OASIS

Oasis World White Paper

Version 1.0

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Preface:

Although we are not the creators of history, we are the creators of the times. Technology advances iteratively, and each age has its own unique form.

As we all know, the establishment of any mature business model must be based on the maturity of the underlying technology. Otherwise, no matter how disruptive a business model is, no matter how innovative an idea is, it will remain a mere concept. On the contrary, if a species or a business model is based on mature technology, then it can survive a series of baptism and continue to move forward.

Perhaps because of this, we are seeing the emergence of the metaverse, we are seeing a series of landings and applications based on blockchain technology. However, when many applications related to blockchain begin to appear, when blockchain-based business models begin to take root, we see that these landing and application, these business models, are still isolated, fragmented, difficult to integrate. When such a phenomenon continues, blockchain can still not be called an era, but just an alternative.

We need a new concept to define the blockchain era, we need a new term to interpret the coming blockchain era, it is in this kind of a big background, Web3.0 began to appear. In a sense, Web3.0 is inevitable for the maturity of blockchain, and it is a collection of a series of blockchain landing and application. We now see the application of blockchain represented by the metaverse in Web3.0, just as we have seen the Internet application represented by e-commerce in the past in Web2.0.

2020 belongs to DeFi, 2021 belongs to NFT, and 2022 will belong to DAO. In the future, DAO will build a trinity ecosystem of meta-universe+Game FI+NFT under the guidance of Web3.0. We are bringing much-needed convergent solutions to the real and crypto worlds.

In the era of revolution brought about by decentralized finance, a complete oasis financial system will emerge within three years. This is going to be a great long-term project of the century.

Part 1:Project Background

1.1 Web3.0 Era

In the current era of Web2.0, users based on the Internet free creation, social interaction, learning, games, entertainment, e-commerce, etc., create massive value data, and profoundly influence the business model under the Internet economy, giving birth to Internet giants such as Twitter and Google. With vast amounts of data, these Internet giants can aggregate traffic, capture business opportunities, capture trends, and even sell and sell data, but data is the core value.

As the creation of data users from do not have access to any rights and interests, and the Internet giant use big data to construct user portrait to infinite to extract the user value, to achieve maximization of interests, such as the use of individual behavior preference to frame each individual the exploration of space, let individual sustainable providing value, such as forced to watch the ads and finish all kinds of binding task. Even the vast amount of data it has mastered is built up in a moat way, which inhibits our individual innovation and development in the Internet ecology.

The fundamental reason lies in the current Web2.0 ecology, data is in the hands of these centralized companies, these companies can unilaterally use, tamper with, delete user data, and even some companies use plug-ins and other technical means to illegally obtain user mobile phone data, sell user information, serious infringement of user rights and interests. It is inevitable that the balance of the interests of the centralized company and users will be infinitely inclined to the centralized company.

The core of Web3.0 is its decentralized mechanism, where users own the data they create, and no platform or other person can modify or use the data without the user's permission. Users can monetize their own data based on Web3.0. At the same time, the security of decentralized data can be guaranteed. At present, the awakening of users' data security and value consciousness decides that decentralized Web3.0 gradually replaces centralized Web2.0 as an inevitability of the times.

The openness of Web3.0 is reflected in the following aspects: users have full freedom of access in a certain Internet application "domain", and the threshold is low; For example, users can often use a blockchain account address to log in to the application on the chain, without registration permission, which is convenient to operate; The user behavior is not restricted by the third-party subject, and the Internet application breaks the original boundary and estrangement between the so-called ecology and ecology. Under the principle of compound code operation logic, the application has a high degree of combination and complexity. The most direct example is the so-called DeFi Lego, where any application can invoke or aggregate the underlying protocol (such as DEX), and the synthetic asset platform maps the real world assets onto the chain (no delivery relationship), which is equivalent to breaking the so-called boundary between online and offline and virtual and real. In addition, Web3.0 internal applications based on different infrastructure can be "cross-chain" protocol to solve the interconnection; Therefore, the user's behavior of multiple applications in the Web3.0 world can produce similar social relationship graph, which further enhances the potential of data value mining.

At the same time, Web3.0 is related to the international industry discourse rights, which is an international war. Web3.0 represents the future. Enterprises that actively embrace Web3.0 ecology will surely gain the favor of capital, and

enterprises that actively transform Web3.0 will have priority to obtain the traffic advantage. Only by adapting to The Times can we grasp the future, otherwise it will become the dust of history.

1.2 The rise of Metaverse

The common view of the metaverse can be traced back to Avalanche, a science fiction novel published in 1992 by Neil Stephenson, a well-known American science fiction writer. According to his description, we will live in a digitally woven world, using avatars to communicate. Virtual space, which is both in the real world and independent of the real world, is an online virtual world that maps the real world. It is an increasingly real digital virtual world. People use brain-computer interface, VR and other science and technology to enter the data world of immersive experience, switch another identity and experience a second life.

First of all, the term "Metaverse" comes from the "Metaverse." The Metaverse is not an app or product in particular, it's a concept, a parallel universe in digital form, which is currently best represented in the form of a game. The metaverse includes the physical and virtual worlds, an economy that operates independently, and the transferability of avatars and digital assets in different parts of the metaverse. The metaverse will be decentralized. Other features of the metaverse include digital

persistence and synchronization, which means that all events in the metaverse occur in real time and have a permanent impact. The metaverse ecosystem includes user-centric elements such as Avatar identity, content creation, virtual economies, social acceptability, security and privacy, and trust and responsibility.

In March, the first metaverse concept stock, Roblox, the parent company of overseas game Roblox, went public in the US, with its shares jumping 54% on the first day of trading, giving it a market value of $38.3 billion. Roblox claims to connect the world through gaming, allowing anyone to explore tens of millions of immersive 3D games built by a global community of developers. In April, Epic Games, the parent company of Fortnite, raised a new $1 billion round of funding based on the metaverse concept. Fortnite has previously hosted "immersive" and interactive virtual concerts. Tech companies are also aggressively laying out the metaverse, with international giants such as Nvidia, Facebook, Tencent and ByteDance adding to the metaverse in hopes of dominating early markets.

1.3 NFT---The favorite of the digital market

The full name of NFT is non-fungible Token, Chinese is "non-homogeneous Token", is a kind of data unit called blockchain digital ledger, each Token can represent a unique digital information, as the ownership of virtual goods electronic authentication or certificate. Since they are not interchangeable, non-homogeneous tokens can represent digital files such as paintings, sounds, videos, items in games, or other forms of creative work. While documents (works) are themselves infinitely replicable, the tokens that represent them are tracked on their underlying blockchain and provide buyers with proof of ownership. Cryptocurrencies such as Bitcoin and Ether have their own token standards that define the use of NFTS.

The history of NFT can be traced back to 2017. In that year, Ethereum launched 10,000 pixel avatars of CryptoPunks, each of which is different. People who hold Ethereum cryptocurrency can receive it for free and get it for second-hand market transactions. In 2018, the NFT ecosystem gradually developed. OpenSea, MetamarkrRare, Rarible, Nifty, Gateway and other trading platforms rise with the rise of NFT. With the rise of NFT, there are also various NFT trading platforms, among which MetamarkrRare and OpenSea operated by Ethereum are the largest and attract more customers.

In 2019, sensing a business opportunity, Nike, F1 and other brands began to intervene in the NFT market. In 2020, NFTS began to be used in other areas, including identification, backup of fixed assets, and even as cryptographic collectibles to increase the value of collections. In 2021, the NFT market finally saw explosive growth. According to Cryptoart. IO, the NFT market was the most competitive at the beginning of the year, with over $2 million trading volume in March alone. As of August 1, a total of 8.21 million works of art were sold in the form of NFT, with a total value of about 683 million dollars, or 260,000 ether coins ETHO not only has Musk, Jack Dorsey and other technology leaders to grab the market, some well-known artists have also entered the NFT, many art works sold at high prices have been reported in endlessly.

At present, we can clearly see that the main application areas of NFTS include games, art, domain names, collectibles, virtual assets, real asset tokenization (STO) and other areas, especially art and games in the market attention. Some game items and works of art are naturally unique and indestructible, and are coupled to NFTS, so NFTS can help prevent counterfeiting and fraud. In the context of global digital transformation, NFT will play an irreplaceable role in the future blockchain ecosystem, and may even become the key driving force and cornerstone for many industries to realize the transformation of digital economy. For the exchange, how to seize the opportunity under the new wind mouth and promote the development

of digital economy is worth thinking deeply.

1.4 The Integration of DEFI、NFT and Metaverse

The metaverse is not a castle in the air, but a virtual space based on the future mapping of the real Internet world. The scope of the metaverse will extend from pan-entertainment to every corner of the Internet. However, at present, the development stage of the metaverse is still in the ultra-early stage, which still needs a long time to develop and perfect.

DEFI and NFT will become important infrastructure in the metauniverse, and their uniqueness and irresubstitutability will provide reliable basis for people to map things in the real world to the metauniverse, and have initially shown their value at this stage, but in the future, the core and extension of DEFI and NFT still have very big imagination space. At the end of June 2021, Zuckerberg announced Facebook's future efforts to build the metaverse, and the Metaverse product group will be led by Instagram VP Vishal Shah. In the foreword of Tencent's annual issue at the end of 2020, Ma Huateng put forward a so-called "Quanzhen Internet" concept: "Now, an exciting opportunity is coming. A decade of mobile Internet development is about to usher in the next wave of upgrades, which we call Quanzhen Internet."

The door of virtual world and real world has been opened, whether from virtual to real, or from real to virtual, are committed to helping users achieve more real experience. From consumer Internet to industrial Internet, application scenarios have been opened. As we all know, the development of the Internet from Web1.0 to Web3.0 indicates that NFT and the meta-universe will also go through such a process, that is, the discovery and confirmation of the rights of the individual's own value and all the values created by each individual in the Internet. On the whole, Web3.0 will be an important part of the meta-universe. Therefore, the rediscovery of individual value will also be an important core of the metaverse.

Based on the above analysis and the unique advantages of DEFI and NFT, it is not difficult to find that with the development of human society, especially the in-depth exploration of the origin of human social development, the "unique" value of each individual and the "unique" recording function of DEFI and NFT will be more and more deeply integrated. This will undoubtedly continue to reinforce the interdependence between DEFI, NFTS and the metaverse. Although the development of the metaverse is still at a very early stage, through the window of DEFI and NFT, we can have a glimpse of the open and interconnected virtual world, value sharing and many other attractive features. With the help of DEFI and NFT, in the future metaverse, Anything and everything of value will be found, documented,

and treated with the respect it deserves.

PART 2: About Oasis World

2.1 Oasis World Introduction

Oasis World (referred to as OAS) was born in Oasis World Foundation (OAS Foundation), focusing on the underlying technology of NFT+GameFi+ meta-universe Trinity blockchain Web3.0, combined with UNREAL rendering engine technology, artificial intelligence technology, XR technology, etc. We are committed to creating an open meta-universe ecological aggregation platform, providing meta-universe engine support for content creators, immersive experience for users, and fair, credible and sustainable decentralized financial services for shops, property and developers in the oasis!

OAS is a meta-universe +GameFi+NFT aggregation ecological agreement, which can create liquidity and trading platform through four types of NFTS: customer, shop, property and developer. OAS is to connect the property with the shop investors, to help the property and shop investors get the maximum profit from the shop management.

In the future, OAS to swim the system will be in yuan game, on the basis of the universe is expanding, including storage cloud platforms, distribution platform game, game props, NFT props asset exchange trading platform, advertising platform, yuan universe dig and incubator, multivariate ecological, for players, such as miners, research and development, distributors provide complete game solution. Developers can also create blockchain applications through the OAS toolset, as well as full NFT service support through other platforms.

Part 3： Oasis World Economical Model

3.1 OAS Launch Plan

OAS are value tokens circulating in the Oasis World ecology, whose value attributes fuse DeFi, NFTS, and metaverse.

OAS is also a functional token used on the Oasis World platform. With a total issuance of 100 million yuan, HALO chain is issued based on HALO chain (HALO chain, HO, HALO Network, is a new public chain supported by cross-chain bridge, loan, stablecoin and DEX as ecological basis). It is a virtual currency designed to be widely used in the circulation of various value assets.

Released public chain: HALO Network; OAS mining: according to the level to determine the number of OAS daily fixed.

Technical Team 2%

Ecological construction 2%

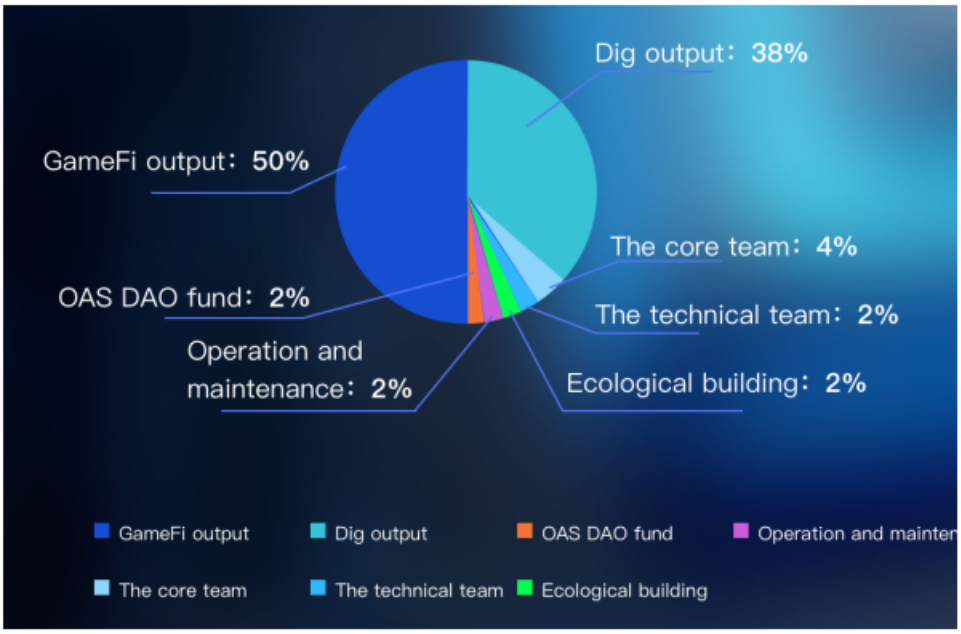
Operation and Maintenance 2%

The DAO fund 2%

Core team 4%

38% mined from minerals

Chain game yield 50%



3.2 OAS Destruction Mechanism

* Destruction Mechanism

- The shop spends everything except the bonus of 10%OAS, with the remaining 40%OAS destroyed +50%HO destroyed.
- Property expenditure expenditure 50%OAS destruction +50%HO destruction.
- Shop promotion S1-S3 spending 100%OAS destruction;
- Shop S4 gets promoted to E1 spending 80%OAS destruction, 20%OAS reward;

- Property promotion expenditure 100%OAS destruction;
- Late casting shops 100%OAS destruction;
- Promotion developers spend 100% of their OAS destroyed.

* Output Mechanism

- Each level of user produces a fixed number of OAS per day;
- A shop's daily output ranges from 1-4.96 OAS from S1 to S4;
- Property users' initial daily production is expected to be above 14.12 OAS;

* Shop promotion Mechanism

Shop promotion	Conditions
Shop S1-S2	15.62 OAS + 5 Shop Stars
Shop S2-S3	46.87 OAS+10 Shop Stars
Shop S3-S4	125 OAS+15 Shop Stars
Shop S4-PropertyE1	375 OAS+invite 10 shops
Property E1-E2	188 OAS+A E1 in each 3 areas
Property E2-E3	376 OAS+A E2 in each 3 areas
Property E3-Developer X	1000 OAS

3.3 OAS Property - NFT-Exclusive Revenue Model

Property-NFT Earnings M（OAS）= Fixed rank return ML+ consensus weighted return OAS

Fixed class return ML = property class L * mining coefficient K

Consensus weighted revenue OAS = networkwide consensus value index C * Coefficient of consensus rating R * Number of invitees N/total users M

Interpretation of the model:

Fixed grade return ML: the mining coefficient K is a uniform parameter of the platform. This part of output depends on the grade of the property and is not affected by the number of properties.

Consensus weighted revenue OAS: the consensus value index C of the whole network is positively correlated with the activation number of invitation codes of the whole network. The more activation number of invitation codes, the more revenue weighted to a specific property.

The coefficient R of consensus level is positively correlated with the property level. At the same time, the more people invited by the property, the higher the consensus income.

For the property, another perspective of understanding is

the network consensus whether series and parallel will produce value gains.

3.4 OAS Real Estate User Incentive System

Property consensus weighted income ratio:

Property Class	Mine production bonus
E1	7%
E2	10%
E3	14%
*The ratio is preconditioned to be the best case calculated when all network users are in their community team, then the property can receive the mining bonus of all users.	

3.5 User incentive Rule

Property must invite 10 or more shops to activate normal property level mining speed.

Shops also have a path to property promotion, as long as the following two conditions:

1. Upgrade to S4 level;

2. Invite 10 shops;

Other Consensus Rewards

1. A 10% reward for inviting shops;

2. The property can be awarded 10% of the amount of NFT purchased by the invitee;

3. Shop users can get 6% reward of NFT amount purchased by invitees.

4. If the property is level with the property, it can get 15% reward of level

3.6 OAS Subscription plan

Property NFT subscription		Shop NFT subscription	
Limitation	2000 (limit of one per address)	**Limitation**	50000 (limit of one per address)
Participate Condition	With the special invitation code and "50%U+ HO worth	**Participate Condition**	With the special invitation code and "50%U+ HO

	50%U" for one		worth 50%U "for one
Property level	E1-E3 (same initial level, upgrade with OAS)	**Property level**	S1-S4 (Same initial level, upgradable through game and missions)
E3 can be promoted to Developer X, gain entry to "Oasis Word Game", and receive a 960 by 960NFT plot.			

Scarcity of property NFTS generates consensus:

2000 units for sale while stocks last! After that, it can be promoted into a property through a shop.

3.7 Property NFT mining generates Consensus

1. The eligibility to subscribe for the shop is only open once, and it will be closed permanently after the event.

2. Promotion by rank is not allowed.

3.8 OAS Mechanism of Data

1, shops overtime closed shop, business for one day, the third time overtime, revoked business license, pay 10 OAS fine can continue to operate. Property overtime operation, shutdown for one day, the third time overtime, revoked business license, pay 50 OAS fine can continue to operate;

2. The system will issue "Star of Store" to the shops operating in accordance with the regulations every day, collect the specified quantity, and choose to be promoted. It takes 5 from S1 to S2, 10 from S2 to S3, and 15 from S3 to S4. Property can choose promotion;

3. E1 promotion must complete more than 10 direct promotions, otherwise it cannot be promoted, there will be no team revenue, and the revenue of S4 will be maintained;

4. For promotion from E3 to X, 1000 OAS are needed to obtain admission qualification of "Oasis Word Game" and a 960×960NFT plot.

Part 4： Oasis World Application Scenario

4.1 OAS metaverse +GameFi+NFT Ecosystem

The OAS metauniverse is a virtual space parallel to the real world and independent of the real world. It is an online virtual world that maps the real world and an increasingly real digital virtual world. Customers, shops, properties and developers in the OAS metauniverse correspond to the virtual reality.

In 2020, in the context of the pandemic, the following typical events triggered people's expectations for the "metaverse" : First, virtual concerts. American pop star TravisScott has staged a virtual concert in the game Fort-Nite, and 12.3 million gamers worldwide have become virtual concertgoers. Second, virtual parents host birthday parties for their children on the sandplay games Minecraft and Roblox. Third, virtual finance. CNBC reports on the wave of real estate in the "metaverse" and the launch of an investment "metaverse" asset fund. An all-dimensional virtual "meta-universe" asset and wealth model is taking shape. In this way, people will soon be able to switch identities anytime and anywhere, shuttling between the real and virtual worlds, breaking the wall of the dimension, and entering the

"metaverse" composed of virtual space and time nodes at will, from which they can study, work, make friends, shop and travel. For such economic system, social system and social ecology, people's imagination is obviously not enough.

Oasis World will establish SimCity Societies, which are decentralized autonomous communities. Players can conduct community governance, exchange and co-singing, trading, manufacturing and a series of planning and construction in the OAS metauniverse that are extremely suitable for the real World, and truly create their own free country! OAS hope that through the mechanism innovation, to build a safe, effective, decentralized open chain blocks underlying network, and introduce democratic decision-making process, let the DAO members common decision network upgrades direction and public budget usage, reveal the collective wisdom, power quality charity project development, promote large-scale ground block chain technology.

An advanced democratic decision-making process was constructed based on the decentralized autonomous organization DAO, and mechanisms such as the Revised Federal Byzantine Agreement (mFBA), Congress Network, Flash Layer and Trust Contract were innovatively proposed. Help the community ecology more fair, efficient consensus, promote the community to follow the will of the members of the prosperity and development.

4.2 OAS NFT meta-universe integration and innovation

NFT games are the primary form of the metaverse. The game is a virtual world that people build based on the simulation, extension and unrestrained imagination of reality. Based on the integration of Web3.0, holographic Internet technology, blockchain and NFT.

The OAS team believes that the metaverse may be the ultimate form of the Internet. Therefore, with games as the entry point and HO intelligent chain technology as the underlying support, we created OAS- a multi-player cooperative meta-universe game based on meta-universe +GameFil+NFT, which makes the connection between reality and virtual more efficient, and also makes the circulation of value more abundant. OAS is created by the Oasis Foundation. Supported by the foundation's global technology, resources and game network, OAS is supported by DEFI and NFT concepts, and takes the metaverse system as the standard to achieve the following innovations:

In terms of synchronization and simulation, OAS games give each player a virtual identity, such as a user name and game image, and can use this virtual identity to form social relationships and meet new partners in the game community.

At the same time, the game creates a cognitively demanding environment through rich story lines, frequent interaction with the player, realistic visuals, and coordinated sound effects, so that the player must use a large amount of mental resources to focus on what is happening in the game, resulting in the so-called "immersion".

In terms of open source and creation, players have full freedom within the framework and rules set by OAS games. They can not only enjoy the game's graphics and sound, but also pursue the ultimate equipment and operation.

In terms of economy, each OAS game has its own in-game currency, in which players can shop, sell, transfer money, and even withdraw cash.

In summary, OAS incorporates several basic requirements of the metaverse and NFT into the game. Players level up their virtual shops and interact with their neighbors.

4.3 OAS GameFi to make money on the new trend of play

Anyone in Oasis World can buy a store to join this World and participate in activities such as shop promotion, Business Star watch events, and subscribe to NFT plots. Activities, shared quests, and tournaments bring valuable rewards and enhance the player's status in the game. Let the game provide an interesting plot for the average player who wants to enjoy the experience, and an ecosystem for players who want to collect and trade non-homogeneous tokens (NFTS).

OAS chain game integration strategy, collection and cultivation of gameplay, with a strong game. It is also the main embodiment of NFT and meta-universe in the OAS blockchain ecology. OAS chain tour endows real circulation value of tokens in the ecology, opening up the transaction channel between users and the platform.

Under the support of HO, the OAS chain game system has the characteristics of decentralization, transparency and token incentive. In addition, OAS has quickly gathered a large number of international top blockchain talents, aiming to take the online game industry as an opportunity to drive industry reform and build the world's top blockchain game infrastructure and NFT, meta-universe ecological application system. OAS integrates third-party resources through blockchain network and token mechanism, so that online virtual environment and physical environment are integrated into one, creating a borderless entertainment world

and creating unprecedented entertainment experience for global users. In the ecosystem, OAS allows players to participate in games and get rewards and distribute game assets through blockchain.

Decentralized ownership of NFT-based assets: Decentralized ownership of in-game assets such as stores, shops, business licenses, etc. Social features: In-game chat module allows players to communicate with players in the same community and transfer tokens and assets to friends during chat. Players can visit each other's communities and complete group missions together.

Market: An in-game market that allows users to buy and sell assets. It creates a basic ecosystem for game players to purchase and use NFT assets, and also provides strong liquidity support for the trading and circulation of all types of digital assets.

In the future, OAS to swim the system will be in yuan game, on the basis of the universe is expanding, including storage cloud platforms, distribution platform game, game props, NFT props asset exchange trading platform, advertising platform, yuan universe dig and incubator, multivariate ecological, for players, such as miners, research and development, distributors provide complete game solution. Developers can also create blockchain applications through the OAS toolset, as well

as full NFT service support through other platforms.

4.4 Virtual and realistic construction of OAS Metaverse

The comprehensive exploration and layout of the metaverse, committed to providing effective solutions and new logic for the full DeFi ecology, means that OAS is deeply positioned in the metaverse domain. At present, OAS has established the development path of the metauniverse with visualization, three-dimensional, interactive, to the metauniverse as the main line, and gradually realize the digital twin, digital native, and virtual reality. OAS intends to create a meta-universe ecology that can accommodate all users, including Layer2, infrastructure ecology that solves the problems of technical performance, efficiency improvement and expansion, and innovative circuits such as HO smart chain ecology, Solana ecology and HSC ecology, such as GameFi, NFT, Metaverse and other tool products. Including wallet, data platform, privacy protection and other applications in the future of the meta-universe as the core of the ecological development of OAS, enabling the depth of the blockchain field, and provide incubation opportunities for high-quality development teams, project teams, and innovative project parties to provide technology and other different dimensions of support. OAS is expected to establish links with projects in different countries and regions around the world,

reach project users, and continue to pave the way for global layout.

Historically, the concept of organization has been centered on a strict ownership structure. Companies began to introduce open, flat organizational structures that allowed more people in the company to have a voice. Ultimately, however, making decisions for the entire organization is usually the responsibility of one person or a few.

OAS DAO is a global decentralized autonomous organization, which is mainly global. All countries have established offline consensus communities, aiming to build a GameFi aggregation platform based on the concept of WEB3.0, smart contract constraints and DAO voting governance in a decentralized organization mode. These include decentralized NFT trading and metaverse ecosystems with cross-chain converged systems.

Part 5: Oasis World Foundation

5.1 Team layout

5.1.1 OAS Blockchain Technology Laboratory

The responsibility of the laboratory is to help OAS make reasonable use of funds and resources under the premise of fairness, openness and transparency, continuously promote the rapid development of OAS, expand the application scenarios of OAS, and attract more institutions, companies, projects, organizations and developers into the OAS ecology.

The OAS DAO sets up the Autonomy committee, and under the governance committee, it sets up the technical Committee, Finance and Human Resources Committee, and Marketing and Public Relations Committee. As the highest decision-making body for fund management, the governance committee manages the various executive bodies under the fund and has the power to decide on the use, reward, punishment and freezing of the fund. The members of the governance committee are elected by the community.

5.1.2 OAS Marketing and Public Relations Committee

Responsible for community operation and management, event planning, community reward distribution, community punishment execution; The funds raised will be used for marketing and business cooperation.

The OAS decentralized aggregation platform team, supported by the Pinnacle Blockchain Technology Development Organization, brings together top experts from Ethereum, Binance, Coin, HALO, OKex, IBM, Microsoft, Google and other projects, The team has rich experience in blockchain underlying architecture, distributed database, cryptographic algorithm, commercial ecological application and other aspects, which provides strong talent support for the rapid development of OAS decentralized aggregation platform project.

5.1.3 Technical team

Williams Daya OAS co-founder:

Williams Daya is a graduate of Harvard University with 20 years of Internet experience and 8 years of blockchain commercial application experience. Has advised cryptographic companies, cryptographic startups, venture capital funds

and international decision makers on blockchain solutions. Williams Daya is also a director of the Private Investment Fund Institute (PIFI) and has worked several times with Cravath, Swain&Moore LLP in New York and Goldman Sachs in London.

EN. Gim - - - the CTO:

He graduated from Virginia Tech in 2002 with a PhD in computer science. He worked at IBM Computer Research Center. I came into contact with digital cryptography through the paper "New Directions of Cryptography", and verified the feasibility of distributed bookkeeping by means of asymmetric encryption and elliptic curve algorithm. Currently, he has participated in the design of more than 10 kinds of digital currencies and discovered several security vulnerabilities. He is a well-known and trusted member of the digital currency community. In order to promote the application of blockchain real economy, the OAS project is developed by integrating multiple resources.

Jimmy - - - the COO:

Proficient in the principle and implementation of mainstream blockchain technologies such as Bitcoin, Ethereum and HyperLedger, and have a deep understanding and rich practice of blockchain consensus mechanism, smart

contract, cross-chain technology, side-chain technology and privacy protection. The blockchain network it builds has been in stable operation for many years.

5.2 Community layout

The decentralized aggregation platform of OAS will be preheated in the world, at the same time, the layout of Malaysia, Australia, Singapore, Cambodia, Philippines, Hong Kong, China, Thailand, Japan, France, South Korea and other countries, 120 communities at the same time.

Adhering to the concept of blockchain technology decentralization, the decentralized aggregation platform of OAS is based on the power of the community and the interests of users, and gradually transitioned to a fully autonomous community-type digital asset integration ecology. OAS decentralized aggregation platform community adopts global distributed collaborative office, brings together all forces with obvious advantages and the same idea, implements the values of decentralization, and realizes sharing, common ownership and co-governance with the community and users. The decentralized aggregation platform of OAS will be built into the world's leading basic public chain application ecology integrating capital market, start-up technology team and investors.

The advantage of the decentralized aggregation platform of OAS is that the autonomy allows the community to have a full preparation, discussion stage, and the whole process is transparent and visible. After extensive community discussion, it can be put to a vote anytime, anywhere, without saving up for a specific meeting time. Governance results in the greatest community consensus and is implemented by the community.

5.3 Oasis World Legal compliance of Foundations

To provide a more robust environment for value creation, Oasis World is committed to meeting the legal and regulatory requirements of different jurisdictions around the World. Within the scope of the law, Oasis World Foundation is a non-profit organization, and users on the chain acquire the right to use OAS. Buyers should understand that Oasis World makes no warranty of any kind and therefore OAS will not provide a refund under any circumstances.

Part 6: Oasis World Route Plan

6.1 OAS DAO Development Roadmap

March 2022 OAS DAO seed concept began to circulate among some digital geeks, they have a consensus, the metaverse era is coming;

04, 2022

OAS DAO has been popular among some people in the upper and middle circles of the encryption world. The world's first OAS DAO Alliance meeting was carried out online by means of encrypted communication. The conference clearly proposed the purpose of OAS DAO to establish a global super class encrypted DAO community.

05, 2022

With the OAS DAO officially making its global debut thanks to the collaboration of members of the global community, some people in the crypto World have started to pay attention to and discuss Oasis World. They were so intrigued by the geeky organization that they started getting inquiries on social

media about how to get into Oasis World;

June 2022

OAS DAO organization has become popular within the crypto circle. Some members proposed that a token OAS representing the spirit of Oasis World metauniverse should be issued. Community members began to discuss widely and finally the idea of OAS token was approved through the online meeting of all members.

July 2022

The virtual store model of OAS has attracted global attention. Finally, the scheme proposed by a blockchain geek close to V God has been recognized by the community. The OAS token economy model was born, and the global participants also developed the implementation scheme of OAS.

August 2022

OAS token has completed all the preliminary technical preparations. Thanks to the HALO technical team for providing us with important technical assistance.

According to the specified landing scheme, OAS token has been officially launched globally, and the week was hot.

6.2 OAS Business Roadmap

July-August 2022 Preparation stage OAS initial model OAS alliance formation

August 2022, the OAS animation trailer unveiled the prototype of the metaverse

September 2022, the decentralized functional wallet is determined to build the underlying code of the wallet

November 2022, the NFT model was unveiled for functional testing

December 2022, functional wallet added functional underlying logic test

January 2023 meta-universe animation model debut underlying code compilation

February 2023 SWAP test NFT auction test

March 2023, OAS animation model appeared in the Metaverse chain game design

April 2023, the development direction of the metaverse set the preliminary framework of metaverse chain tour

May 2023 SWAP test Import data for testing

June 2023 Meta-cosmic Chain tour final test DAO organization member test

July 2023, the functional wallet will be released to external users after testing

August 2023, the meta-universe model was successfully polished and the user base exceeded 300,000

September-October 2023, the number of SWAP users reaches 500,000. DAO organizes a global tour for its members

November-December 2023 functional wallet into the use of the OAS meta-universe is basically complete

January-February 2024, users of the Meta universe reached the entry of global institutions

February-June 2024, the capital market entered OAS through virtual and real

6.3 OAS Chain Development Roadmap

- October 2022: OasisWorld official website launched, at the same time IDO and OAS DAO construction awards will be launched by airdrop;

- November 2022: Release of the first SLG strategy game centered on NFT property development, allowing players to buy resources and build on their land;

- December 2022: Start NFT market trading system;

- February 2023: OasisWorld Yuan universe mall online, OAS chain tour props,

equipment, NFT can be used as a "yuan commodity" trade;

- June 2023: Launch PVP/PVE competitive game with parkour racing as the theme, players with more NFT resources can participate in the competition;
- October 2023: Launch RPG card games that allow players to play through quality, credit, or various NFT assets offered.

Part 7 : Disclaimer and Risk Warning

Thanks to this great era, OAS overturns our common sense from an idea to a real implementation. A group of like-minded people push a thing to the implementation in different fields through DAO, and keep expanding so that every participant can find the value they want and even the unexpected joy far beyond their expectations.

We believe that the OAS meta-universe aggregation ecology will continue to grow on its own, and the genes of openness, tolerance, tenacity and practicality will attract more individuals with global resonance to join the OAS meta-universe. In the future, OAS aggregator ecosystem will not only make achievements in blockchain, but also create a model for global collaboration mechanism. The application of OAS meta-universe aggregator ecosystem will grow into the largest collaboration system in the world.

7.1 Disclaimer

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