worldmobilecoin
new gen. cryptocurrency

https://www.worldmobilecoin.com

World Mobile Coin | White Paper V1

ABSTRACT:

World Mobile Coin (WMCC) is flexible cryptocurrency with approach of new algorithm - Proof of Presence (PoP). WMCC is aiming to be a new leading of the world cryptocurrency. A new concept that will be changing the blockchain work method. Now, most of current cryptocurrencies using PoW or PoS or both that consume too much power. We will use new work method that consume less power or no power. No more power waste, no more expensive hardware. The only people need only a device either mobile phone or even old pc to join the network.

Fair Distributions

No more power race. All stages will get fair chances to get the coins. WMCC is aiming to distribute the coins to all that contribute for network. No double standard. Every effort that made will gain the coins.

Global Use

WMCC do not limit the using of coins in certain usage only. We are planning to develop many platforms to encourage the usage of WMCC. From online store, game portal, ticket booking, trading or even NFC's integration in the future. Your mobile will become your bank.

Secure

WMCC will add new extra layer of security for coins and wallet. Extra encryption to make all transaction more safe, feasible and become more secure.

TABLE OF CONTENTS

1.0 INTODUCTION

The main idea of WMCC is to produce a new concept of digital currency that easy to use, fair to all party, fast transaction validation, more secure and fit on most devices.

In development of WMCC, we are considering two main classes of online users:

- Consumer – web user, buyer, investor, miner, etc.
- Developer – web developer, trading developer, seller, etc.

1.1 Consumer

Most of consumers are considered as normal user. Most of them are lack of knowledge in coding or programming. But one thing for sure, they want easy to use UI and secure. Here, WMCC are trying to give a simple UI for these users. With one click installation, they are ready to use WMCC as a network contributor, no need to download other extension, no more complicated setting or waiting too long for synchronize in their device (mobile and desktop).

Another advantage of WMCC is user can mine using both devices mobile and desktop, however to be a server/node, only available for desktop. Server also easy to setup, user just assign their IP and open port to become one of network server/node (just configure in UI). For web user integration, we will release friendly RESTFul API that can be integrated in website development (our future planning and development).

1.2 Developer

For the developers we will release open source WMCC Exchanger Framework in PHP that allows communication between WMCC Core with WMCC Provider Services and be embedded in WMCC Core.

For web-based application, we will release RESTFul API that can be integrated with WMCC Core. We will create a website to distribute all these sources.

We also will release WMCC Core source code and documentations that contains detail of protocols, data structures, networks, algorithms and any related to WMCC Core for developer to code in any program language, once we considered WMCC's Network is established.

1.3 Development Phases

In development stages, we divided into 3 phases to facilitate the development processes:

- Phase 1 – Pre-release;
- Phase 2 – Post-release;
- Phase 3 – WMCC's Expansion.

Next two sections explaining all phases generally, technical details will cover in Phase 2 and Phase 3.

2.0 WMCC PROJECT

2.1 Work Breakdown Structure

WMCC PROJECT

Phase 1: Pre-Release
WMCoin <vice versa> WMCoin

Develop WMCC Core:

- Node/Client Application Program
- Platform: Windows, MacOS, Linux, Android, IOS

Develop Block Explorer

Phase 2 - Post-Release
WMCoin <vice versa> Currency/Goods/Services

Develop WMCC Provider Services:

- WMCC Exchanger to Buy/Sell WMCoin with Local Currency (WMCoin <> Currency)
- WMCC Web-based to integrate with web-based applications (WMCoin <> Goods/Services)

Provide RESTFul, API and documentations of WMCC Provider Services for developer

Phase 3 - WMCC Expansion
Target: Can be used globally as Standard Protocol

Release WMCC Core source code (on stable network)

Provide documentation of WMCC Core (protocols, algoritms, networks, functions, etc.) in pseudocode for developer

Develop plugins for common PHP Framework

2.2 WMCC Core

WMCC is a new generation cryptocurrency consist of three fundamental parts which are WMCC Core, WMCC Exchanger and WMCC Web-base. At the preliminary stage of WMCC project, we're focusing on the development of WMCC Core as base of the network.

There are two types of WMCC Core application program called WMCC Node and WMCC Client. The diagram below illustrates the connection between applications:

WMCC Core Network Diagram

WMCC Core Network

Legend:

- WMCC Node
- WMCC Client
- WMCC Open Ledger
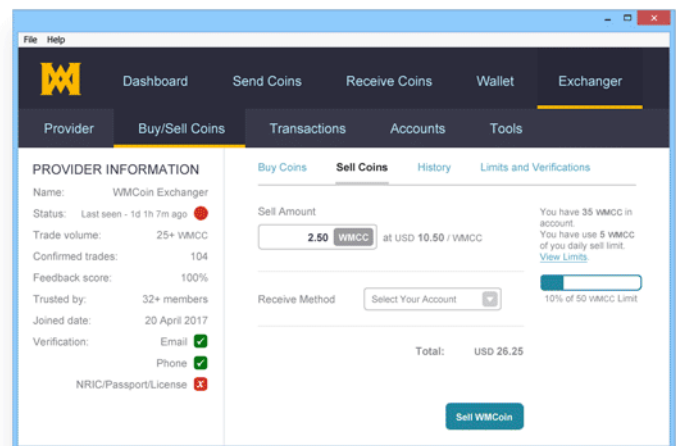- Node <> Node
- Node <> Client
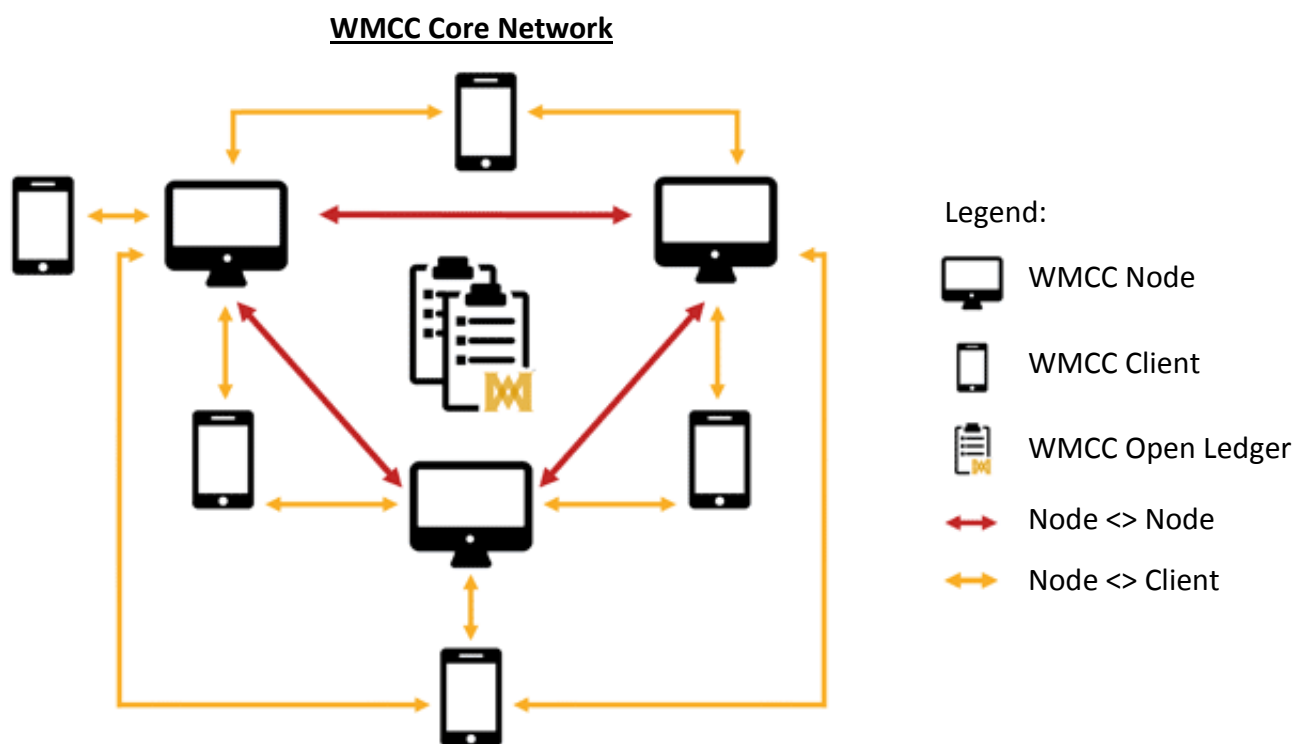
2.3 Node & Client Application

WMCC node and client application program have a lot of similarity in their basic functions as described:

- Create and store address in wallet;
- Sign and verify new transaction;
- Validate incoming transaction;
- Validate and store valid block/s;
- Buy or sell WMCoin (Future Plan);

What different between these two applications is node must be able open their port for public in order to receive incoming connection from clients. Thus, node needs to announce their IP and Port to another nodes and clients for data, transaction and block distribution and synchronize the network. In additional, node acts as client to another node.

Sample of Proposal: **WMCC Core Desktop Interface**
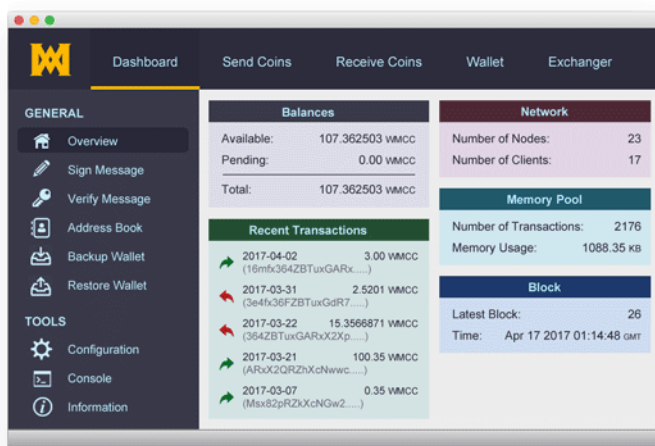
Sample of Proposal: WMCC Core Mobile Interface

DASHBOARD

OVERVIEW

BALANCES   WMCC

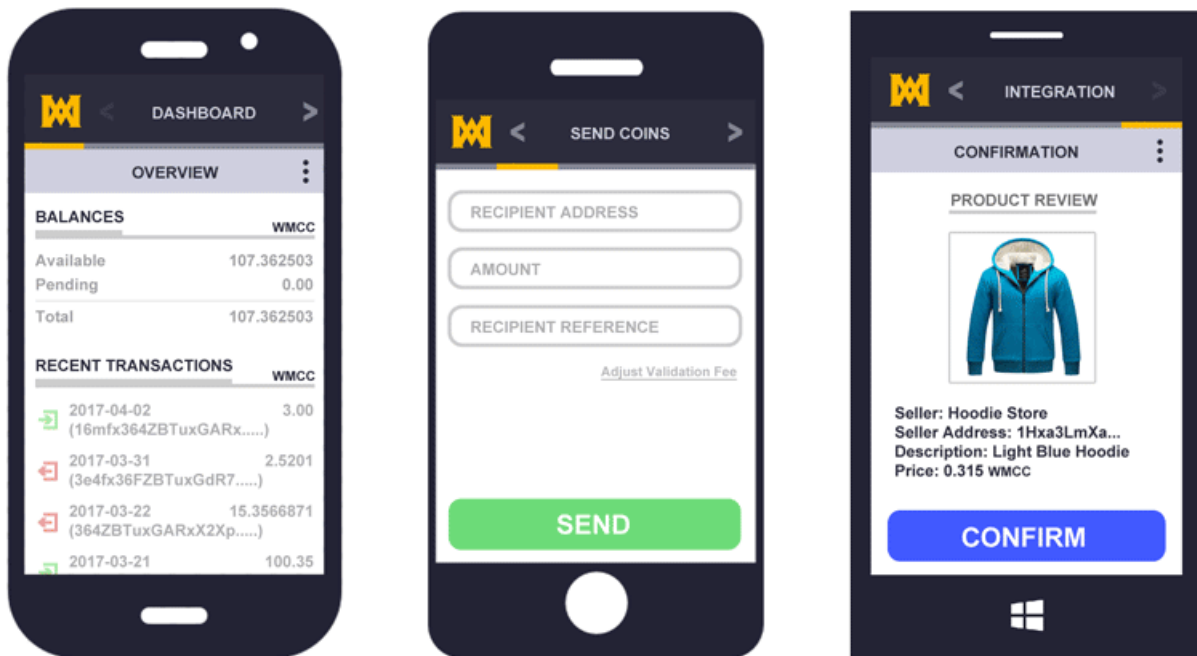Available   107.362503
Pending   0.00

Total   107.362503

RECENT TRANSACTIONS   WMCC

2017-04-02   3.00
(16mfx364ZBTuxGARx.....)

2017-03-31   2.5201
(3e4fx36FZBTuxGdR7.....)

2017-03-22   15.3566871
(364ZBTuxGARxX2Xp.....)

2017-03-21   100.35

SEND COINS

RECIPIENT ADDRESS

AMOUNT

RECIPIENT REFERENCE

Adjust Validation Fee

SEND

INTEGRATION

CONFIRMATION

PRODUCT REVIEW

Seller: Hoodie Store
Seller Address: 1Hxa3LmXa...
Description: Light Blue Hoodie
Price: 0.315 WMCC

CONFIRM

2.4 Reward and fee

Node also have additional task to pick up unvalidated/new transactions from clients and sign, distribute to another client for validation. Then client distribute validated transactions to nodes.

Node which met requirements, by using our *presence-hash algorithm*, will be declared as the reward owner. New block will generate exactly in every 10 minutes.

Client who did the validation, and been included in new generated block will receive transaction validation fee. Node who signed that transaction will receive small percentage of transaction validation fee.

3.0 POST DEVELOPMENTS

Our first planning after WMCC Core application released is working on exchanger and web-based integration. We will embed WMCC Provider Services in core application to allow intercommunication between cores and providers. For expansion, such as WMCC Core open source, trading platform, NFC technology, etc., we will describe later.

3.1 WMCC Provider Services

WMCC Provider Services basically include two roles. First, as an exchanger provider's to trade WMCoin with local currency. Provider must have access to receive/send money from/to WMCoin buyer/seller such as National bank transfer, Moneygram, International Wire (SWIFT), etc. Second, as web-based integration provider's to handle all incoming web-based transactions.

Provider is a user whose want to manage services either for exchanger or web integration. In order to provide their services, provider must meet certain standard requirements. Provider has right to control over their operations such as agreement, term and condition, services fee, rules, guideline, etc.

Because WMCC is decentralized cryptocurrency, we are only able to put guides in choosing the right provider and give some basic information about them.

3.2 WMCC Exchanger

Here we briefly describe the WMCC Exchanger trading process. To protect trading, we will use Escrow system.

First, provider must create Exchanger wallet, fill the basic information about their trading.

To sell WMCoin, provider must fund to Exchanger wallet the amount of WMCoin they are willing to trade and fill trade instructions such as the selling price, expiration date, trading limit, payment methods, etc.

Providers store the information into their system and advertise the selling offer to the network. Buyer will see the list of offer from provider.

Once buyer opens a trade, the amount of WMCoin for the trade is automatically reserved from the provider's Exchanger wallet to escrow (buyer pick one arbitrator from list given or skip if they want).

Buyers follow through trade instructions. Selected arbitrator will send notification via e-mail or SMS or other options that arbitrator provided, to the provider.

Once the buyer has paid and marked payment as completed, arbitrator once again send notification, ditto, to provider to inform that the trade has been paid.

When provider confirmed had received the payment, they just need to press payment received button. If provider refuse to release the payment, then here the arbitrator take part to resolve the dispute.

Finally, the buyer will leave feedback score for provider and/or arbitrator. Similar processes apply to advertise buying offer to the network.

3.3 WMCC Web-based

By integrating WMCC Core and WMCC Web-based, web-based applications are able to handle the transaction via provider:

Sample of Proposal: **WMCC Core – WMCC Web-based Integration**
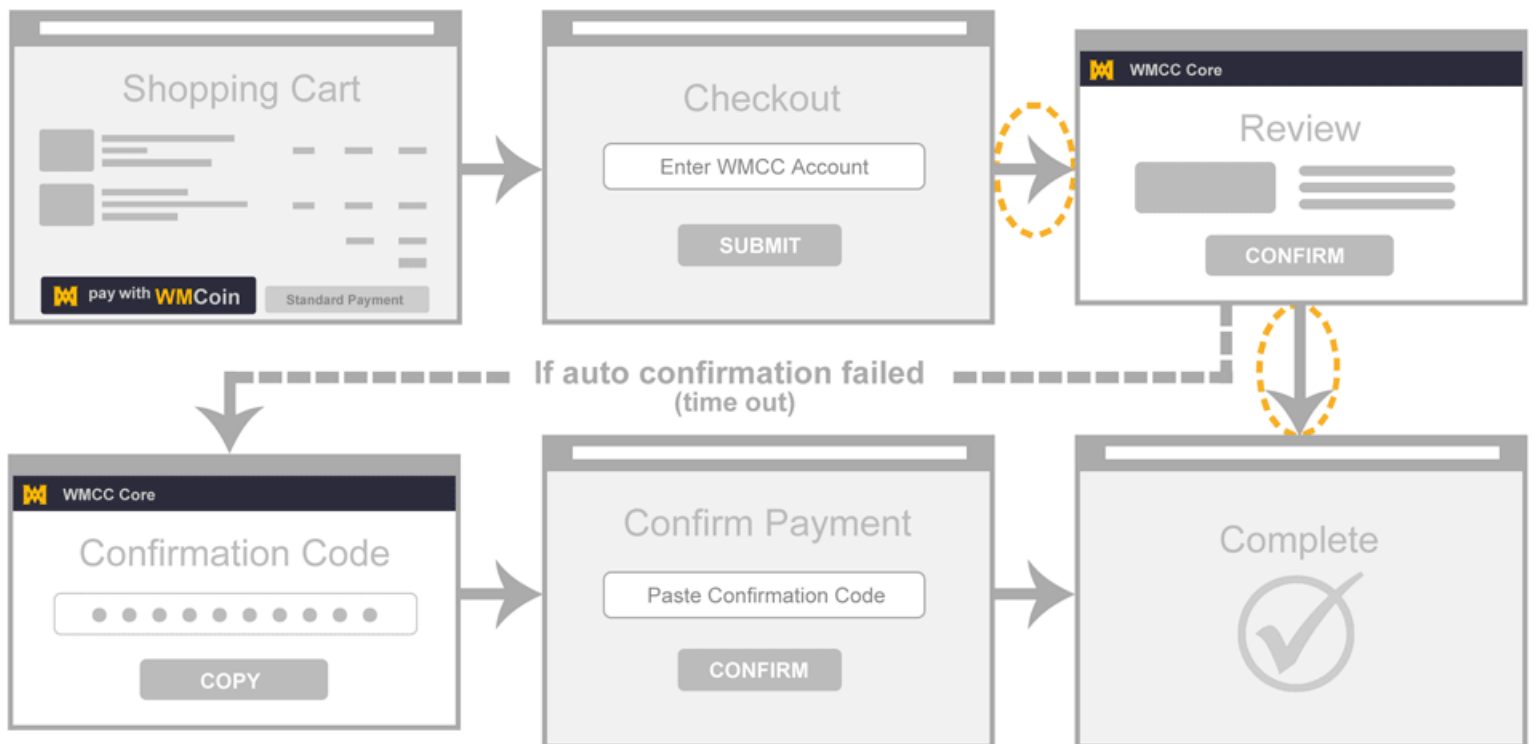
Legend:

WMCC Web-based Provider

WMCC Web-based is also protected by escrow, which provider is acting as arbitrator. Once payment complete, buyer and seller and/or provider still have contract based on their agreement.

3.4 WMCC Expansion

In future, we are planning many WMCC's integrations for usage of WMCoins. We will release as open source's projects to developer and individual use. This will include plugins for web base open source integration like Wordpress, Joomla, pHpBB, PrestaShop, OpenCart and many more.

This will not only limit to web base plugin projects, WMCC also will release own open source currency exchanger and trading platform. We will consider of using WMCoins as base currency for this exchanger and trading platform. In our effort to spread the usage of WMCoins, we will conduct a website to developer community, we will try to provide as many as we can any requirement that developer's need to improve and expand WMCC network.

As we can see, the growth of technology is fast. Our team will monitor and we will try to release any integration that be suitable for current situation so we do not stuck even technology become more advance in the future. As we can see, end of year 2016 the NFC technology being used wisely. We are also aiming to integrate our WMCC with this convenient technology.

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4.0 PROBLEM - SOLUTION

Most of cryptocurrencies consume a lot of power for mining purpose. These power consumption increase by difficulty. Means more power are needed in the future.

PROBLEM

SOLUTION

With WMCC we will use new algorithm that no need power for mining. No more power waste and no more to expanse on expensive hardware.

As we can see to setting up a miner/server for cryptocurrency is quite complex for average user. Without knowledge of network and coding it's hard for user to setup their miner/rig/server.

PROBLEM

SOLUTION

WMCC will provide easy use UI for average user to start their own miner/server/rig with one click installation then they are ready to use. With this advantage, we will encourage global usage of WMCC. More users more, more usage will make WMCC more valuable in the future.

Limited coins will be reproduced by other cryptocurrencies with difficulty increase more hard to get coins.

PROBLEM

SOLUTION

For WMCC work ecosystem. There are no limited coins can be reproduced by WMCC networks. With stable and consistent generated coins, all people will have fair chance to get their coins.

As we concern, there is no cryptocurrency can be mined using mobile phone, there are only desktop options.

PROBLEM

SOLUTION

WMCC will be the first cryptocurrecy that can be mined using mobile phone. WMCC will be new revolution for cyrptocurrency mining process.

5.0 POTENTIAL

5.1 Growth of Internet User

INTERNET USAGE STATISTIC
The Internet Big Picture

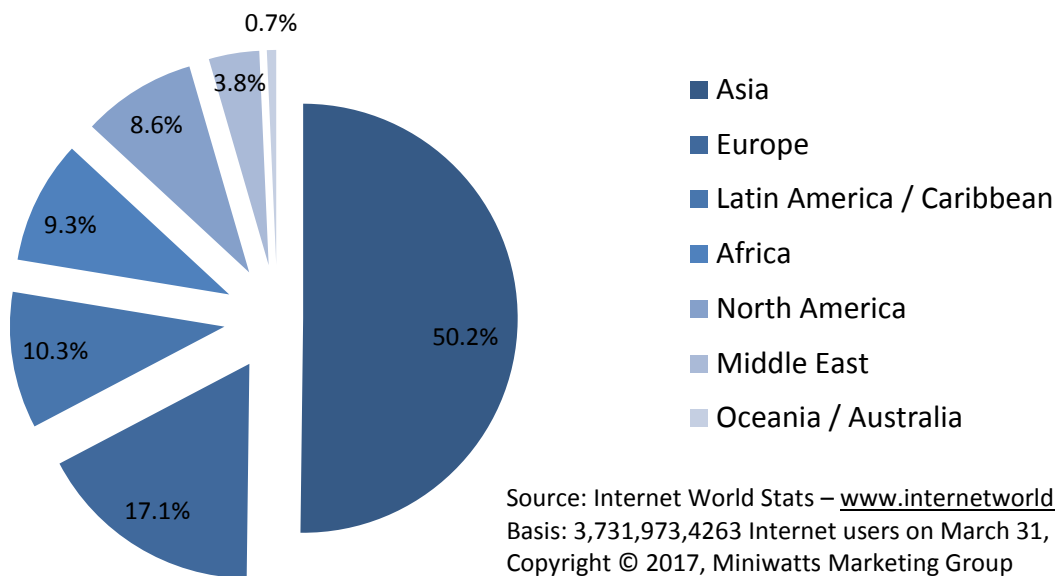### World Internet Users and 2017 Population Stats

WORLD INTERNET USAGE AND POPULATION STATISTICS MARCH 25, 2017 - Update						
World Regions	Population (2017 Est.)	Population % of World	Internet Users 31 Mar 2017	Penetration Rate (% Pop.)	Growth 2000-2017	Users % Table
Africa	1,246,504,865	16.6 %	345,676,501	27.7 %	7,557.2%	9.3 %
Asia	4,148,177,672	55.2 %	1,873,856,654	45.2 %	1,539.4%	50.2 %
Europe	822,710,362	10.9 %	636,971,824	77.4 %	506.1%	17.1 %
Latin America / Caribbean	647,604,645	8.6 %	385,919,382	59.6 %	2,035.8%	10.3 %
Middle East	250,327,574	3.3 %	141,931,765	56.7 %	4,220.9%	3.8 %
North America	363,224,006	4.8 %	320,068,243	88.1 %	196.1%	8.6 %
Oceania / Australia	40,479,846	0.5 %	27,549,054	68.1 %	261.5%	0.7 %
WORLD TOTAL	7,519,028,970	100.0 %	3,731,973,423	49.6 %	933.8%	100.0 %

NOTES: (1) Internet Usage and World Population Statistics updated as of March 30, 2017. (2) CLICK on each world region name for detailed regional usage information. (3) Demographic (Population) numbers are based on data from the United Nations - Population Division. (4) Internet usage information comes from data published by Nielsen Online, by ITU, the International Telecommunications Union, by GfK, by local ICT Regulators and other reliable sources. (5) For definitions, navigation help and disclaimers, please refer to the Site Surfing Guide. (6) Information in this site may be cited, giving the due credit and placing a link back to www.internetworldstats.com. Copyright © 2017, Miniwatts Marketing Group. All rights reserved worldwide.

Internet Users in the World by Regions - March 25, 2017

0.7%

3.8%

8.6%

9.3%

10.3%

17.1%

50.2%

- Asia
- Europe
- Latin America / Caribbean
- Africa
- North America
- Middle East
- Oceania / Australia

Source: Internet World Stats – www.internetworldstats.com/stats.htm
Basis: 3,731,973,4263 Internet users on March 31, 2017
Copyright © 2017, Miniwatts Marketing Group

Internet Users in the World by Geographic Regions - March 25, 2017
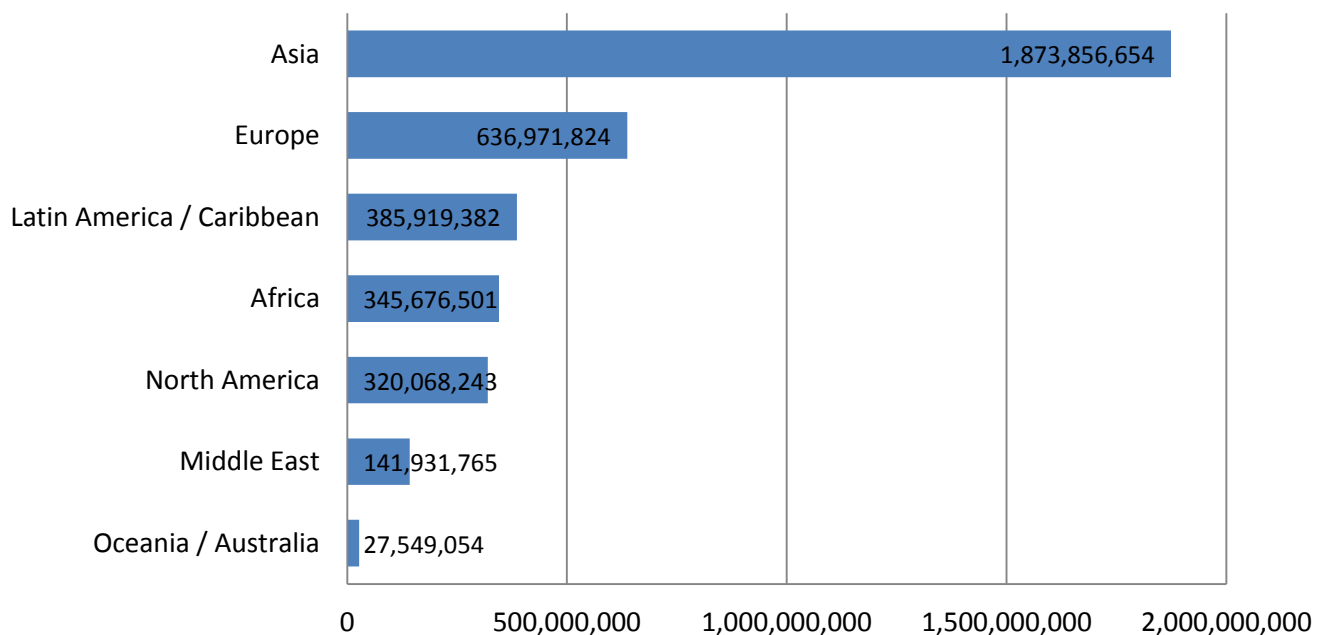
Region	Users
Asia	1,873,856,654
Europe	636,971,824
Latin America / Caribbean	385,919,382
Africa	345,676,501
North America	320,068,243
Middle East	141,931,765
Oceania / Australia	27,549,054

0   500,000,000   1,000,000,000   1,500,000,000   2,000,000,000

Source: Internet World Stats – www.internetworldstats.com/stats.htm
Basis: 3,731,973,4263 Internet users estimated for March 31, 2017
Copyright © 2017, Miniwatts Marketing Group

5.2 Growth of Mobile Usage

Global Mobile vs. Desktop Internet User Projection

Source: Morgan Stanley Research
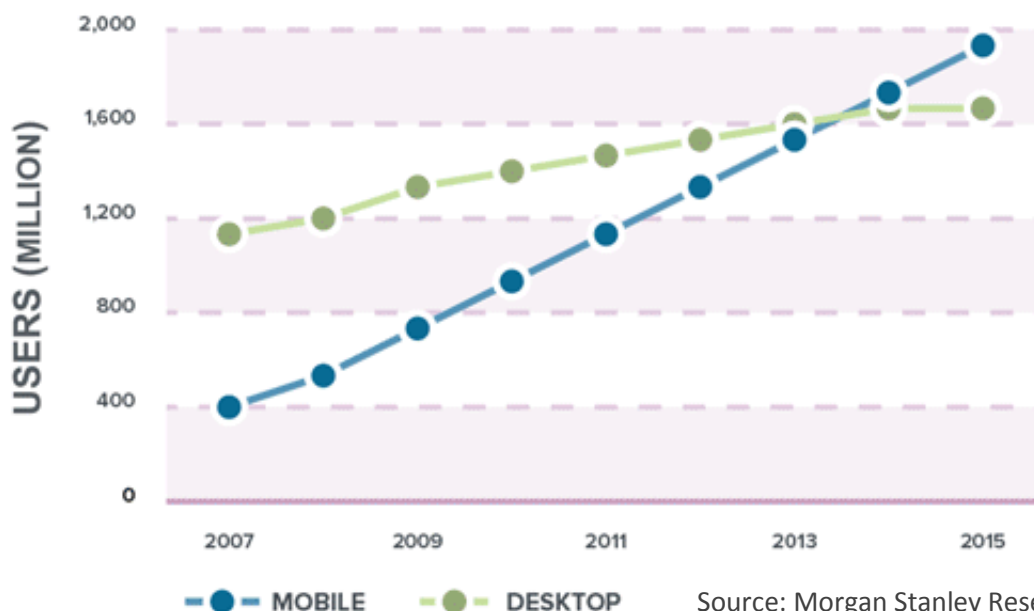
Search is the most common starting point for mobile research

48% Start on Search Engines

42% Automotive
41% Home & Garden
38% Apparel & Beauty

33% Start on Branded Websites

31% Finance
31% Apparel & Beauty
27% Automotive

26% Start on Branded Apps

36% Finance
22% Electronics
21% Apparel & Beauty

Time Spent per Adult User per Day with Digital Media, USA, 2008 – 2015YTD
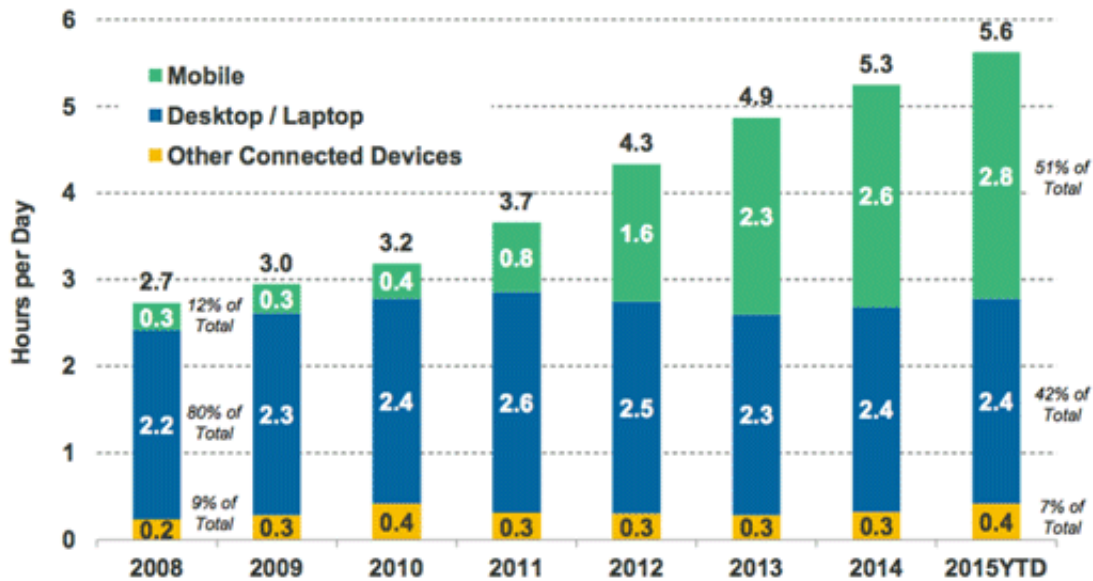
Source: eMarketer 9/14 (2008-2010), eMarketer 4/15 (2011-2015) Note: Other connected devices include OTT and game consoles. Mobile includes smartphone and tablet. Usage includes both home and work. Ages 18+; time spent with each medium includes all time spent with that medium, regardless of multitasking.

Percentage of Time Spent in Media vs. Advertising Spending, USA, 2014
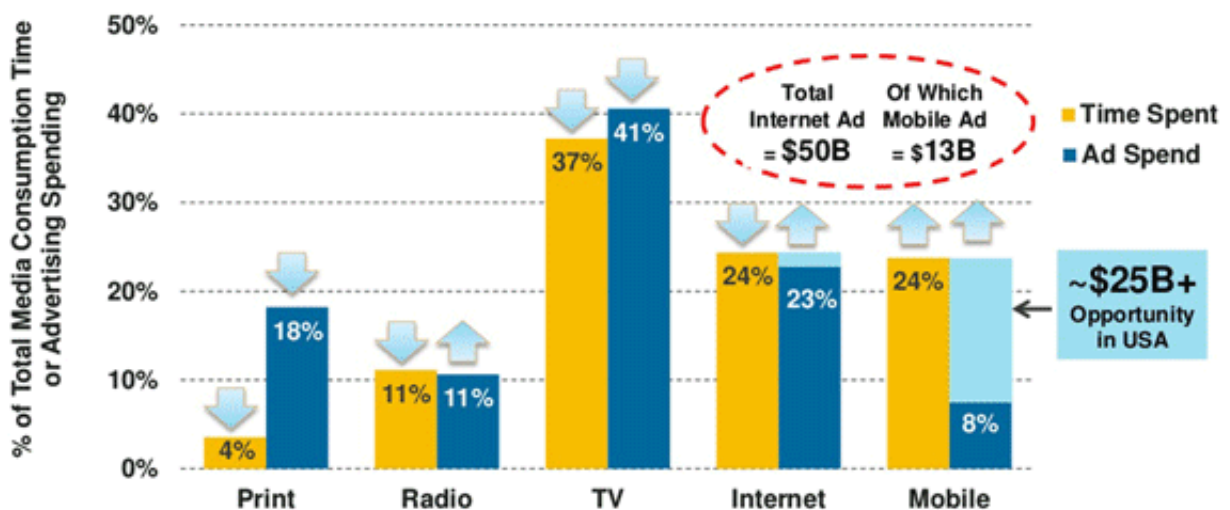
Source: Advertising spend based on IAB data for full year 2014. Print includes newspaper and magazine. ~$25B+ opportunity calculated assuming Mobile ad spend share equal its respective time spent share. Time spent share data based on eMarketer 4/14 (adjusted to exclude outdoors / classified media spend). Arrows denote Y/Y shift in percent share

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Availability and Personal Use of Devices, 2016

Proportion (%) of all respondents

Smartphone: UK 72%, FRA 77%, GER 78%, ITA 89%, USA 68%, JPN 72%, AUS 78%, ESP 87%, SWE 81%

Tablet: UK 60%, FRA 50%, GER 49%, ITA 63%, USA 49%, JPN 34%, AUS 56%, ESP 64%, SWE 57%

Laptop: UK 78%, FRA 79%, GER 75%, ITA 74%, USA 69%, JPN 61%, AUS 76%, ESP 70%, SWE 70%

Desktop: UK 53%, FRA 58%, GER 63%, ITA 63%, USA 61%, JPN 51%, AUS 61%, SWE 69%

Legend: UK, FRA, GER, ITA, USA, JPN, AUS, ESP, SWE
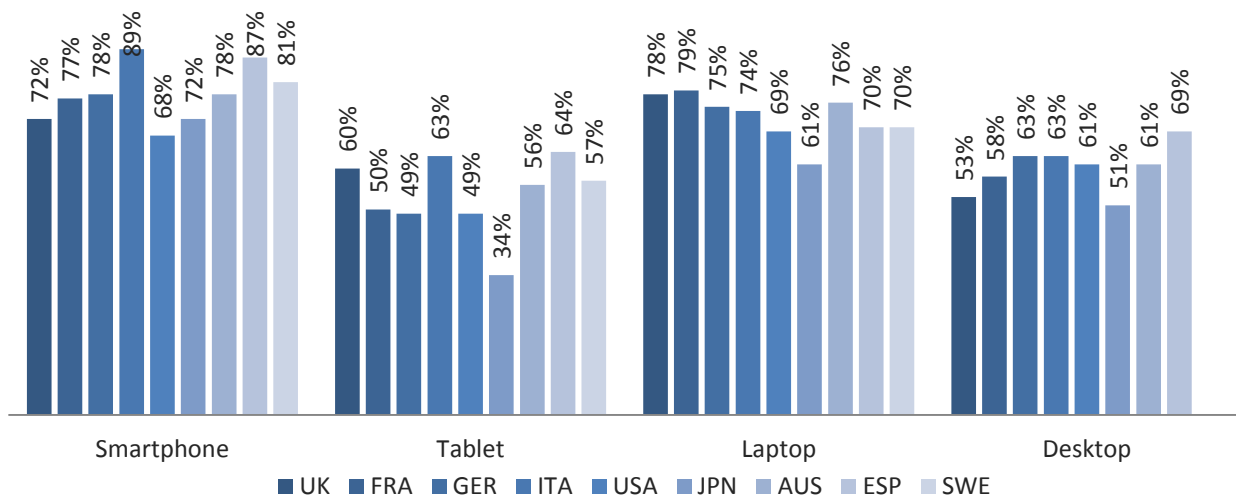
Source: Ofcom consumer research, October 2016
Base: All respondents, UK=1000, FRA=1008, GER=1010, ITA=1032, USA=1016, JPN=1011, AUS=1007, ESP=1016, SWE=1000
Q.3a Which of the following devices do you have in your home? (tablet, laptop, desktop)
Q.4a Which of the following devices do you personally use either at home or elsewheere? (smartpone)

Breakdown of Time Spent on Mobile Devices

10% BROWSER — 90% APPS

Facebook 19% | Messaging/Social 12% | YouTube 3% | Entertainment 17% | Gaming 15% | Utilites 8% | Productivity 4% | News 2% | Others 10% | Safari 6% | Chrome 4%

3 HOURS 40 MINUTES

Source: Flurry Analytics, comScore, Pandora, Facebook, NetMarketShare. Note: US Jun 2015

5.3 Growth of Cashless User

Estimated Percentage of Cashless Country

Estimated Percentage of Consumer Payment Transactions Done Using Non-Cash Methods

Country	%		Country	%
Singapore	61%		UAE	8%
Netherlands	60%		Taiwan	6%
Sweden	59%		Italy	6%
France	59%		South Africa	6%
Canada	57%		Poland	5%
Belgium	56%		Russia	4%
United Kingdom	52%		Mexico	4%
USA	45%		Greece	2%
Australia	35%		Colombia	2%
Germany	33%		India	2%
South Korea	29%		Kenya	2%
Spain	16%		Thailand	2%
Brazil	15%		Malaysia	2%
Japan	14%		Saudi Arabia	1%
China	10%		Peru	1%
			Egypt	1%
			Indonesia	0%
			Nigeria	0%

Source: Mastercard Advisor's Measuring progress toward a cashless society

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6.0 OPPORTUNITY

Awareness of cryptocurrency usages are growth significant. These opportunities are good for future investments. The study was led by Dr.Garrick Hileman, senior research associate at the CCAF and a researcher at the Centre for Macroeconomics. According to the CCAF, it's the first global research of its kind to systematically investigate all key cryptocurrency industry sectors based on non-public "off-chain" data.

Dr.Garrick Hileman wrote:

" The growing usage and range of capabilities we document in this study indicate that cryptocurrencies are taking on an ever more important role in the lives of a growing number of people (and machines" around the world. As we show in this study, the number of people using cryptocurrency today has seen significant growth and rivals the population of small countries. "
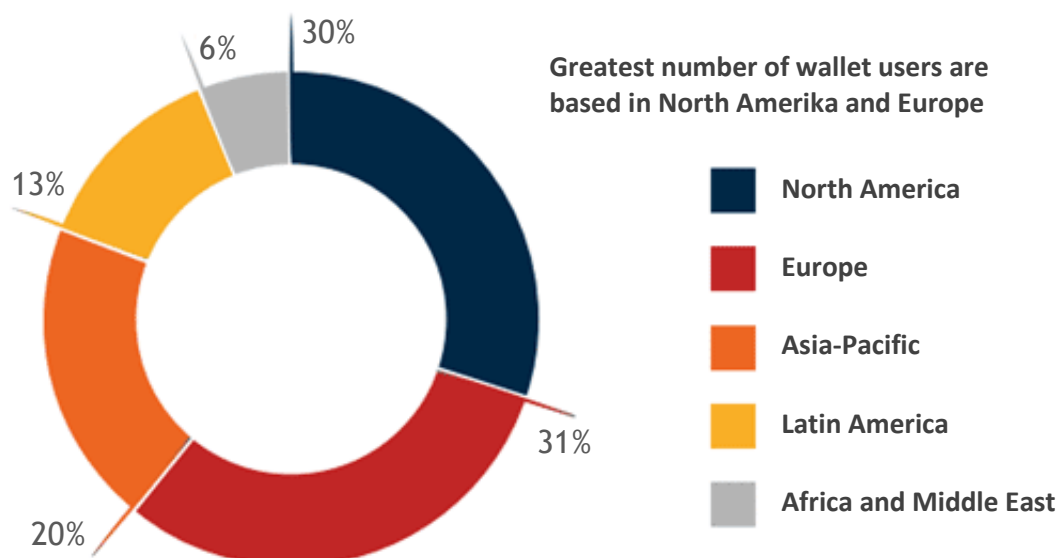
6.1 Cryptocurrency Exchanges

Number of Unique Active Users of Cryptocurrency Wallets

Greatest number of wallet users are based in North Amerika and Europe

- North America
- Europe
- Asia-Pacific
- Latin America
- Africa and Middle East

30%
6%
13%
31%
20%

Source: https://www.jbs.cam.ac.uk/fileadmin/user_upload/research/centres/alternative-finance/downloads/2017-global-cryptocurrency-benchmarking-study.pdf

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Customer Share by World Region

European and North American wallet users seem to prefer using local wallets

- North America
- Europe
- Asia-Pacific
- Latin America
- Africa and Middle East

Source:
https://www.jbs.cam.ac.uk/fileadmin/user_upload/research/centres/alternative-finance/downloads/2017-global-cryptocurrency-benchmarking-study.pdf
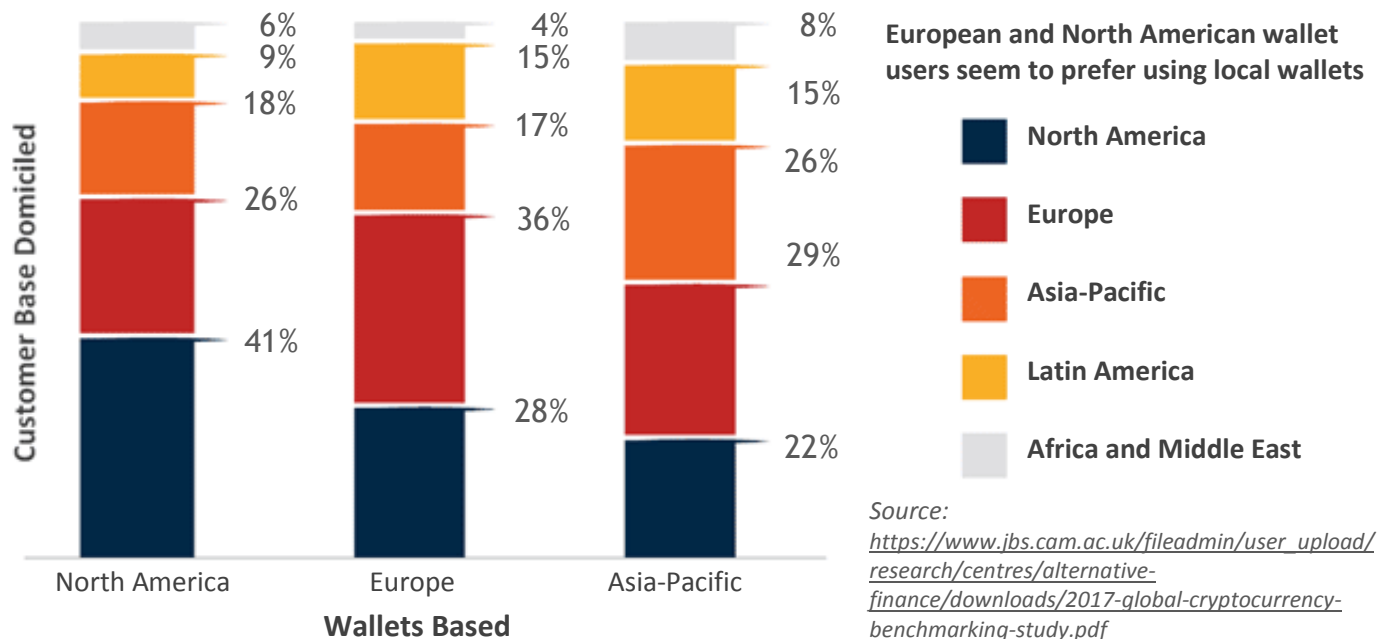
6.2 Cryptocurrency as payment option

Transactions between National and Cryptocurrency

Majority of transactions are national-to-cryptocurrency (and vice-versa)

Currency Mix

- **Transaction Volume ($)**
- **Transaction Volume (number of tx)**

Source:
https://www.jbs.cam.ac.uk/fileadmin/user_upload/research/centres/alternative-finance/downloads/2017-global-cryptocurrency-benchmarking-study.pdf

National Currencies Supported by Surveyed Cryptocurrency Payment Companies

Currency	Percentage
NGN: Nigerian Naira	15%
KES: Kenyan Schilling	8%
ZAR: South African Rand	6%
UAE: Emirati Dirham	6%
ILS: Israeli Shekel	4%
PKR: Pakistani Rupee	2%
CNY: Chinese Yuan	33%
AUD: Australian Dollar	27%
PHP: Philippine Peso	23%
JPY: Japanese Yen	23%
HKD: Hong Kong Dollar	19%
VND: Vietnamese Dong	15%
KRW: South Korean Won	15%
IDR: Indonesian Rupiah	10%
THB: Thai Baht	6%
SGD: Singapore Dollar	6%
NZD: New Zealand Dollar	6%
INR: Indian Rupee	5%
MYR: Malaysian Ringgit	4%
EUR: Euro	56%
GBP: Pound Sterling	42%
PLN: Polish Zloty	15%
CHF: Swiss Franc	15%
SEK: Swedish Krone	10%
RUB/RUR: Russian Ruble	10%
DKK: Danish Krone	10%
NOK: Norwegian Krone	8%
MXN: Mexican Peso	23%
BRL: Brasilian Real	10%
ARS: Argentine Peso	6%
CLP: Chilean Peso	4%
USD: US Dollar	56%
CAD: Canadian Dollar	21%
Other national currencies	13%

Legend: Africa and Middle East | Asia-Pacific | Europe | Latin America | North America | Other

Source: https://www.jbs.cam.ac.uk/fileadmin/user_upload/research/centres/alternative-finance/downloads/2017-global-cryptocurrency-benchmarking-study.pdf
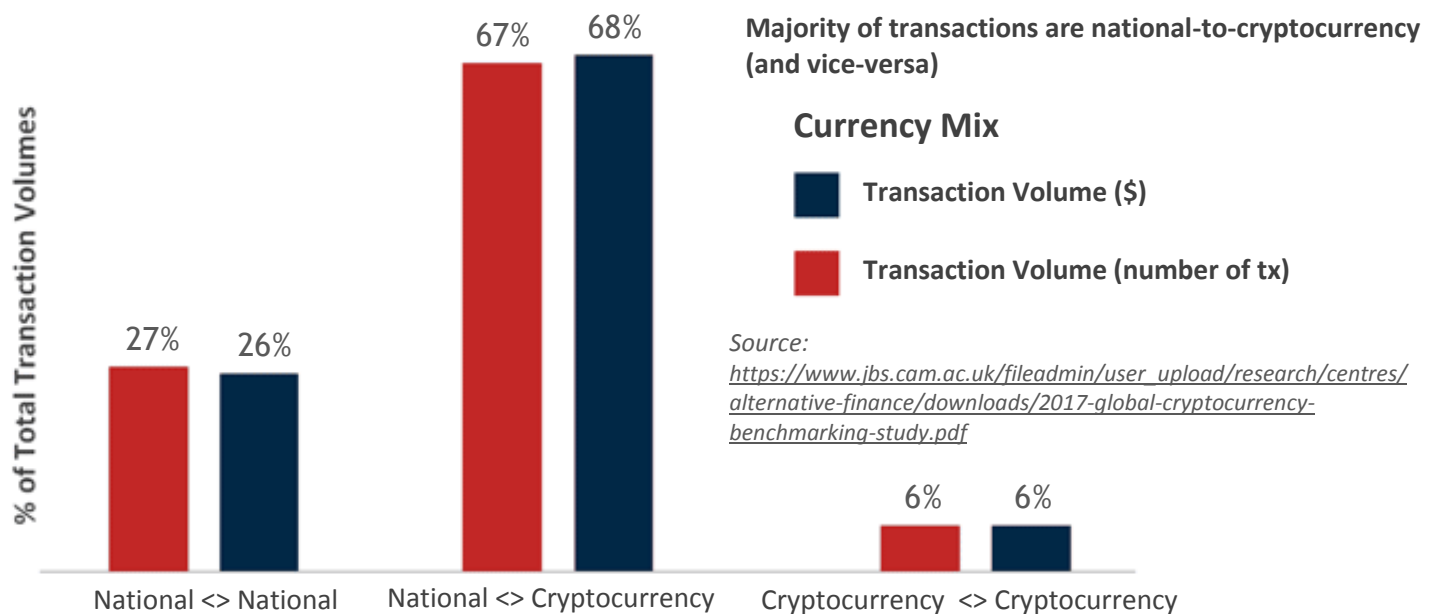
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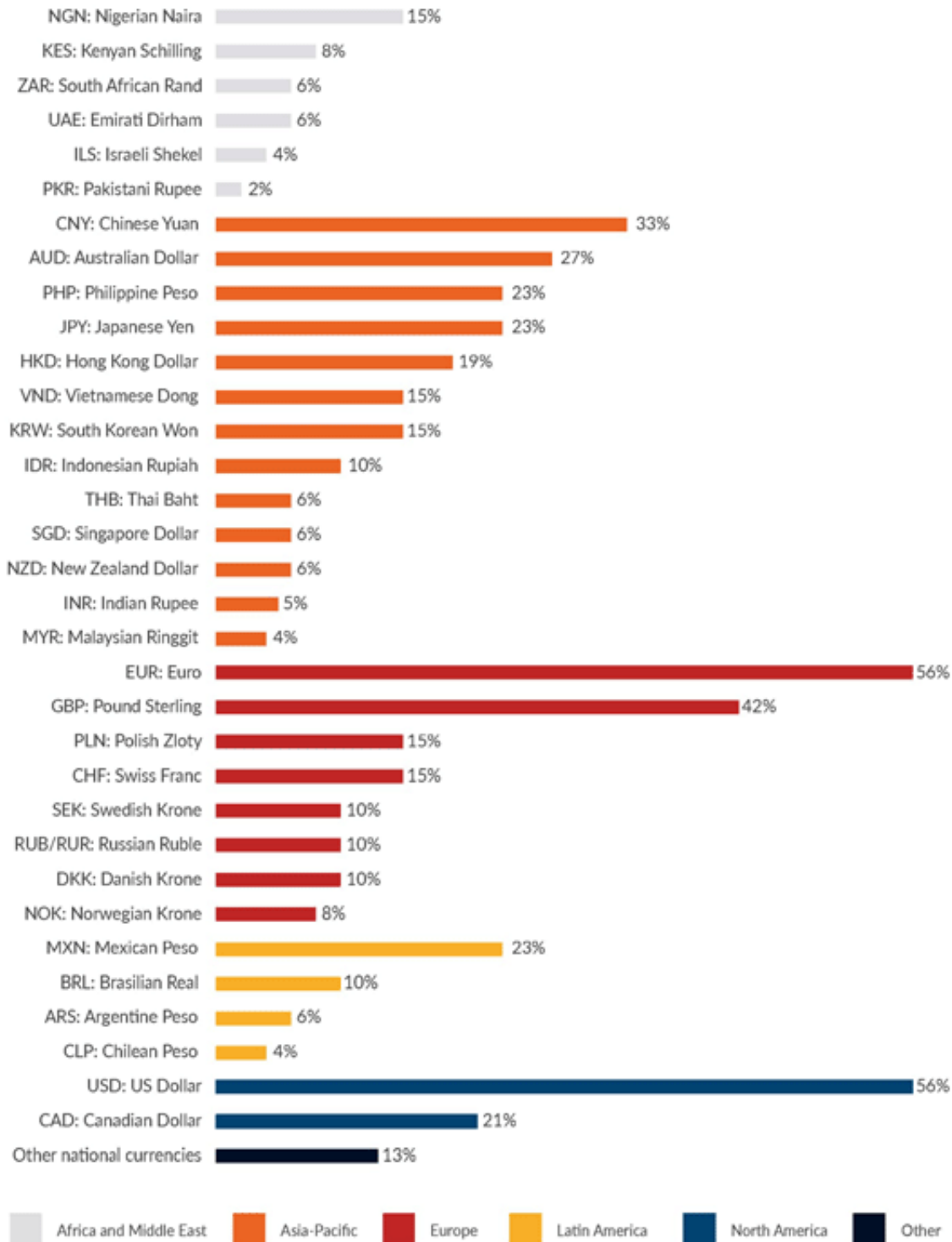
6.3 Cryptocurrency Mining

Global Cryptocurrency Mining Map

SWEDEN
10MW

ESTONIA
2MW

POLAND

CANADA
18MW

ICELAND
5MW

US
27MW

CHINA
111MW

HONG KONG

VENEZUELA

GEORGIA
60MW

THAILAND

Low-cost electricity

Fast internet connection

Low temperature zones

Low cost electricity/
Low temperature zones

Low-cost electricity /
Fast internet connection

Low temperature zones /
Fast internet connection

Low-cost electricity /
Low temperature zones /
Fast internet connection

REPORTED MINING FACILITIES

Megawatts (MW)
estimate not available

11-50 Megawatts (MW)

10 Megawatts (MW)
or less

>50 Megawatts (MW)

Megawatts (MW) are lower bound estimates of known mining facilities

China Cryptocurrency Mining Map

Heilongjian

Neimonggu

Liaoning

Xinjiang

Jiansu

Sichuan

Anhui

Tibet (Xizang)

Guizhou

Yunnan

Source: https://www.jbs.cam.ac.uk/fileadmin/user_upload/research/centres/alternative-finance/downloads/2017-global-cryptocurrency-benchmarking-study.pdf

7.0 CROWDSALE / ICO

WMCC crowd funding / Initial Coin Offering will start on 1 may 2017 to 1 November 2017. Only BTC currency is accepted for funding. The purpose of these funds is to support our future developments, the WMCC structure setup and marketing purpose.

Total of 1,000,000 tokens will distribute among the funders. We do not conduct any scheme for this distribution. Overall tokens will divide to funder by percent of funding. We are aiming at least 50 BTC from ICO and no limit until 1 November 2017. If the minimum target do not fulfill, all ICO fund will be returned to the funders or if we can't release WMCC Core by 1 December 2017 all funds also will be refunded. We had started our development for the WMCC's Core and more than 60% are done.

We believe we will be able to release on schedule. These means a month after crowdsale ended all WMCC's networks will able to work, no more beta test and can be used for public. As mentioned before, this crowdsale fund mostly will be used for future developments not for WMCC's Core development. The developer has full right for WMCC Core.
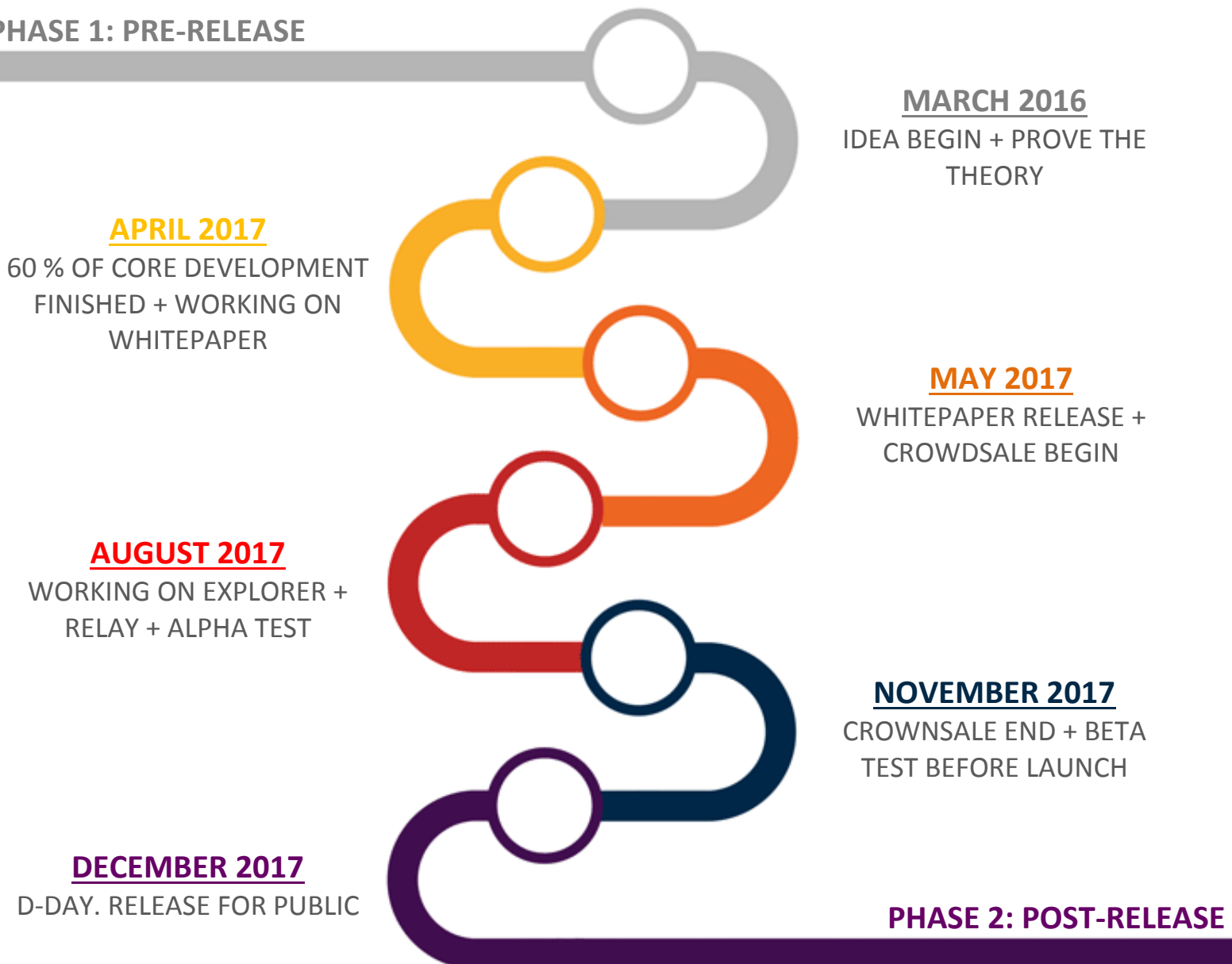
1000 TOKENS ≈ **1 BTC** ≈ **10 WMCoin**

However we also consider for adding the tokens if the funding raise more than 1000 BTC and we valuate 1,000,000 tokens equal to 10,000 WMCoin. If 1000 BTC funding has been reached, for every 100 BTC increment we will add 100,000 more tokens to maintain portion of 1000:1 (token over BTC). All tokens can be claimed on our website https://www.worldmobilecoin.com starting from 1 December 2017. If we can't release WMCC project by 1 December 2017, the refund process also will be start on 1 December 2017.

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8.0 ROADMAP

PHASE 1: PRE-RELEASE

MARCH 2016
IDEA BEGIN + PROVE THE THEORY

APRIL 2017
60 % OF CORE DEVELOPMENT FINISHED + WORKING ON WHITEPAPER

MAY 2017
WHITEPAPER RELEASE + CROWDSALE BEGIN

AUGUST 2017
WORKING ON EXPLORER + RELAY + ALPHA TEST

NOVEMBER 2017
CROWNSALE END + BETA TEST BEFORE LAUNCH

DECEMBER 2017
D-DAY. RELEASE FOR PUBLIC

PHASE 2: POST-RELEASE

9.0 TEAM PRIVACY

To avoid project leaking and security we shall not expose our team until we release the WMCC Core and Main Net. We want to prevent direct contact with our team members.

10.0 PROGRESS UPDATE

All project progress we will update on our blog, social networks and WMCC forum. Hope our funders will understand because we are more 60% done for main net and we want all work follow our schedule.

11.0 DISCLAIMER

- World Mobile Coin will release WMCC Core and have full right on WMCC Core.

- WMCC Crowdsale/ICO is conduct to support Post Development Project/ Future Projects.

- WMCC is responsible to make refund to all funders if WMCC Core doesn't release by 1 December 2017 or the minimum ICO (50 BTC) do not hit the target.

- Some of planning maybe changes according developer works as long as a working network of WMCC can be release by 1 December 2017.

- WMCC is no future equity promise or digital IPO.

- Any refund request before 1 December 2017 will not be process. Please make sure only fund with amount that you can afford.

- All tokens can be claim starting from 1 December 2017 to your WMCC account.

- All funds will be transferred to new BTC address every week. This action is taken to secure all funds we received.

CONCLUSION

World Mobile Coin is cryptocurrency using its new own algorithm type (Proof Of Presence). WMCC is combination of BlockChain and OpenLedger that will decentralize on WMCC's own network. WMCC will consume no more power and coins can be mining on variable devices like mobile phone, ipad, notebook, laptop, desktop pc with different OS like Windows, Linux, Android, iOS and more. We assume the value of WMCC will increase in future and more usages of WMCC. We do not stop our project after releasing our Main Core, for us the true projects of WMCC are development of applications that can conduct the usages of WMCC in the future. More expansion we can develop, more valuable will WMCC coin and good news for our funders.