Roadmap
Eloplay

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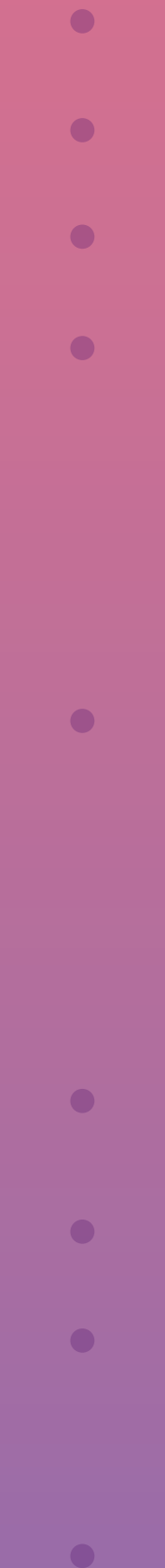|	
NOVEMBER 2015	The idea to create the platform for esports competitions first appeared
APRIL 2016	Launch of Russian version of alpha project phase First test battles 1x1 CS: GO Players are awarded with a Bitcoin
OCTOBER 2016	Launch of Russian version of beta project phase Fights and tournament 1x1 CS: GO, League of Legends
JANUARY 2017	**10,000 REGISTRATIONS ON THE PLATFORM**
MARCH 2017	Implementing of the subscription as monetization method
MAY 2017	Launch of group tournaments and implementing of tournament schemes Best of 3 and Best of 5
JUNE 2017	Integration of Dota 2 and HearthStone on the platform Integration of detailed players statistics and Elo Rating system to divide players according to their skills level
JULY 2017	**90,000 Registrations on the platform** 80,000 fights organized 3500 tournaments organized
AUGUST 2017	Launch of Russian version of Eloplay
OCTOBER 2017	**START OF THE TOKEN SALE**

NOVEMBER 2017	**END OF THE TOKEN SALE**
NOVEMBER 2017	Launch of Chinese and Spanish version of Eloplay
DECEMBER 2017	Launch of Korean and Japan version of Eloplay
JANUARY 2018	**Integration of primary smart-tournaments on Eloplay** Expanding of CS:GO on Eloplay to the most important locations in the world (Europe, Western and East coast of USA, South America (Brazil), Australia, China, Hong Kong/ Singapore, Japan, Indonesia, Republic of South Africa, India). **Start of regular Eloplay smart-tournaments**
FEBRUARY 2018	**Launch of marketing campaigns** on streams of the biggest world esports tournaments (with budgets of $100K+ per week) **Opening of the commentary studio** and creation of Eloplay commentators team (multilingual: Russian, English, Chinese) **Office opening in Europe**
MARCH 2018	Development of the functionality for Eloplay teams
APRIL 2018	Streaming section Eloplay
MAY 2018	**Skill Based Token Distribution System** Rating system for teams and tournament ratings of players and teams
JULY 2018	Advertising module Eloplay

SEPTEMBER 2018	●	—	Integration of new popular games on PC (Starcraft, Overwatch, WoT)
JANUARY 2019	●	—	Implementing the support of gaming consoles (Xbox, PS4). Start with 2 games
APRIL 2019	●	—	System of winners forecasts Integration of own EloPlay anti-cheat for CS:GO
JULY 2019	●	—	Integration of 2 new games for gaming consoles
AUGUST 2019	●	—	Integration of bets provided that licenses in definite countries will be received
SEPTEMBER 2019	●	—	Creation of the system of contracts with teams and players transfers

ELOPLAY