

HARBOR Platform

BUSINESS PLAN



Block-chain



Cyptocurrency



Software license

**Blockchain-based
Decentralized
Application store**

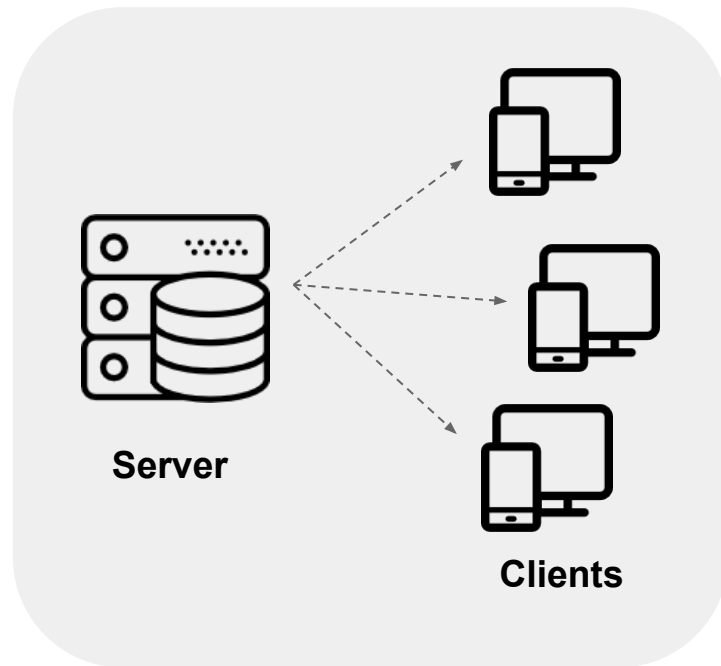
Application market

PC

- Windows - Microsoft store
- Mac - App store
- Games - Steam

Mobile

- iOS - App store
- Android - Playstore



Ordinary store system structure

My own market

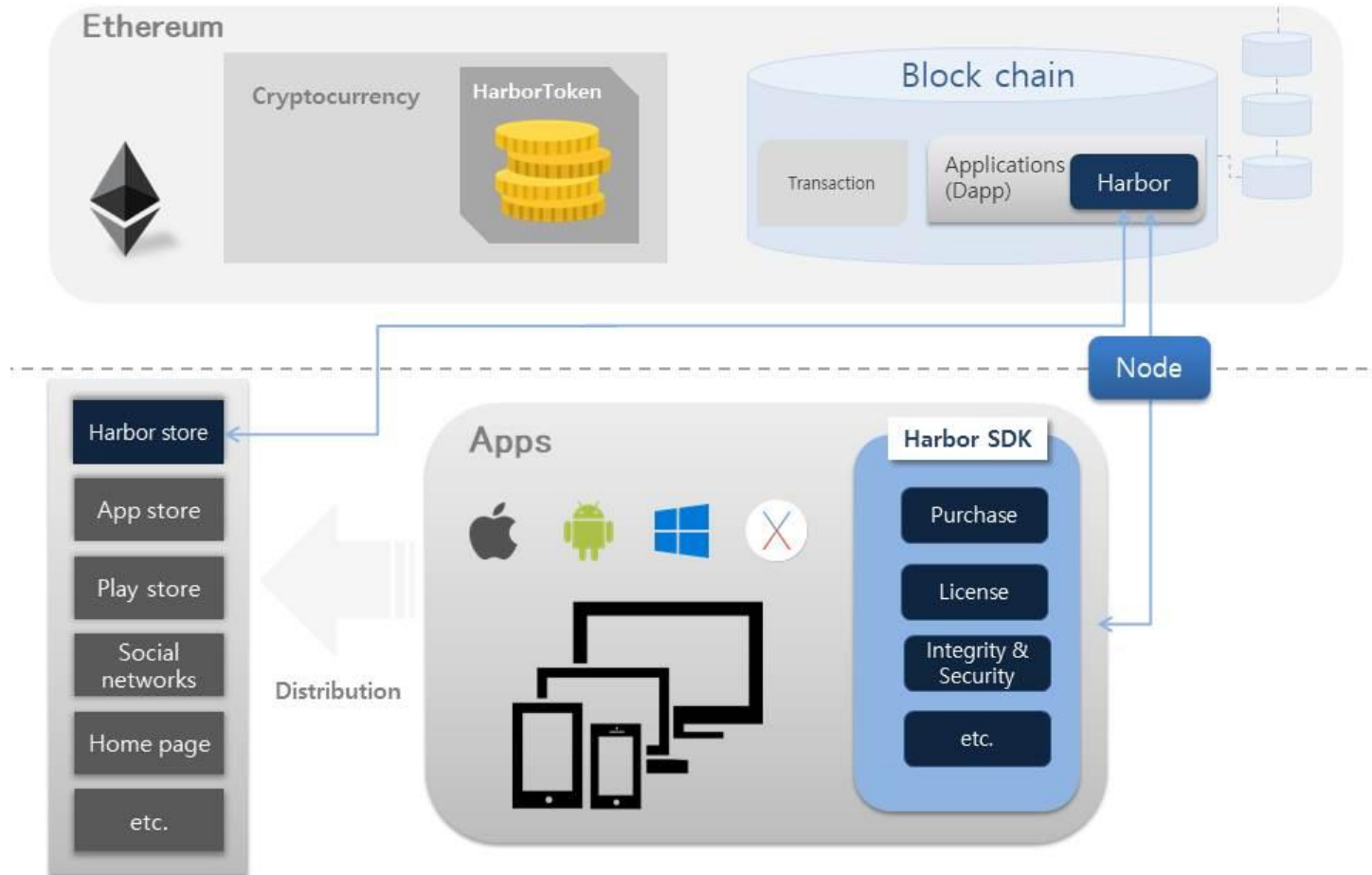
- Independent store
- Payment
- License management



Decentralized application store



HARBOR Structure

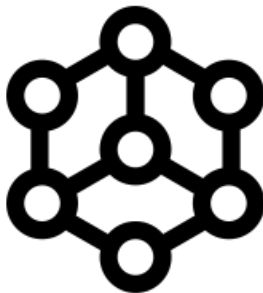


Basic concept

Harbor Contract



SmartContract



Block-chain

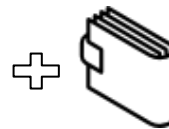


Application

Harbor SDK



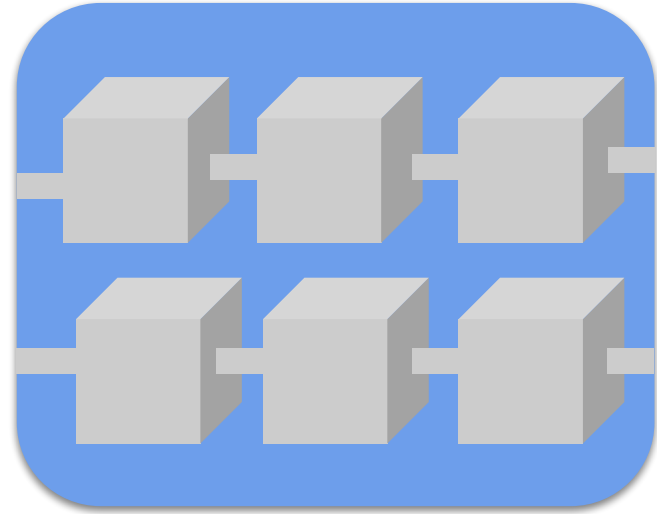
License
Management



in-app payment

Blockchain based software marketplace

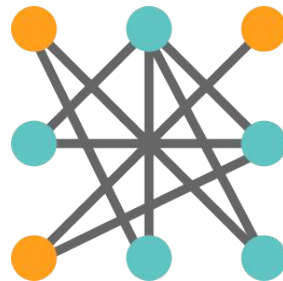
- No server required
- My own market
- No fees
- License management available
- Cryptocurrency payment



Is Decentralized necessary ?

Complementary models that do not compete with existing platform stores

- The platform store has a big and a marketing effect but no own color.
- Independent sales channels through sites and SNS channels
- Cryptocurrency can be used as a payment method



Goal

- Decentralized software marketplace
- Supports cross-platform cryptocurrency billing
- Purchase products and support in-app payments and multiple payment methods
- Price policy based on dollars and fiat money
- Safe refunds and merchant earnings
- Harbor Store Service



Advantages

- License Certification
- Refunable
- Safe
- POC

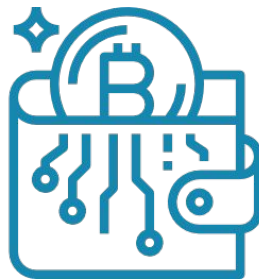
Support for various licenses

- Permanent license
- Volume license
- Per-device license
- Time period license
- Consumable license
- Free license

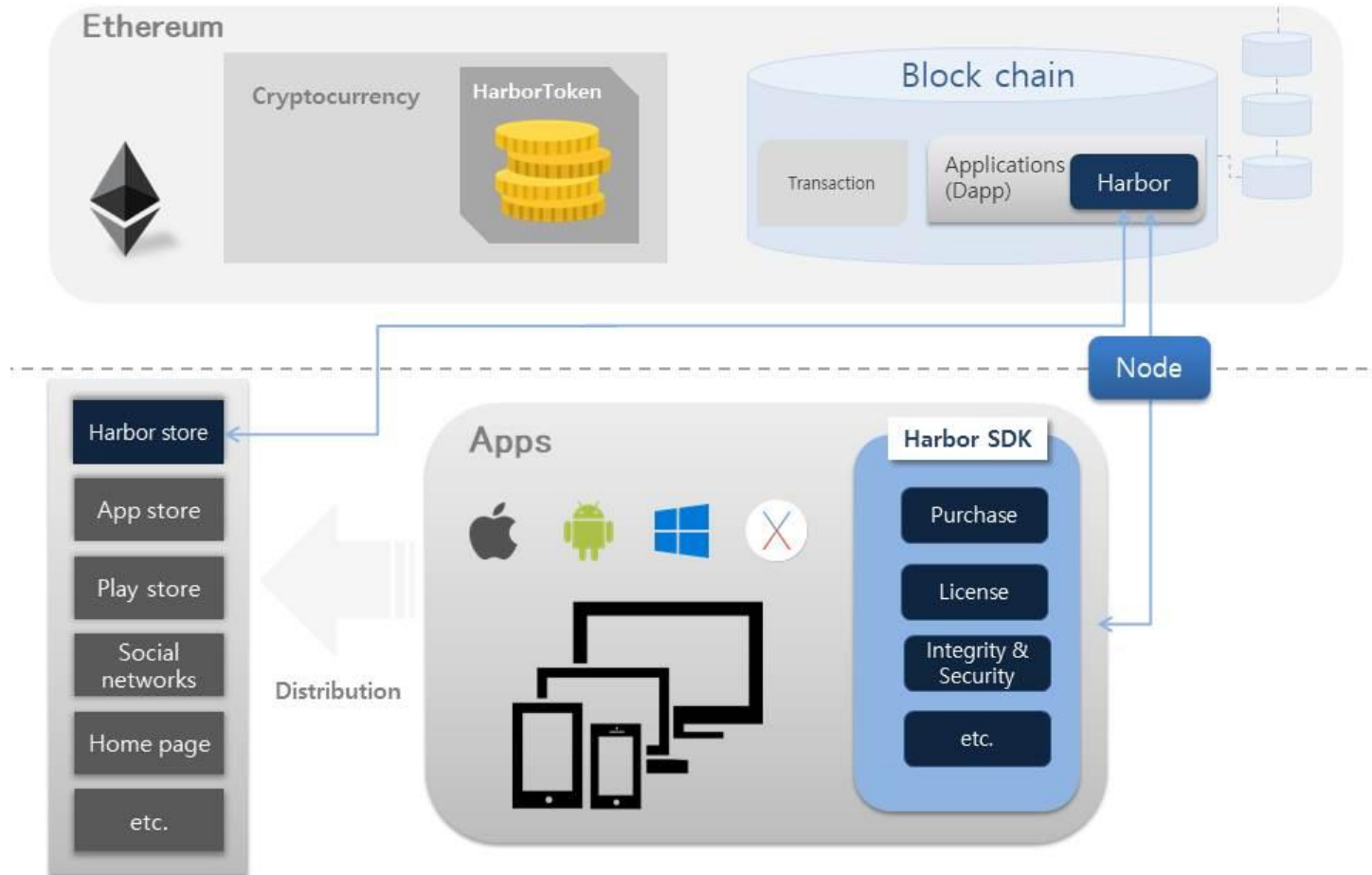


Support various payment methods

- Ordinary payment
- Procedural payment
- Combined payment
- Subscription with automatic renewal
- Harbor store payment



HARBOR Structure



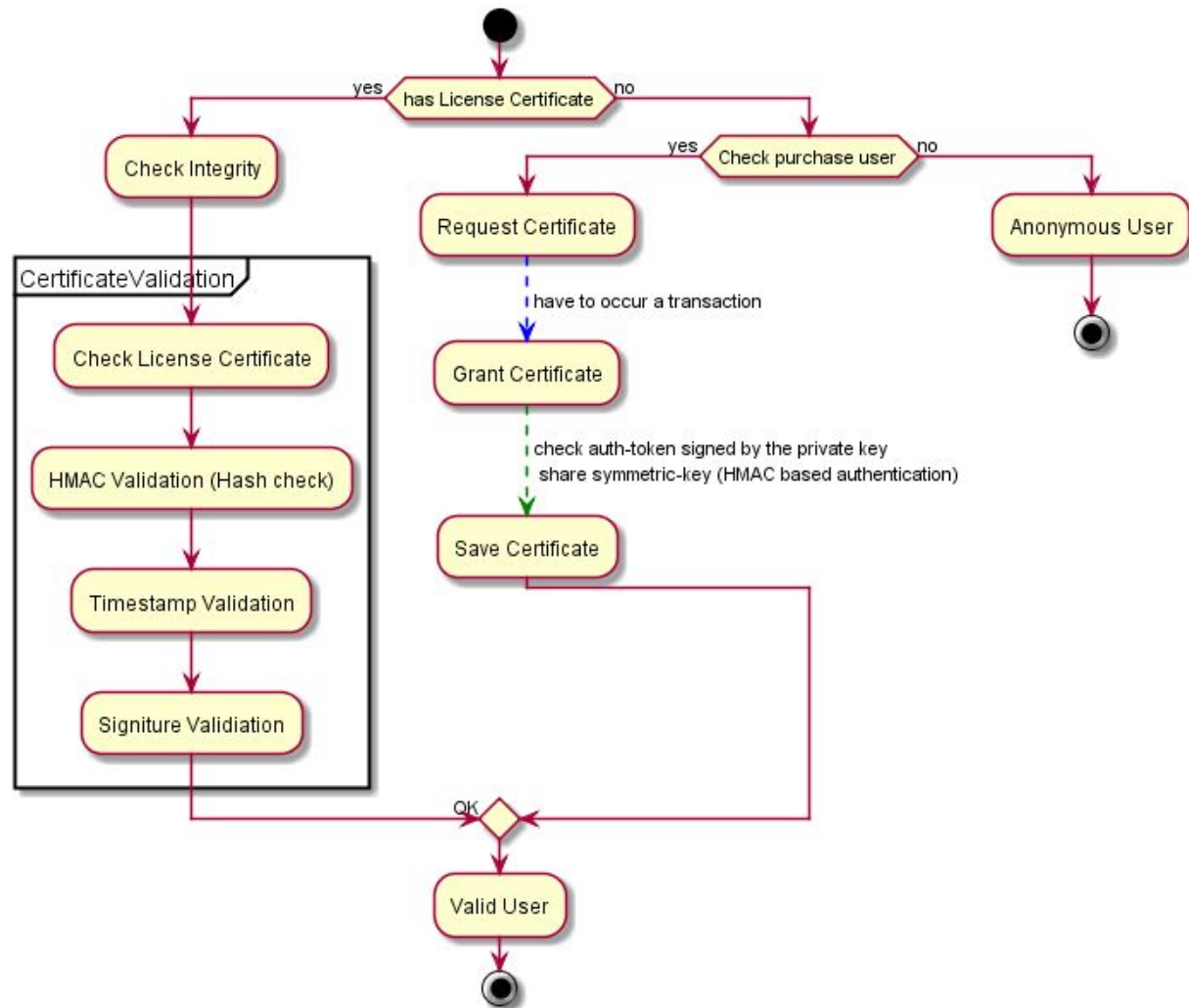
Technical Issues

- Certificate (*License issuance and verification*) - Protect sensitive information within a block chain
- Pricing Policy and Purchase at ETH price corresponding to USD price - Reasonable pricing policy
- Global Privilege Policy - Authorization policy for merchants and marketers
- Refund process that allows the seller to withdraw money - Safe refund process and seller's withdrawal

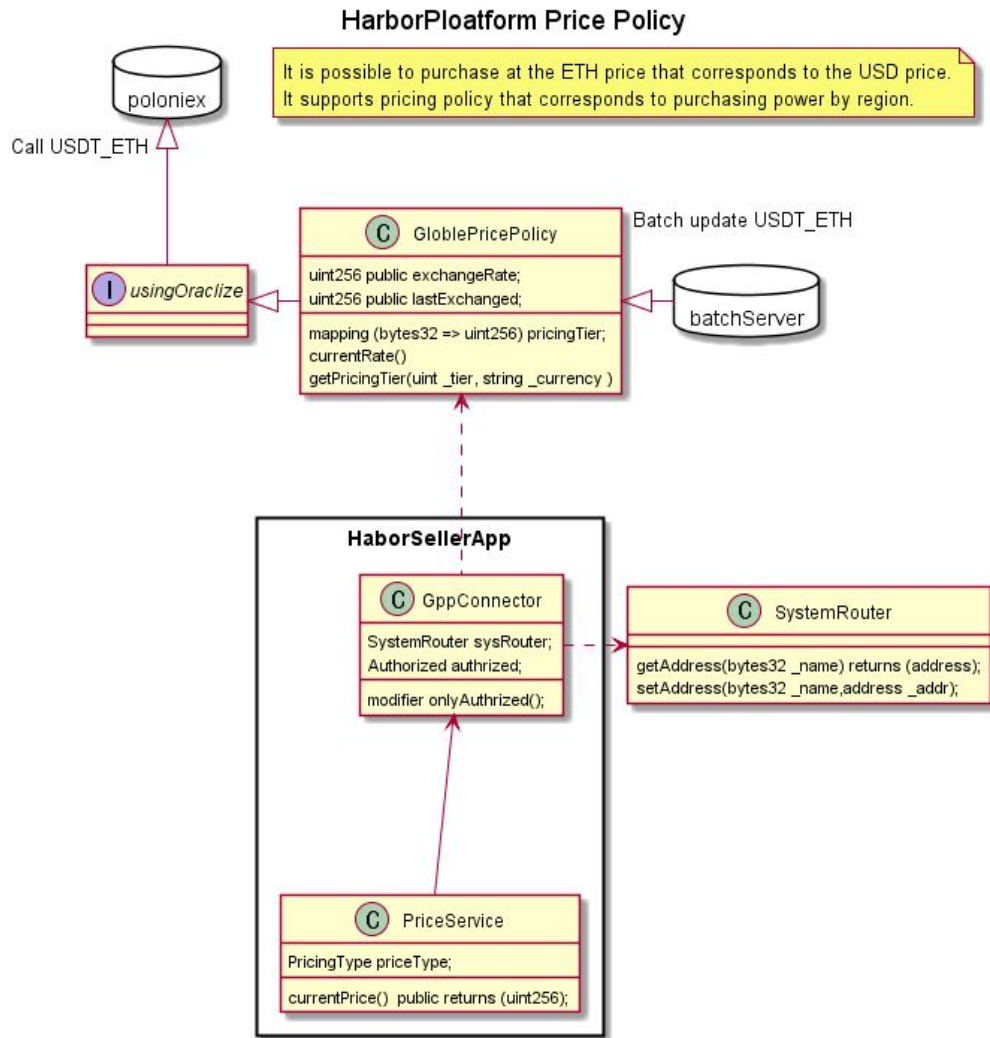
<https://github.com/harborPlatform/HarborPlatformContractDemo>



Certificate

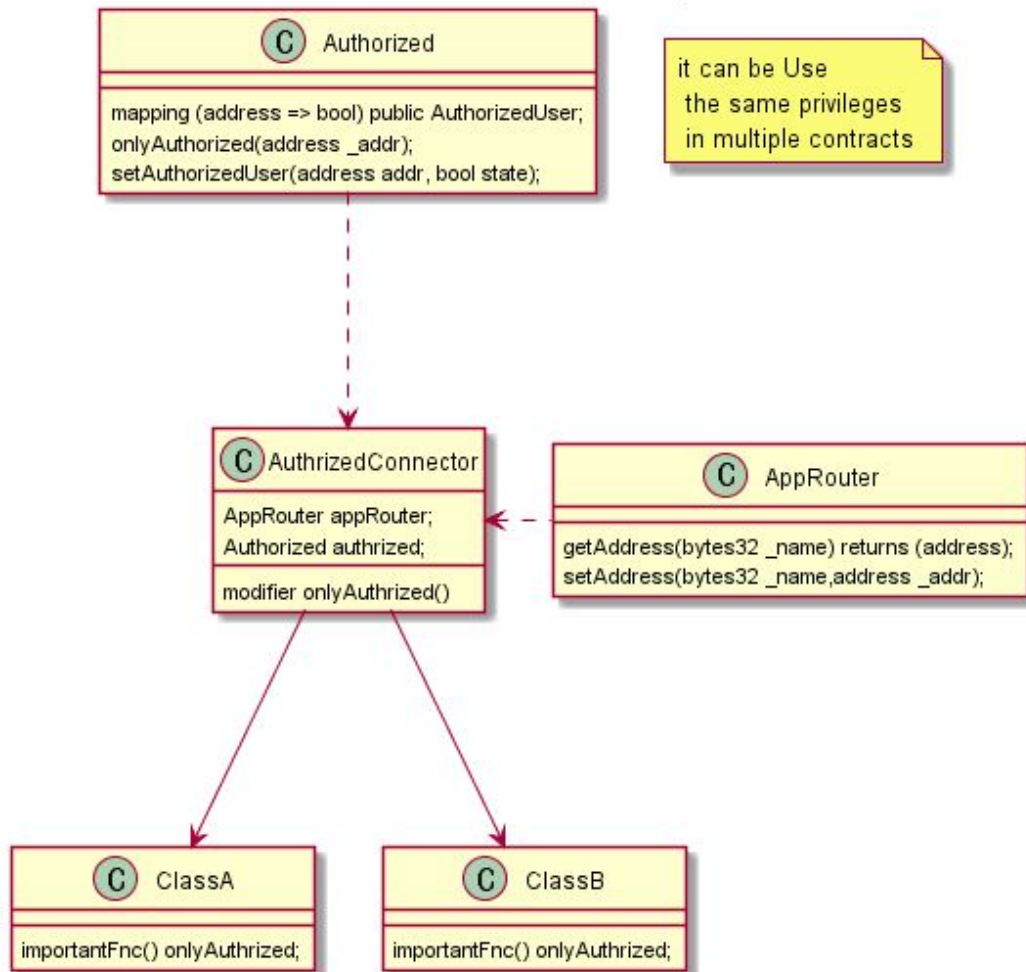


USD Payment



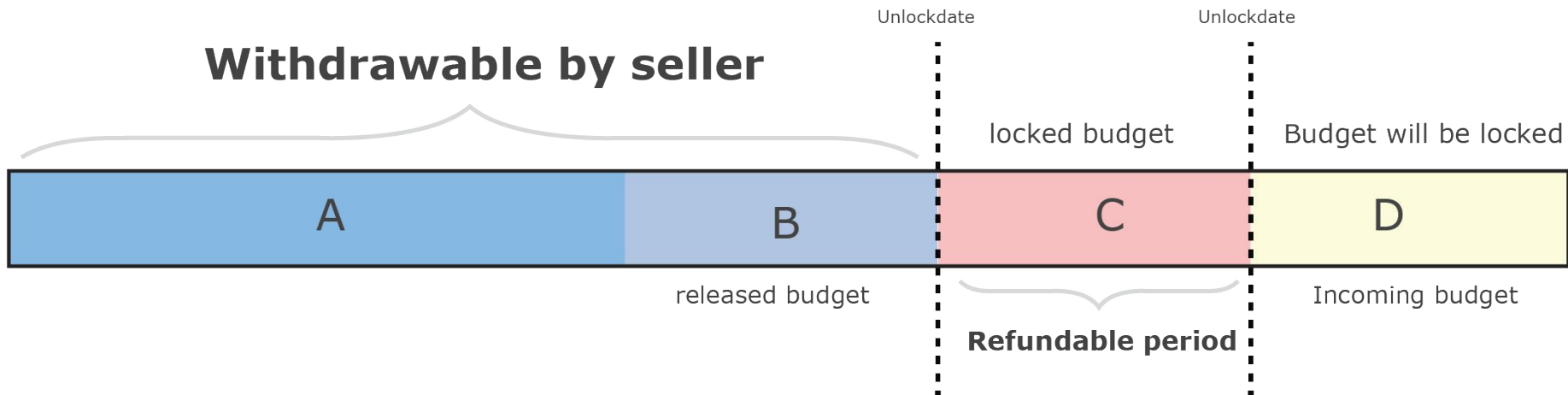
Global Privilege Policy

HarborPlatform privileges



Refundable vault

Withdrawable by seller



Prototype DEMO

Business revenue model

- A large merchant can provide good products at low cost.
- Need to an entry point to pay the cryptocurrency

Harbor team strategy

- ❑ Harbor store
- ❑ Gift certificate sales
- ❑ Improve access to cryptocurrency
- ❑ Minimize the risk of price volatility with sellers.
- ❑ Support marketing platform (cyport)



Plan 1 - PC market

Features of the PC market

- Steam (game software, Indie game)
- Window store, Mac Appstore

Harbor team strategy

- ❑ Second sales market of pc games and software
- ❑ Pre-sales contract for indie and small developers
- ❑ Easy payment development and independent sales support



Plan 2 - Mobile market

Features of the Mobile market

- Large market, red Ocean
- Games are a big part of the payment and there is an economic model that drives the payment.
- The retail and service markets are growing significantly.

Harbor team strategy

- ❑ low-cost payment system and No fees
- ❑ Provides an integrated in-app billing environment
- ❑ Suitable for event merchandise sales



Plan 3 - Cross-platform market

Features of the cross-platform market

- Web-App and web-based service platform
- Game engine support such as Unity 3D and Unreal

Harbor team strategy

- ❑ Blockchain-based payments can easily integrate payments from webApp and game engines
- ❑ Game-optimized billing system
- ❑ Independent cross-sell solution support



Harbor's Future

- Low-cost re-sale market
- Availability of real transactions by means of cryptocurrency
- Returning the currency issuance benefit to developers and content providers
- Proof of Possibility as a Service Platform for Block-chain Technology

