

	Resource	Notes for guidance
<b>General</b>		
Small project description		<ul style="list-style-type: none"> <li>- General article, eg Blog article</li> <li>- What makes this Coin different. Aim of the network/blockchain</li> </ul>
Consensus		<ul style="list-style-type: none"> <li>- How the network achieves consensus</li> </ul>
<b>User level</b>		
Account information		<ul style="list-style-type: none"> <li>- Creation cost</li> <li>- Minimum balance for a transaction (Base reserve), if any</li> <li>- Minimum balance for voting, if any</li> </ul>
Fee management		<ul style="list-style-type: none"> <li>- Estimated or precise Transaction cost</li> <li>- Special cases, if any, eg for grouped transactions</li> </ul>
Rewards		<ul style="list-style-type: none"> <li>- Conditions to receive rewards</li> <li>- How they are calculated</li> </ul>
<b>Specific Features</b>		
Support for other non-Native Assets		
Staking		
Specific coin terminology		
Other Coin Features		
<b>Low Level</b>		
Address serialization		
Derivation paths		<ul style="list-style-type: none"> <li>- Standard used in industry, based on BIP 44</li> <li>- List all third-party wallets that support the Coin, and which are compatible with Nano</li> <li>- All Derivation Paths used in third-party wallets</li> </ul>
Building transactions		<ul style="list-style-type: none"> <li>- Transaction content</li> <li>- Unsigned transaction format</li> <li>- Transaction format for broadcast</li> </ul>
Curve/signing algorithm(s)		<ul style="list-style-type: none"> <li>- How the transactions are signed</li> <li>- What curves are used</li> <li>- Is there a specific algorithm used</li> </ul>
Signing a transaction		
<b>External Resources</b>		
Blockchain explorer		<ul style="list-style-type: none"> <li>- List the various solutions for the blockchain explorer</li> <li>- Give priority to standard solutions</li> <li>- Then list those created by the Coin community</li> </ul>
Node source code		
Clients source code		<ul style="list-style-type: none"> <li>- Official client RPC</li> </ul>
Third-party source code		<ul style="list-style-type: none"> <li>- If available. Third-party clients usually use an SDK internally. It can be used as a basis.</li> </ul>
SDKs		<ul style="list-style-type: none"> <li>- In certain cases, SDKs can do away with LibCore Integration (in whole or in part) and can be used directly in Live or in Vault.</li> <li>- Eg an SDK can be for address serialisation, or to communicate with an explorer to index blocks.</li> </ul>