



White Paper

An introductory document for the Application

Executive summary

What is Foodxilla?

FoodXilla is Online APP that we are proposing here, greatly simplifies the ordering process, preparation of food and unnecessary waiting problems in lavish restaurants and for both the customer. APP presents an interactive and up-to-date menu with all available options in an easy to use manner. Customer can book their tables to avoid waiting and get the Token slip which can be used for further process, Customer can choose one or more items to place an order which will land in the Cart. Customer can view all the order details in the cart before checking out. At the end, customer gets order confirmation details (Token slip) which can be valid for half an hour. Once the order is placed it is entered in the database and retrieved in pretty much real time. This allows Restaurant Employees to quickly go through the orders as they are received and process all orders efficiently and effectively with minimal delays and confusion.

Market:

From multiple market consumption researches, it is noticeable that consumers are abandoning the conventional form of three formal meals at home, and are increasingly turning to habits adapted to a new way of living. At present, there is a growing demand for more flexible diet, and more attention is paid to health, quality of food and value for money. Foodxilla aims to open the global market of home-made food. It fits perfectly into the new way of life, following new trends and technology, and making it possible for consumers to eat quality and healthy food, without having to spend time waiting for it. It provides cooking enthusiasts with the grounds for building a new career.

Objective:

Foodxilla objective is to globally revolutionize the preparation and ordering of food through making it possible for anyone to be able to offer their cooking services within the app. Users can order food whilst being directly in contact with the restaurant and by doing so help people around the world in countries struck by the hunger problem. The main objective of this app is to manage the food items, customer, and order and confirm order with valid token number. It manages all the information about food item; confirm order, discount factor and table booking to avoid waiting. The project is totally built at administrative end and thus only the administrator is guaranteed the access.

PURPOSE:

- To increase efficiency by shortening the purchasing time and eliminating paper work like receipts through online transaction
- To be able to stand out from competitors by automating daily operations which will give food service providers the opportunity to increase sales.



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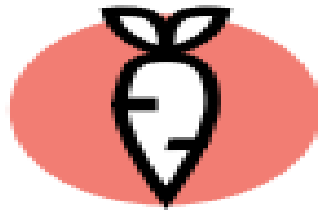
1. Idea



The idea for FoodXilla is as a platform that would give users the opportunity to order their food from home or anywhere or share their experiences. Keeping in mind the vast number of problems at the time, it was necessary to find a solution within which the application would function. With the help of blockchain technology at this point it is possible to make a fully integrated solution through which restaurant would offer food services and users would order food, while the transactions would be performed in tokens. Since the world is going in direction of decentralization of services, empowering

everyone with the ability to offer their foodservices on the market is a step in that direction and at the moment there is no global application of this kind on the market.

Why FoodXilla?



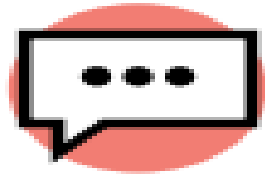
Healthy foods

Enjoy quality meals and take care of your health, explore different cuisines and get to know FoodXilla.



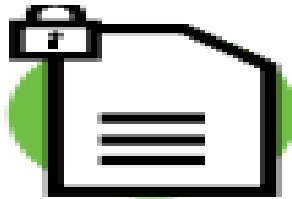
Food Revolution

If you like to boom your food, you can offer food services on the market or share your knowledge about that food.



Trust & Communication

Get in touch with other community members and check their reputation through reviews on the blockchain



Automated Transaction

All transactions are automatically made in tokens through FoodXilla smart contract



Social Impact

Help in fighting the world's hunger problem by ordering food via FoodXilla



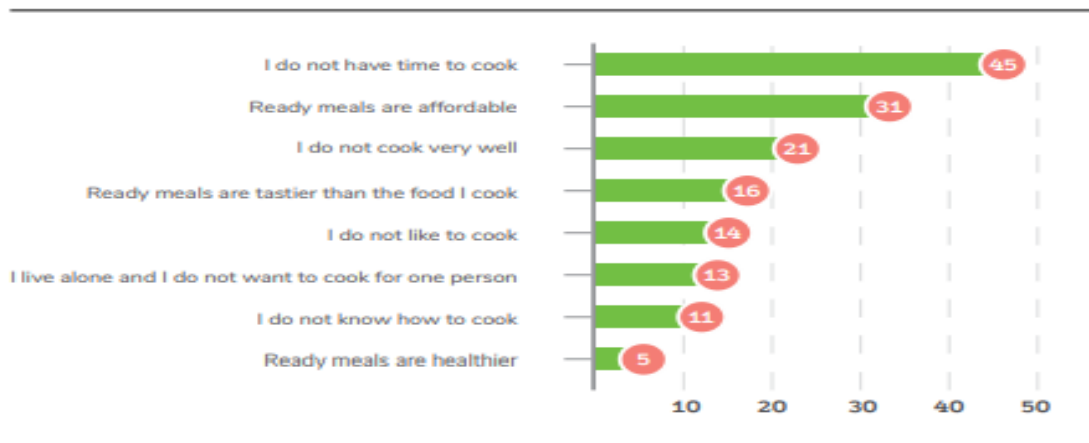
2. Market Analysis

To define FoodXilla's target market, it is necessary to review the two main segments of potential application users - users who will order food and those who will prepare food.

2.1. Food Ordering

In the last few years, the way in which people consume food has been changing. Due to factors such as busy lifestyle, longer working hours, increase of employed women as well as increase in single-member households, the urge for quicker food preparation emerged. These reasons lead to an increased demand of ready meals, ordering food and eating out. As the main reason for choosing ready meals over preparing meals themselves, 45% of participants in the Emonitor International survey state a lack of time for cooking, 21% of them think they have inadequate cooking skills, whilst 13% live alone

and point out that it's more cost efficient to book food than to cook for themselves.



Why do you purchase or book ready meals versus preparing a meal from scratch

2.2 Food Preparation

The development of the Internet enabled the emergence of various virtual communities, among others, a strong community of people who are interested in booking of food.

2.3. Potential Market Value

At the moment, two models of online food ordering exist. The first and older model refers to mediators between the restaurant and the customer, which take orders and forward them to restaurants who then take care of the rest. On the other hand, newer models are online platforms which have their own logistic support and make food ordering possible for restaurants that do not have delivery services. From many market researches we see how consumers are abandoning conventional forms of consuming three formal meals at home and turning increasingly to habits that are adapted to the new lifestyle. At the moment, the demand for flexible ways of eating is growing, so more attention is being devoted to health, food quality and value for money. To satisfy all consumers, it is necessary to provide a fast and flexible meal without sacrificing the

quality. The FoodXilla platform fits in perfectly with the new lifestyle, follows new trends and technologies, and makes possible for users to consume quality and healthy food, without needing to spend time on preparation. It is a way for cooking enthusiasts to present their knowledge and skills without a big investment, to generate additional income and/or start a new career.



3. The FoodXilla Project

3.1. Global App for Food and Cooking

FoodXilla is a social network for booking for food on which people connect, share advices, experiences, and order food from other members of the community. Users connect as friends and follow each other. All users have their own profiles, and those

who offer cooking services (chefs) have their own FoodXilla Shops in which they present all dishes that can be ordered from them.

3.2 Reviews and Trust

Food is an extremely delicate category and we intend to offer FoodXilla users' maximum transparency and confidence. With that in mind, confidence is based on the mutual review system. It is possible to make reviews only after a successfully finalized service. That way ratings for users are credible. There is a much higher degree of confidence compared to any other existing food platform since all user reviews will be written into the blockchain, making them publicly available and immutable.



FoodXilla Application is developed using swift code as used in iOS application development. The communication between the mobile application and the backend server via JSON objects is used.

4.1. Development and Availability

FoodXilla will be available as a mobile application. The idea is to cover all devices and to make the application available to everyone. Available functionality within the application will not be limited. This is due to the fact that will be developed as an iOS application.

4.2. Why Blockchain?

Blockchain has, in its nature, a couple of features that are of vital importance to the application. Thanks to blockchain we are able to achieve the following:

1. Automatic payments

Food ordering Thanks to "Smart Contract" we are able to fully regulate all payment terms. Payment is made automatically. We are also able to protect chefs from fake orders by making the funds available in the full amount of order immediately upon delivery of the order until the order is canceled or until successful completion.

2. Compatibility

Cryptocurrencies are not meaning of payment but means of controlling the execution of obligations from both parties participating in the services. To service providers (chefs), obtaining and preparing food is an expense they can cover with cryptocurrencies that they will receive, which can be spent if they become users or can be traded on the cryptocurrency exchange market. FoodXilla alone is not a provider of any service yet has a goal of creating new platforms which will enable people to cook for each other.

Reasons for FoodXilla as a blockchain project:

1. Transparent, secure and automated transactions through smart contract
2. Chefs in the community cook for others and get compensation in CHEF utility tokens
3. 2 billion people without a bank account can use the app
4. All user reviews will be written into the blockchain, making them publicly available and immutable

4.3 CHEF Token

The CHEF token will be based on the ERC20 standard (Ethereum token) and will be created during the Token Generation Event (TGE) in limited quantity of 630 million tokens.

The CHEF token is a utility token. It will be listed on most relevant crypto exchanges and will be tradable (purchase/sale). Its value will be determined by the market.

The FoodXilla application will use CHEF tokens for transactions within its own platform. If the scalability and transaction fees on the Ethereum network are not improved by the time the application hits the market (Q3 2019), the best possible solution at that moment will be implemented, but it is to be expected that this will be resolved through the Ethereum development. The prices listed in the application will be stated in fiat currency, and will be automatically converted to CHEF tokens according to the current price on the exchanges.

The CHEF token will be used for:

1. Food ordering
2. Educational services
3. Advertising within the application

The CHEF token will be purchased within the application by one of the following ways:

1. Credit cards
2. Ether (ETH)
3. Other cryptocurrencies





5. RISK FACTORS

The purchase of our tokens (hereinafter referred to as the “Token” or “Tokens”) may be associated with a high degree of risk. To protect the interests of potential Token purchasers, our team will have to conduct an analysis of such potential risks and outline the result of this analysis in this White Paper. These risks can materialize in other forms of risk than those specified here. Prior to acquiring Tokens, each potential Token purchaser is advised to carefully review all the information and assess the risks of such a purchase, including but not limited to, the risks set forth in this Whitepaper and to decide upon the purchase of Tokens based on such an assessment.

5.1. TECHNOLOGICAL RISKS

1. Risk of Hacker Attacks on The Platform, Smart Contracts, Or Tokens

Tokens can be expropriated and / or stolen, by hacking Tokens, or otherwise. Hackers or other groups or organizations may attempt to intervene in a smart contract or Tokens in various ways, including, but not limited to, virus attacks, DDOS attacks, concerted attacks, network attacks, denial of service attacks, and others. In addition, since the cryptocurrency platforms are based on an open source software, there is always a risk that their smart contracts may contain intentional or unintentional errors or shortcomings that could adversely affect Tokens or lead to loss of Tokens, loss of access or control Tokens. In the event of such an error or weakness of the software, there can be no remedy, and token owners are not guaranteed any compensation.

2. Risk of Hacker Attack on The Computer of Token Holder, Or Loss of Passwords / Of Private Keys

Purchased Tokens can be stored by the token holder in her/his digital wallet or safe, for which a password, a digital key or a combination of digital keys is required. Accordingly, the loss of the necessary keys associated with such digital wallet or safe can lead to a loss of access to Tokens. In addition, any third party that gets access to such passwords and / or private keys (by way of getting (through hacking, or negligence of token holder) access to login credentials of the token holders' hosting-wallet, or otherwise), will be able to use Tokens of the token holder. We will surely assume no liability for such losses.

3. Risk of Using New Technologies and Changes in Technology

In the Future Tokens and blockchain are fairly new and relatively untested technologies. Although at the moment they have largely proven their efficiency, reliability and security, there is no guarantee that in future these technologies will not fail in any way Finally, there is no guarantee that these technologies will be compatible with any new technologies invented in the future. In the event of such incompatibility, use of Tokens and blockchain can be found unreasonable and stopped.

5.2. REGULATORY RISKS

1. Risk of Regulatory Uncertainty

Regulatory status of cryptographic tokens, digital assets and blockchain technology, is unclear or not defined in many jurisdictions. It cannot be excluded that such technologies, and, in particular, Tokens, will in the future become a subject of one or more (adopted or new) interpretations of laws. Such changes can adversely affect Tokens in various ways, including, for example, by determining that Tokens are regulated financial instruments that require registration or compliance with other legal requirements and procedures. We may stop distributing Tokens, developing a platform or terminating operations in a particular jurisdiction if the actions of regulatory authorities of the relevant jurisdiction make it illegal or not commercially viable to proceed. In the process of designing the nature of the Token, we will try to make utility token that will hardly be classified as a security under any jurisdiction.

2. Risk of Inability to Obtain, Maintain or Renew Licenses and Permits

As of the date of Tokens sale, there are no statutory requirements requiring us to obtain any licenses and permits necessary for the sale of the Tokens, but the risk that such legislative requirements may be enacted in the future cannot be ruled out. In this event, the possibility of sale and further use of Tokens will depend on the procedure of issuing such licenses and permits, and on compliance with their terms. Such requirements of the law might be unachievable.

5.3. BUSINESS RISKS

1. Risk of Failure in Development

It cannot be excluded that for various reasons, including but not limited to, the reasons of insolvency of business or technological strategies, the model that we will develop, might not achieve the desired functionality, be inoperative, or work in a way different from what developers designed it for. Also, we cannot exclude the risk that for these or different reasons, the development and implementation of the model can take longer than we anticipate and might even be obsolete or irrelevant when it comes out.

2. Risk of Dependence on Third Parties

Even after the launch, the model we shall develop, will have to rely, wholly or partially, on third parties, for adoption and implementation of certain functions, as well as for continuing its development, maintenance and support. Though the aforementioned third parties are will be carefully thought out and selected by our team, there is no insurance or guarantee that these third parties will do their job properly, or otherwise meet users' needs, and this can have a substantially adversarial impact on the platform.

3. Risk Of Force Majeure (Superior Force)

In the future, there may be extraordinary circumstances that we cannot rationally predict or prevent and that may be the subject of restrictions or impediments to the operation of our product or Token platform.

