

Roadmap Elopay



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August 27, 2017

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, Over- watch, 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 coun- tries will be received
SEPTEMBER 2019	●	—	Creation of the system of contracts with teams and players transfers

