WOXH

Woxh is a game streaming platform based on the blockchain. It uses the peer-to-peer protocol similar to IPFS and Bittorrent File Sharing (BTFS) utilized by Dlive.

Woxh aims to use the blockchain to provide a secure, decentralized and flexible platform upon which a variety of games can be streamed.

Problems With Traditional Game Streaming Platforms

Game streaming requires significant infrastructure for the services to work as intended, including data centers and server farms for running the games, and high-bandwidth internet connections with low latency for delivering the streams to users. The network infrastructure required to make game streaming feasible was, for many years, not available in most geographic areas, or unavailable to consumer markets. Due to their dependency on high-quality streaming video, the ability to use a service regularly may also be limited by data caps enforced by some internet service provider.

A major factor in the quality of a game streaming service is latency, as the amount of delay between the user's inputs and when they take effect can affect gameplay — especially in fast-paced games dependent on precise inputs (such as first-person shooter and fighting games).

Depending on the service you select, traditional game streaming platform limits the types of games you can play.

Most importantly, however, is the effect data caps will have on your ability to use game streaming services. With Stadia specifically, those with a 1TB monthly data cap

will use up their entire allotted data in 65 hours of 4k gameplay. Data caps are very common in the United States, and though unlimited plans are available for cellular usage, the speeds available aren't always going to give you the same quality as a home Wi-Fi connection.

One of the major drawbacks to traditional game streaming is the concept of game ownership. Despite Google's commitment to "Stadia as a platform" and the ability to purchase individual games through the service, there is no guarantee it will last forever. Because you are streaming the games instead of downloading them, losing access to Stadia means losing access to all of the games you bought.

The most obvious and the most popular threat to the traditional game streaming industry is the distributed denial of service (DDoS) attack. The user account and saved games are stored in the cloud. So with the service down, it would be impossible to play any game. These attacks are executed directly to the game servers.

In summary, Woxh aims to solve the problem of:

- Lack of data centers and servers in some geographical area
- Need for high-bandwidth internet connection
- Insufficient data caps
- Game ownership
- Distributed denial of service (DDOS)

using the blockchain technology.

WOXH TOKENOMICS

NAME: Woxh Token

TOTAL SUPPLY: 100 Million WXT

DECIMAL: 18

SYMBOL: WXT

TAX: 10%

TEAM: 10%

MARKETING WALLET: 5% of Total Supply

DEV WALLET: 10% of Total Supply

PRIVATE PRESALE: 8% of Total Supply

PUBLIC PRESALE: 12% of Total Supply

WOXH TAX BREAKDOWN

HODLERS: 3% of Tax Fee

LIQUIDITY: 4% of Tax Fee

MARKETING: 3% of Tax Fee
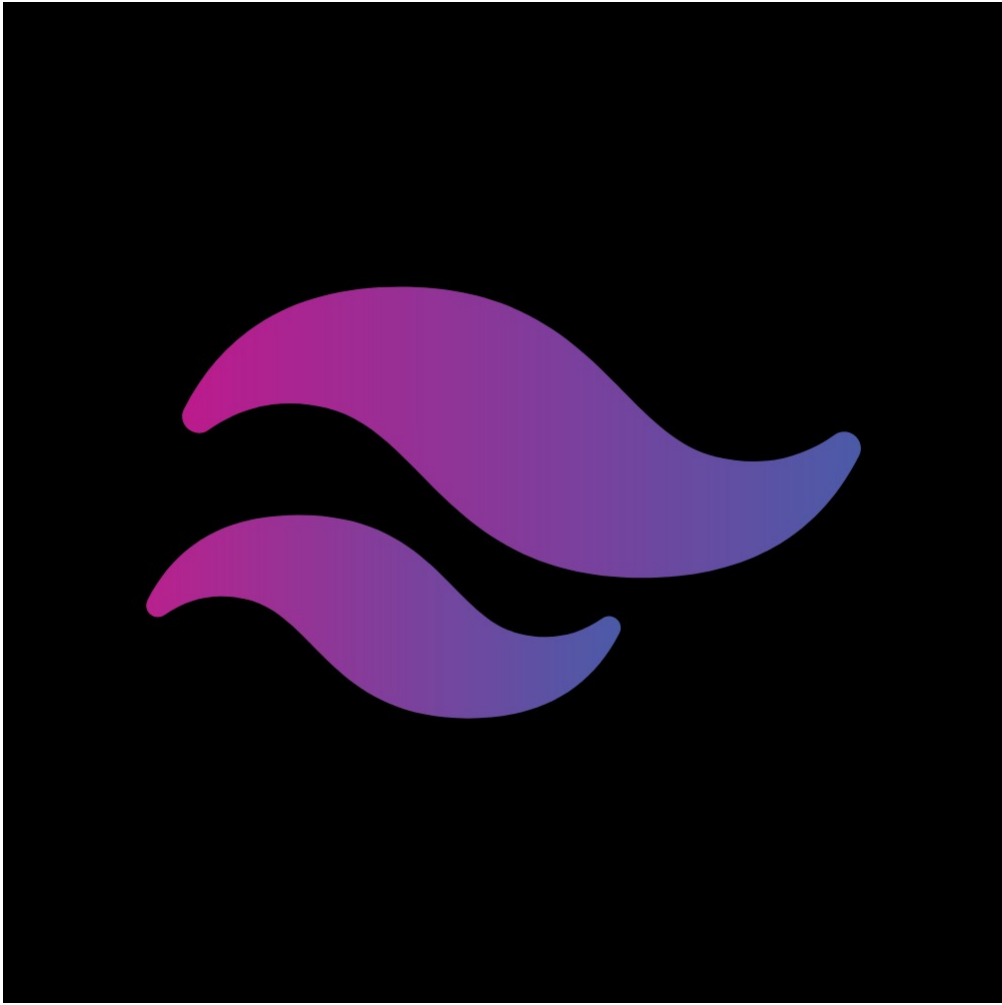
WOXH ROADMAP

Q1 2022

- Launch of Website
- Launch of Socials (Telegram, Discord, Twitter and Instagram)
- Techrate Smart Contract Audit
- Private Presale
- Public Presale
- Liquidity

Q2 2022

- CertiK Smart Contract Audit

- Listing on DEXes

- Listing on Coinmarketcap

- Listing on Coingecko

- Listing on CEXes

Q3 2022

- Marketing

- Bridges (Eth, Matic, Sol etc)

- Staking

- Launch of Woxh

WOXH