Customer Research	link
Aleksandr Shakhov	Composer, Sound Designer	link
Ashot Karapetian	Architect	NA ⁵

Advisory Group:

Name	Role	Linked-in
Ali Nuraldin	Core contributor & Co-founder at Opium.Team	link
Riccardo Biosas	Security engineer at Procore prev. Opium Finance & Livepeer	link
Roman Vlasov	Vlasov Roman Architecture and Design	link
Aleksei Zaikov	Producer	NA
Iui Sin Iu Sofia	Producer	NA

⁵ NA - not available

8. 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.

Epilogue

As the era of artificial intelligence and new age tech advances, we are facing the loss of traditional boundaries and restrictions in how we approach communication. With the AI integrating into our life, we have advanced to extending our understanding of reality where we are now no longer restricted by physical constraints in the way we approach our experience. We are attempting to be one of the pioneers of the development in the Metaverse-like projects which has the potential to overtake what we know as normal internet today.

As our understanding and interaction with AI emerges, we have more opportunities at our disposal that were never accessible earlier. From a teacher online to creating the worlds that a man has not walked to before, we can now be our own moderators for our experience of life.

Inspired by global trends, Homespace Network is building its own path to improving individual experiences. Homespace sets the bar high and aims to create a photorealistic extension of real life that users would proudly call their second Home. Or maybe even their first?

"Homespace is not just a project, it is our dream of a better world".

Timur Suleimanov, Founder



You are home now.

Compiled, written, and edited by Timur Suleimanov, Nikita Kovrigo, Ali Nuraldin, Nikita Mishchenko, Egor Terno, Kateryna Bohun, and Alice Gilman.

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