

WHITEPAPER V2

# CHALLENGE DAC



<https://www.challengedapp.io>



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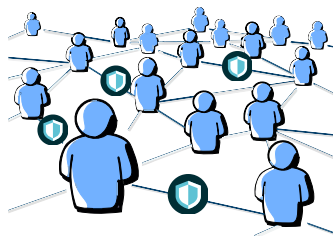
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## Challenge Dac

- *Every day the world is becoming more accustomed to the convenience and efficiency that applications bring to our lives! As their usage have grown, the shortcomings contained in the current systems have become easier to see. Questions involving security, censorship, conflicts of interests, and the distribution of value created by an application are quickly becoming more and more puzzling. These are questions that are becoming increasingly more difficult for big tech to answer.*

- *The architecture contained in ChallengeDac not only provides solutions for these pressing problems, but it also offers new*



*capabilities that have never before existed for users. The incorporation of breakthroughs that have recently been made in the field of high-speed public Blockchain software.*

**ChallengeEOS is transparent, it is censorship-resistant, it relies on community input through a decentralized,** openly traded token for the ranking and organization of its content. ChallengeEOS provides free accounts for users as well as valuable tokens for their participation.



## Reward Challenge

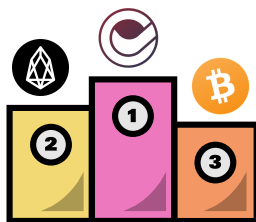
- The application offers users the ability to participate and create what we have deemed Challenges! Simply put, a "Challenge" is a reward (cryptocurrency) entered into the Blockchain with instructions on how it can be unlocked. The whole process takes place over the ChallengeEOS app that is currently available in IOS and Android stores*



**Download APP**



**Join Challenge**



**Claim Reward**





## Types of Challenges

- **(Task Challenges)**

*A Task Challenge occurs when a creator names a task they wish to see completed. The fulfiller enters evidence of the completion of the Challenge in the comment section below the Challenge via a picture, text or video. Once the fulfiller of the Challenge submits evidence of the completion, then the creator can release the prize to the winner or winners.*



- **(Geo Challenges)**



*Geo Challenges occur when a creator rewards a user(s) based on their location. The creator sets a location where a user(s) can claim a reward. everyone inside the boundaries has the opportunity to claim the tokens that were set as a prize while using the ChallengeEOS app. Geo Challenges can be placed on an auto reward, wherein winners simply submit their GPS coordinates to claim the reward, thus making it so the creator doesn't need to manually release reward(s) to each winner or winners.*



## **Easy and free onboarding/Game Wallets**

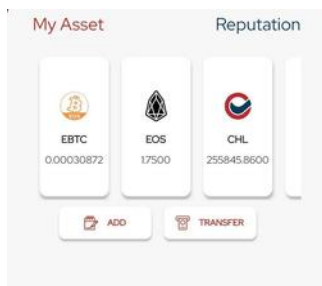
*The ChallengeEOS app provides every new user with a free account name that they can send and receive Crypto through. Every new user is given a set amount of CHL tokens upon sign up. Users are free to add and withdraw additional Crypto if they wish to do so.*



**Register on CHL App**



**Get Free Eos Account**

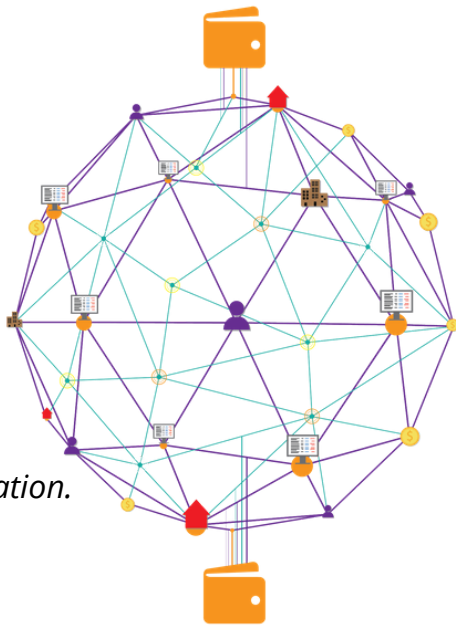


*The Players' account names and balances are published and recorded on the EOS IO Blockchain. When a user completes a Challenge, the winnings are entered into their account. Likewise, when a user creates a Challenge and sets a reward, the tokens are withdrawn from their account balance. Along with the account names and balances of every user, the details of all Challenges are also published to the EOS IO Blockchain.*



## ***Censorship resistance***

*By publishing Challenges and player details on a decentralized Blockchain, ChallengeEOS has significant advantages over the commonly used centralized server model. Once a Challenge is published to the Blockchain, it cannot be internally deleted, altered, or censored by anyone running the ChallengeEOS Application.*

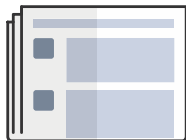




# CHALLENGE DAC



## CHL utility



*The CHL token is ranked and organized on the ChallengeEOS **newsfeed based on the cumulative number of CHL votes** that each Challenge receives. The more CHL tokens that vote for a particular Challenge, the higher that particular Challenge will appear on the newsfeed, making the most voted for Challenges visible to a wider audience.*





## Stakeholders

- On July 2018 over 70% of the total CHL token supply was airdropped to all EOS.IO holders. Since then the token has been freely traded on a number of exchanges across the world. Stakeholders are also made up of users, winners and acquirers.



*The makeup of Stakeholders is constantly changing based on the outcomes of the Challenges and the ongoing, daily trading of the CHL token. By having a decentralized community of stakeholders, who collectively determine the ranking of the Challenges, the CHL platform offers an advantage over traditional platforms that centrally determine the order and ranking of their content*

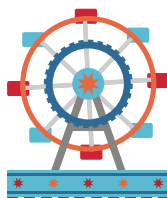


## Daily rewards

*The ChallengeEOS App incentivizes daily use through our **bonus wheel!** Once a day a user can take a spin of the bonus wheel where they have a chance of winning the prizes below*



**Login App**



**Spin you Daily Reward**

**(Below is the odds distribution)**

*2% of all Challenge prizes are used to fund the bonus wheel.  
This*

*feature is designed to encourage daily use. The prize model also contains a game theory that produces larger prizes as the volume of Challenges increases and more tokens are added to the ChallengeEOS application*



## Community



- *The ChallengeDac project and Community was among one of the first projects to launch on what is now the most used Blockchain in the world. With over 2 years of development, 5 versions, and thousands of downloads, the community has gained the experience necessary to maintain its leadership in the Blockchain space. The Community is committed to making continued and necessary updates to our code, while preserving the voting rights of CHL tokens and committing to maintaining our fixed supply of tokens!*