TRONOSCAR

The leading transparent DApp ecosystem in the decentralized world

I The development process of the decentralized applicationecosystem

Since the production of the genesis block of Bitcoin in 2009, the decentralized encryption world began to show in public. With the development of blockchain technology at high speed, we use it in more and more application scenarios.

In June 2018, EOS.io was officially released, which marks the arrival of the high-performance underlying infrastructure of the blockchain technology. At the same time, numerous DAPPs begun to emerge. All kinds of DAPPs like DICE game attracted a large number of use-rs with its highly decentralized, traceable, open source and transp-arent features. However, the mining mechanism of DApp has made it with high speculative property and short life cycle. At present, m-ore and more users flow to the TRON ecosystem that learns from Ethereum virtual machines and contract languages because of the security issues of the EOS Smart Contract and some project side cheating.

At present, the DApp ecosystem is forming a three-super-strong competition situation represented by DApps on the TRON, EOS, a-nd ETH blockchains.

II The decentralized ecosystem in our eyes

As a geek squad involved in the significant mainstream public bloc-kchains, we often ask ourselves, what can we do in this decentra-lized ecosystem? Is it possible to provide a better, safer, fairer, and more transparent platform for early participants in DApp ecos

ystem?

Therefore, our team began to think soberly, what is the decentraliz–ed ecosystem in our eyes.

Concerning this critical issue, we started with some of the main reasons why the current DApp ecosystem cannot scale up or scale out.

High user threshold

We thoroughly summarized all steps that a novice user has to com–plete before playing games on a DAPP platform. We were surpris–ed to find that it takes nearly 15 steps, which includes downloadin–g wallets, purchasing digital assets on exchanges, generating pub–lic and private keys, etc.

And these 15 steps are nearly the largest challenge to a novice use–r entering the blockchain world. In the classical Internet market competition, users are the spoiled side. Unless the ‘black swan’ sh–ows up in the centralization market or attracted by the ‘make gre–at fortune overnight’ in the blockchain world. Otherwise, it is extr–emely difficult to complete the conversion of a novice user in the blockchain world.

Smart contracts are not smart

The concept of smart contracts was first created in ETH, an idea that once redefined the blockchain technology. But Smart contract–s are not intelligent. In the strict sense, smart contracts can only be called as compilable scripts. Moreover, the security issues of th–e contract and the consumption problems have hindered the land–ing of DAPP. Different smart contract design logics also cause pr

–oblems.

Destructive competition

Taking DICE game as an example, in order to attract more users, many DICE game developers falsely publicize dividend data, and e–ven maliciously tamper with random number generation results, r–esulting in big loss of users. External users are limited by the use–r threshold, and conversion is difficult. The overall market is show–ing signs of fatigue.

III " OSCAR LAND " Program

The goal of TronOscar is to create a more transparent decentraliz–ed virtual world.

Unified Entrance

OSCAR LAND will include DAPPs on various blockchains, provide a unified user login entrance, and a complete guide for users getting familiar with DApps.

Verifiable Results

Security, openness, transparency and decentralization is considere–d as first creed on Oscar Land. All DApps on TronOscar are requ–ired to provide random number verification and other functions, and resolutely put an end to malicious competition and create a g–ood atmosphere.

Open Ecosystem

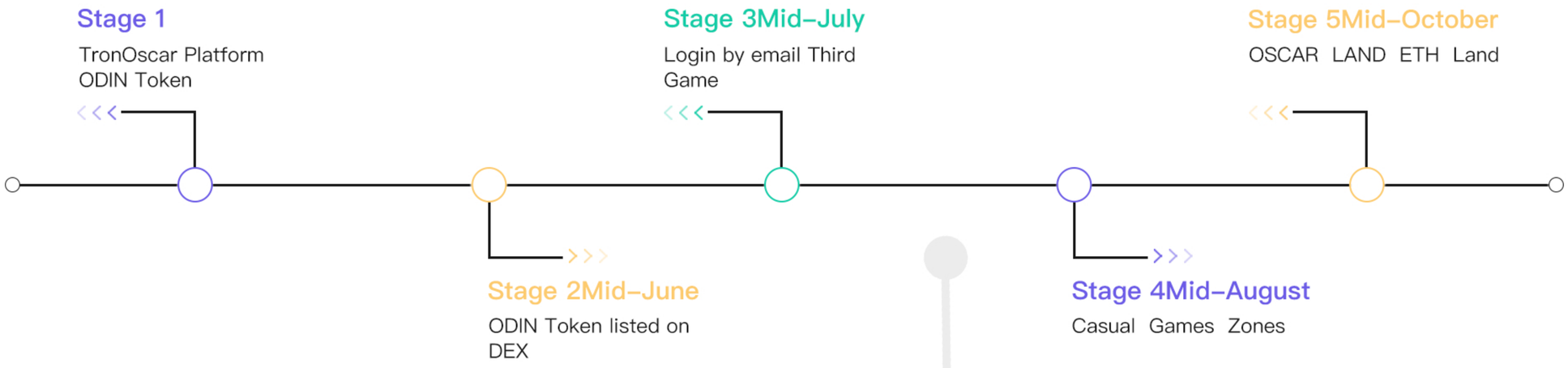
OSCAR LAND will evolve into an open ecosystem that will engage

other external developers to enrich the platform ecosystem. We will provide extended options for users.

IV Roadmap

Based on the analysis above, we will choose TRON network as the start of this vision, and the first public blockchain to establish a fa–ir and open decentralized DApp ecosystem. And with DICE as the entry point, ODIN is released as a platform token to early users p–articipating in the platform construction. In the near future, ODIN token will play a vital role in OSCAR LAND.

The following is the details:



V Economic System

After TronOscar platform launches, we will issue the TRC–20 token, ODIN, the platform token for TronOscar.

Statement:

The project side will not pre–mine ODIN in advance, or assign any ODIN in advance. 96% of ODIN Token will be produced by mining,

and the remaining 4% will be used for initial community incentives.

Any expenditure will be made public through the weekly financial report. The OSCAR official will not own a large amount of ODIN th –rough this form of the initial allocation.

<table>
<tr><th>Category</th><th>Ratio</th><th>Rules</th><th colspan="2">Settlement Period</th></tr>
<tr><td rowspan="6">Dividends</td><td rowspan="6">50%</td><td rowspan="6">50%profits ODIN frozen proportion</td><td colspan="2">24 hours
The longer time you freeze your ODIN, the more ODIN you will get back.</td></tr>
<tr><td>ODIN getting back</td><td>ODIN Frozen time</td></tr>
<tr><td>85%</td><td><1 Day</td></tr>
<tr><td>90%</td><td>1Day<D<1 Week</td></tr>
<tr><td>95%</td><td>1Week<D<1 Month</td></tr>
<tr><td>100%</td><td>D>1 Month</td></tr>
<tr><td>ODIN Frozen Leaderboard</td><td>5%</td><td>The top ten ODIN frozen users</td><td colspan="2">Once A Week</td></tr>
<tr><td>Referral Leaderboard</td><td>5%</td><td>The top ten referral reward score users</td><td colspan="2">Once A Week</td></tr>
<tr><td>ODIN Buyback</td><td>10%</td><td>When the ODIN price affects mining, this portion of profits will be used for ODIN buyback and will be burnt</td><td colspan="2">24 hours</td></tr>
<tr><td>Project Development</td><td>30%</td><td>30% of the platform's revenue will be used for project development.</td><td colspan="2">24 hours</td></tr>
</table>

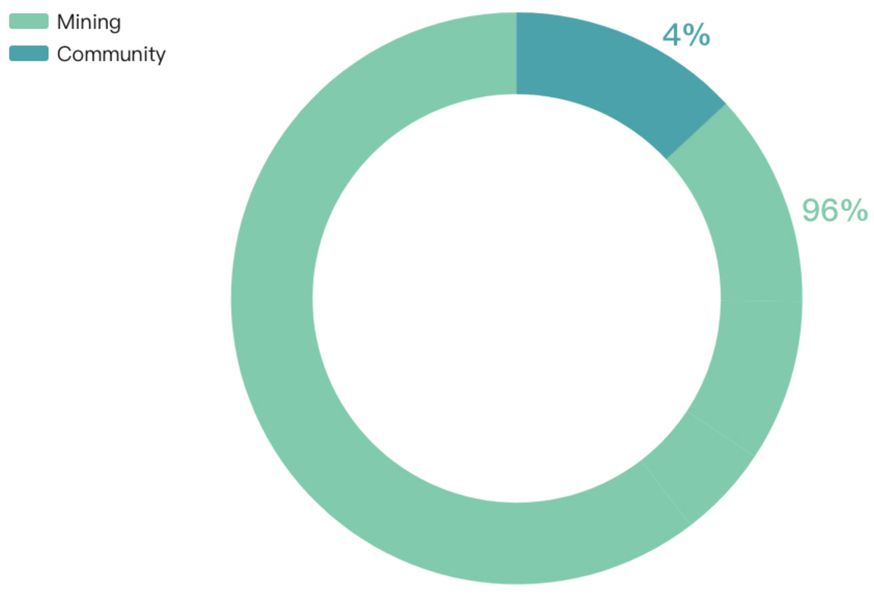
VI ODIN 's Economic Model

Total amount and token distribution

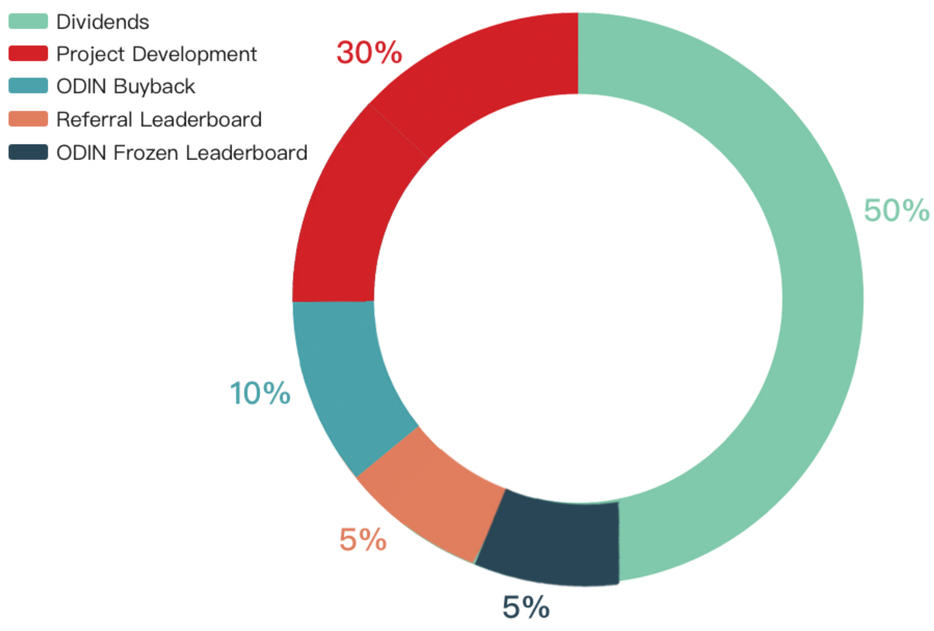
The total number of ODIN token issued is 100 million, of which 96%

will be used for mining. The initial mining ratio is 1000 TRX : 1 ODI
–N . The remaining 4% will be used for early community incentives.
All expenses will be made public through the financial weekly rep
–ort.

ODIN Token Distribution



Profits Distribution of TronOscar Platform



ODIN Output Model

Fixed deflation output model

The mining stage is divided into 50 stages, each stage has 2 milli
–on ODIN, and the amount of wagered TRX required for each stag
–e gradually increases. Take DICE game as an example:

The ratio of the first stage is 1000 TRX : 1 ODIN , the second stage is 1040 TRX : 1 ODIN and the forty–eighth stage is 2880 TRX : 1 ODIN.

In the first stage, we will launch two games, DICE and MARVEL. DCIE game rises by 40 TRX at each stage, and MARVEL game ris
–es 19.2 TRX at each stage.

Continuous price balance model

When the price falls, the output decreases at this stage, and the

reduction ratio is the current price / issuance price (Pn/P0), that is, the user mining ODIN amount is Mn*Pn/P0 , and when Pn/P0<=30% , the value is 30 % .

ODIN Circulation

To promote the value of ODIN, OSCAR team will accomplish this goal through a combination of approaches.

Encouraging ODIN Frozen

In the future, all events of the OSCAR platform will be related to ODIN frozen amount to encourage user freezing ODIN. ODIN Token 14 which does not freeze to a certain time, will be deducted and b–urnt.

Multiple ODIN burning methods

The platform will launch ODIN betting option as soon as possible. All ODIN benefits will be burnt. At the same time, 10% of TRX prof–its will be used for ODIN buyback, and the ODIN buyback will also be burnt.

No matter in which stage and what events on TronOscar Platform. All ODINs obtained by OSCAR official will be burnt.

Multi–Scenario Usage

OSCAR official will explore more usage scenarios around ODIN token, including but not limited to:

Type	Notes
Sale of props	OSCAR will launch the casual game zone as soon as possible, and ODIN will be the only token to purchase value-added props. This part of ODIN will also be burnt.
Multi-platform circulation	OSCAR will actively promote ODIN's online circulation and make efforts for ODIN's trading depth.
Enhanced platform token attributes	In the future, OSCAR will become an open platform,and ODIN will be used for a series of activities such as voting, pledge and resource exchange.
Add the currency exchange entry	OSCAR will launch a one-stop currency exchange entry in the future, lowering ODIN's trading threshold.

Ⅶ OSCAR 's technical goals

In view of the OSCAR team, the decentralized world should be transparent and fair. And we should not increase the user threshol-d because of the fierce competition. With the maturity of cross-chain technology, OSCAR will gradually integrate the mainstream public link DApp in the current situation and use the ODIN econom-ic system to create a perfect multi-underlying platform, low user threshold, high efficiency, entirely fair and transparent decentraliz-ed world.

Based on that, the OSCAR team will make efforts in the following aspects in the future.

1 Cross-chain integration

The OSCAR team has extensive experience in multi-platform development and has researched the current mainstream cross-ch-ain solutions. And the preliminary construction of the asset cross-chain program (in the internal test) has been completed. In 2019, OSCAR will implement an online asset cross-chain solution to solv-e the problem of asset isolation between ETH, EOS and even BTC

and develop the user ecosystem.

2 Full-process verification

In order to create a healthy competitive environment, OSCAR will do its utmost to launch full process verification to be the most reli-able DAPP platform.

3 Reduce energy consumption

Although the solutions are different, almost all platforms have high energy consumption problems. Previous solutions is to reduce con-tract logic, which reduces security. So OSCAR team will solve thi-s problem in other ways.

In the future, the OSCAR team will reveal our technical beliefs and long-term goals to the public through the image of the V character .

We look forward to working together to create a prosperous and decentralized DApp ecosystem.

TronOscar

www.tronoscar.pro