MovieBloc

Decentralized Movie & Content Distribution Platform



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Cinema is universal, beyond flags and borders and passports.

Alejandro Gonzalez Inarritu



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1. Abstract

I’m going to make him an offer he can’t refuse.

- The Godfather (1972)

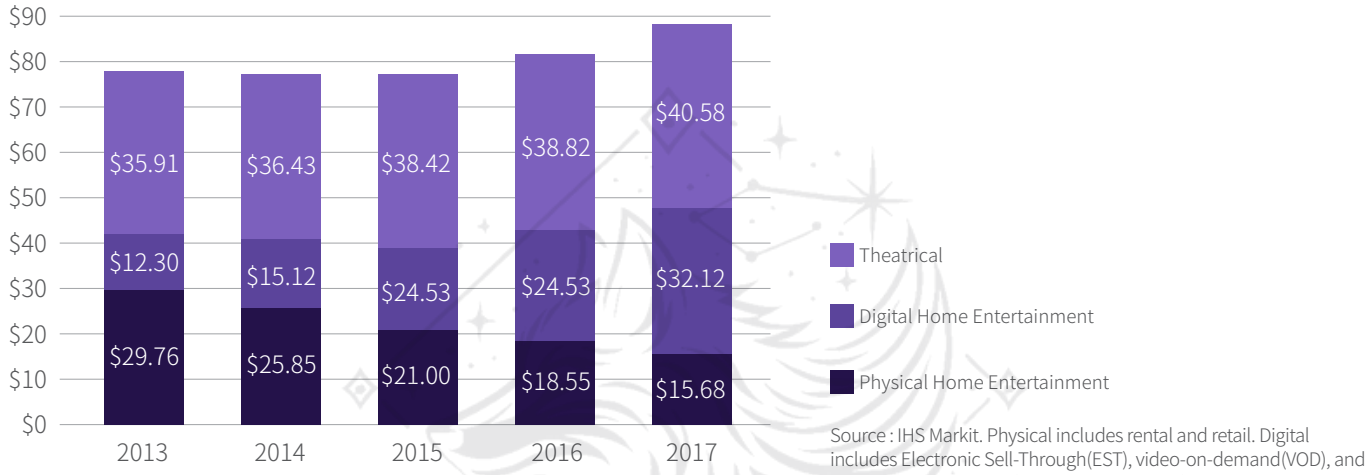
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MovieBloc

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1. Abstract

According to Motion Pictures Association of America Report, consumer spending for the combined theatrical and home entertainment markets reached $88.4 billion worldwide, up from $81.9 billion in 2016. There are over 170,000 cinema screens (+8%) around the world, and 777 films (+8%) were released in North America in 2017. The MPAA chairman and CEO Charles Rivkin commented, “With more stories and more storytelling mediums than ever, our industry continues to adapt to an ever-changing world.”



Global Theatrical and Home Entertainment Consumer Spending (US$ Billions)

Source : IHS Markit. Physical includes rental and retail. Digital includes Electronic Sell-Through(EST), video-on-demand(VOD), and subscription streaming(pait subscribers only). Subscription streaming does not include spending from sports.

While the overall market is growing, the industry is also dominated by conglomerates with a vertical integration among three phases: production, distribution, and exhibition. This integration causes barriers in the industry, such as biased screen allocation, as the business is mainly focused on obtaining a wider audiences for stronger revenues. The filmmakers and audience are the main victims from this effect. The filmmakers are asked to produce films only with a high probability of commercial success. The consumers’ right to enjoy various and free-choice of content is lost.

MovieBloc’s mission is to solve those problems with its blockchain technology. The creators will get transparent revenue share, audience data, and equal screening opportunity; the viewers will access various films & content. In the long-term, MovieBloc will create the biggest and most participant-centric film ecosystem.

By co-working with KMPlayer, a multimedia player with over 300 million users, MovieBloc will not only provide film producers with an equal opportunity to create and show their films, but also bring various movies at a reasonable price to MovieBloc users.

MovieBloc is different from previous film related ICO projects. These projects have focused on removing middleman and providing direct distribution channel between the creators and the audiences. However, this model has gave the creators more roles and responsibility of promoting and exporting their works to the audiences. MovieBloc seeks to create an ecosystem with all film distribution participants (translator, designers, curators, reviewers, etc.), instead of becoming a simple content platform with content providers and consumers.

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2. Current Film Industry

Houston, we have a problem.

- Apollo 13 (1995)

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2. Current Film Industry

2.1. Industry Oligopoly & Vertical Integration

The movie theater industry is composed of three vertical layers: production, distribution, and exhibition. In America, the big six conglomerates and a few major studios show strong presence in production (investment) and distribution; in other countries conglomerates can control exhibition as well, such as South Korea. Netflix and Amazon Prime Video are focusing on vertical integration by owning its original content and using their distribution system to deliver that content to its subscribers. Accordingly, consumers have no access to content that these institutions choose not to invest in. A few powerful corporations with strong capital are thus limiting the consumers' right to enjoy various content and the film producers' opportunity to release their work to the wider public.

2.2 Limited Funding Opportunities

Major studios invest in films and look into the scenarios, directors, and actors for one goal: box office hits. The directors and filmmakers must implement the commercial-centric ideas into their films to reach a wide audience. This limits film producers' freedom of expression and the film market to be supplied with mainly standardized films. In order to fund their work without the investors' interference, film producers have to either make an independent film on low-budget or receive help from crowdfunding. Even if the production is finished, profitabilty is difficult to achieve due to limited budget, difficulty of securing screens, exporting, and marketing of the film.

2.3 Revenue Problem

It is extremely difficult for independent films to be regularly shown at movie theatres outside of film festivals. After the theatrical release, VOD is another profitable market. However, blockbusters are once again gain the vast majority of profits. As for short films and independent films, revenue share agreements with VOD services are being handled in adverse conditions due to a weaker bargaining power.

YouTube, another monetizing option, requires the channel to have 4,000 hours of annual viewing time and over 1,000 subscribers in order to receive ad revenue. Thus, independent filmmakers resort to uploading their content on YouTube for free, as a way of sharing their portfolios. As you can see, there are no platforms providing a fair revenue share to the creators.

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2.4 Nontransparent Revenue Share and Date

The recipient is unable to verify the accuracy of the data. The sheet does not disclose how revenue was affected by discounts, promotions, marketing, nor viewers' data (device, age, gender). Sales reports with no transparency or verification method creates low credibility in the business; creators without audience information disables any viewership insight from their content production.

2.5 Limitation of Film Distribution

It may seem like the advanced online streaming technology has provided audiences with a wider selection of films, but the centralized distribution infrastructure has yet to change, and is still a strong barrier for indie filmmakers to go abroad.

Every year, countless films are produced and recognized for their quality at international film festivals, but the difficulty of finding distributors in each country limits the film producers' ability to deliver their work to the audience.

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3. Solution

Where we're going, we don't need roads.

- Back to the Future (1985)

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3. Solution

3.1 Decentralizing the Film Industry

MovieBloc will decentralize the film industry to create an ecosystem with transparent rewards catered to the participants' role and contribution. Participants will experience a new ecosystem by taking upon the role of a creator, curator, translator, reviewer, viewer, etc. Other blockchain-based film projects primarily focus on maximizing the profit of the CP (content provider) and rewarding the audience. MovieBloc differentiates itself from other projects as it comprises of production, marketing, and translation activities, all done by MovieBloc participants.

3.2 Supporting Creators

MovieBloc will run blockchain-based online festivals to discover quality movies and talented new creators. The festival will be held every quarter and give out rewards worth 10,000 USD to the contest winners. Producers can attain recognition and monetary reward from the festival, which will motivate them to continually upload high quality movies on MovieBloc. Also, the creators can raise money to produce films from viewer donations. In return, the creators can provide special content, such as unreleased director's cut, or pre-release films to donators.

3.3 Creators Profit Guaranteed

The creator is guaranteed up to 90% of the revenue at MovieBloc. The creator can set the price, exhibiting period, and areas, the conditions will be applied without any approval process. The curators' advertising, translators' foreign subtitle, and designers' marketing material will enable the film to be distributed to diverse nations and boost creator earnings.

3.4 Transparent Reward and Data

MovieBloc rewards creators transparently according to the blockchain based smart contract once the creator uploads and users purchase the content. Creators are provided with insights from their followers and viewer data, such as gender, age, and traffic source. The insight will help creators to develop and cater content in order to satisfy their audience.

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3.5 Worldwide Screen, MovieBloc

MovieBloc will collaborate with KMPlayer to deliver films to audiences around the world. KMPlayer is a video playback software with the world's longest history and millions of active users. According to US Softonic.com, KMPlayer is used in more than 150 countries and more than 800 million downloads, since its first release in 2006. The collaboration between KMPlayer and MovieBloc will significantly reduce the marketing cost of acquiring new users by introducing the service to existing KMPlayer users. MovieBloc is a worldwide service; its simple structure will allow creators to deliver its content directly to consumers around the world with a single upload.

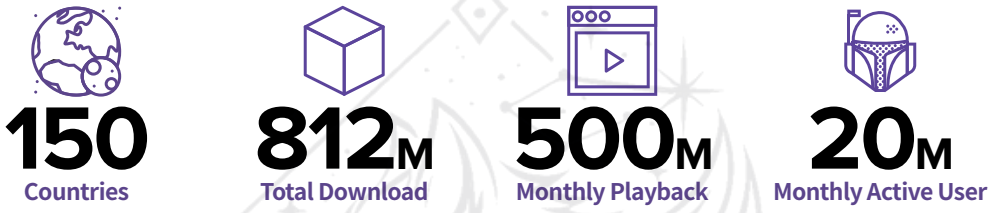
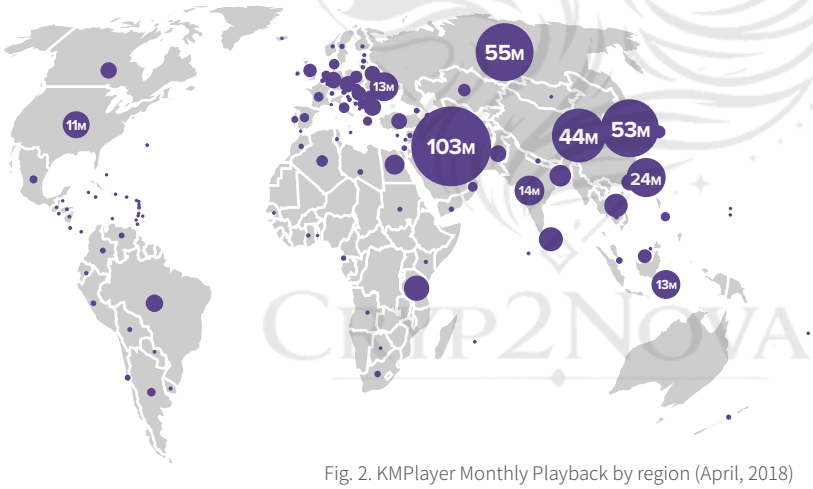


Fig. 1. KMPlayer Statistical Data



Iran	103,384,376
Russia	55,614,381
South Korea	53,817,656
China	44,690,402
Taiwan	24,658,848
India	14,371,658
Indonesia	13,698,340
Ukraine	13,066,867
USA	11,154,204
Thailand	10,321,922
Others	146,589,911
Total	**491,368,645**

Fig. 2. KMPlayer Monthly Playback by region (April, 2018)

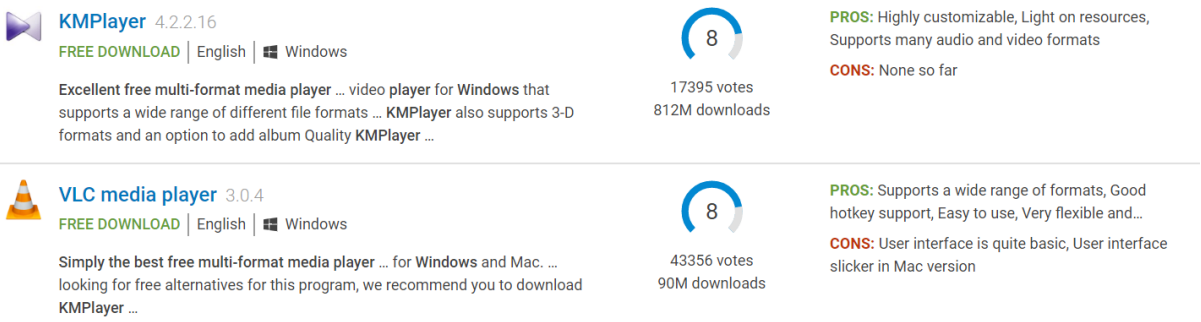


Fig. 3. KMPlayer downloads comparison (source: softonic.com)

1) Softonic Website, https://kmplayer.en.softonic.com/

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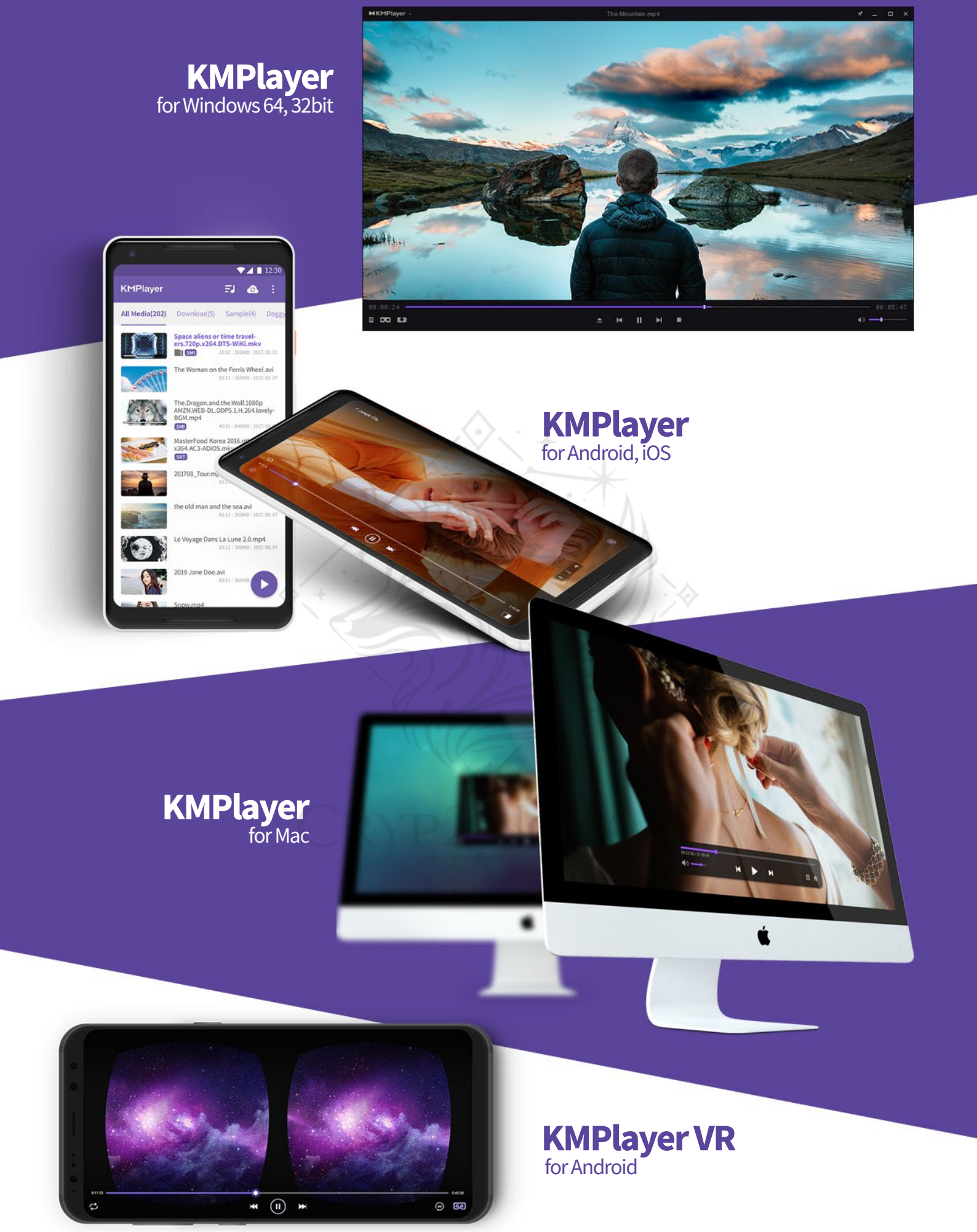


Fig. 4. KMPlayer Supporting Devices

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4. MovieBloc Ecosystem

Film is incredibly democratic and accessible, it’s probably the best option if you actually want to change the world, not just re-decorate it.

- Banksy

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4. MovieBloc Ecosystem

4.1 Ecosystem Summary

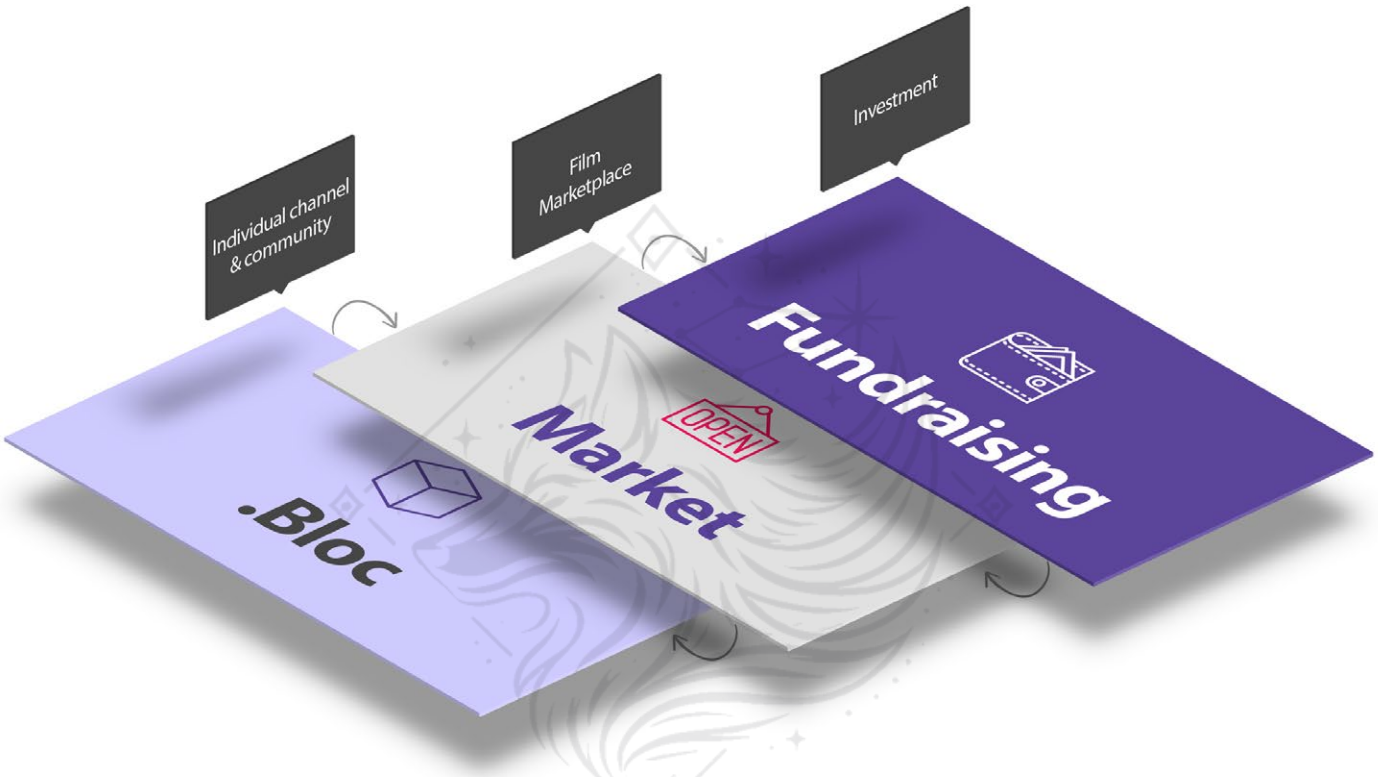


Fig. 5. MovieBloc Ecosystem

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MovieBloc consists of three layers: Community, Market, and Fundraising. Community Layer, titled '.BLOC,' is a decentralized film community connecting all MovieBloc participants. Market Layer is where films, subtitle, and marketing materials can be traded among the participants. Fundraising Layer motivates the creators to keep providing high quality films to MovieBloc by hosting a film festival and implementing donation channel to the creators. Three organically connected layers form a cycle in which service users who contribute to film production, promotion, and distribution in various forms.

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4.2 Role of Participants

4.2.1 Existing Content Provider

Existing content providers can upload their content and earn maximum 90% of revenue. They can also explore foreign markets and audiences they have not explored yet by using MovieBloc.

4.2.2 Creator

In the MovieBloc ecosystem, creators are an individual or group with content distribution rights such as content providers and directors. The creators receive their share from the revenue sales automatically according to the smart contract. The creator can refer to the audience data and modify the price or method of sales as necessary. The creators will participate in MovieBloc film festival to have their work evaluated and appreciated by the community.

4.2.3 Curator

The curators will advertise and curate selected films. Once a film is selected, the curator will place the film on his or her individual theater and advertise the film to draw viewers. If the creator curates thier own film as a curator, they are able receive a higher share of revenue. Additionally, curators can hire translators or designers and produce foreign subtitles and marketing materials to target a specific markets or countries.

4.2.4 Translator

Translation helps viewers to understand foreign movies and culture to better understand the creator. Translation is an essential aspect of MovieBloc as a film can be exported and understood to the world audience with subtitles. Translators can be hired by curators or performed voluntarily to make subtitles and receive a donation from creators or viewers.

4.2.5 User

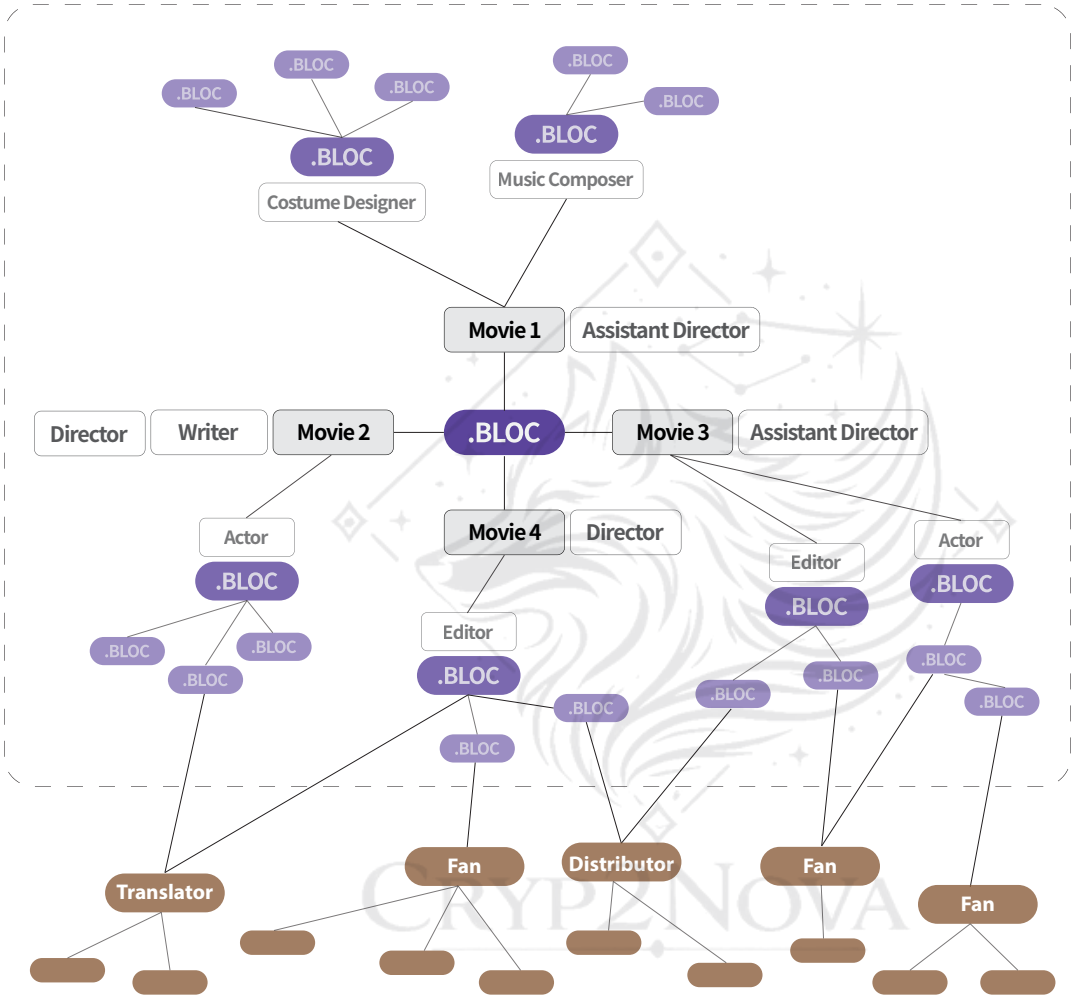
The users serve as viewers consuming movies on MovieBloc. Users can be rewarded by reporting illegal content and writing a film reviews.

4.2.6 Foundation

The foundation cooperates with advertising platforms and develops a streaming platform community to provide an optimal environment for users. The foundation will also plan and execute offline marketing events and recruit the creators to join the MovieBloc film festival.

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4.3 Dotbloc (.BLOC)



Film crew
Data compiled based on movie cast & crew credits

Fandom (Conumers)
Viral marketing effect based on curator, fandom and subtitle translator

Fig. 6. '.BLOC' Network

The Community Layer '.BLOC' binds the three layers of investment, community, and transaction to connect all participants in the MovieBloc ecosystem.

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4.3.1 Role of '.BLOC'

'.BLOC' performs various functions. Creators enter their filmography and network with other producers, investors, and curators. The curators discover quality content and hire designers and translators to distribute the films. Individual users can donate to creators, share what movies they've watched and provide reviews. '.BLOC' is a community where every film-related participants can encourage, discuss, hire, trade, and share with other members.

4.3.2 Use Process

User Registration and Certification Process

User registration is available from the MovieBloc app or website. All users must go through email or phone verification, in order to prevent illegal activities such as illegal content distribution. Users' ' .BLOC' will be created automatically once the registration is completed.

Creator - Content Registration Process

Click 'Upload' button in the MovieBloc site Dotbloc, enter the basic information (movie title, plot) of the movie, and start uploading the video file. While the file is being uploaded, the creator can register detailed information such as parental supervision, the cast, and movie credits.

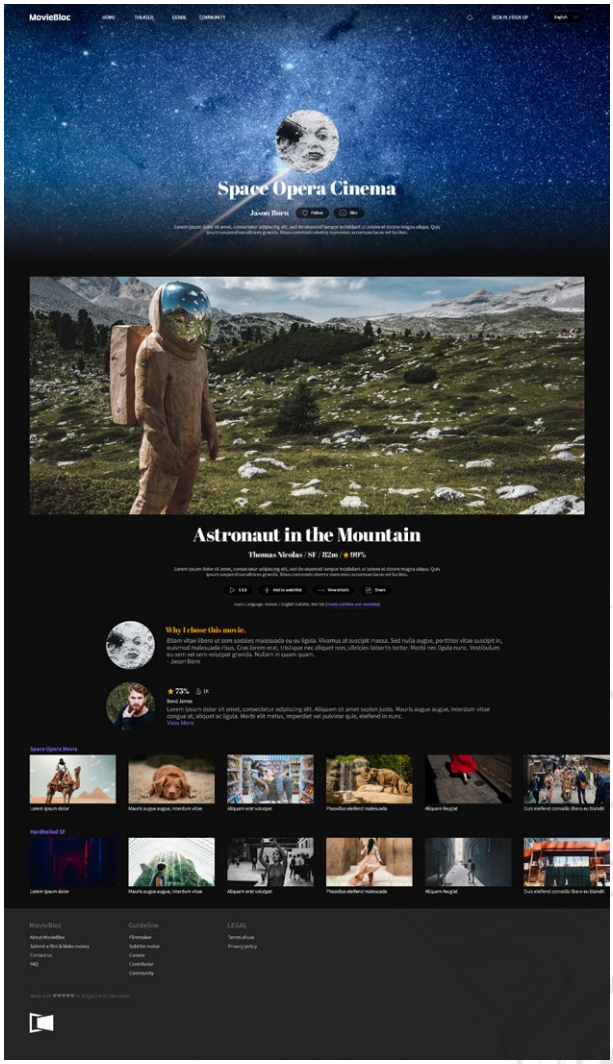
Curators' Screen Acquisition and Content Exhibition

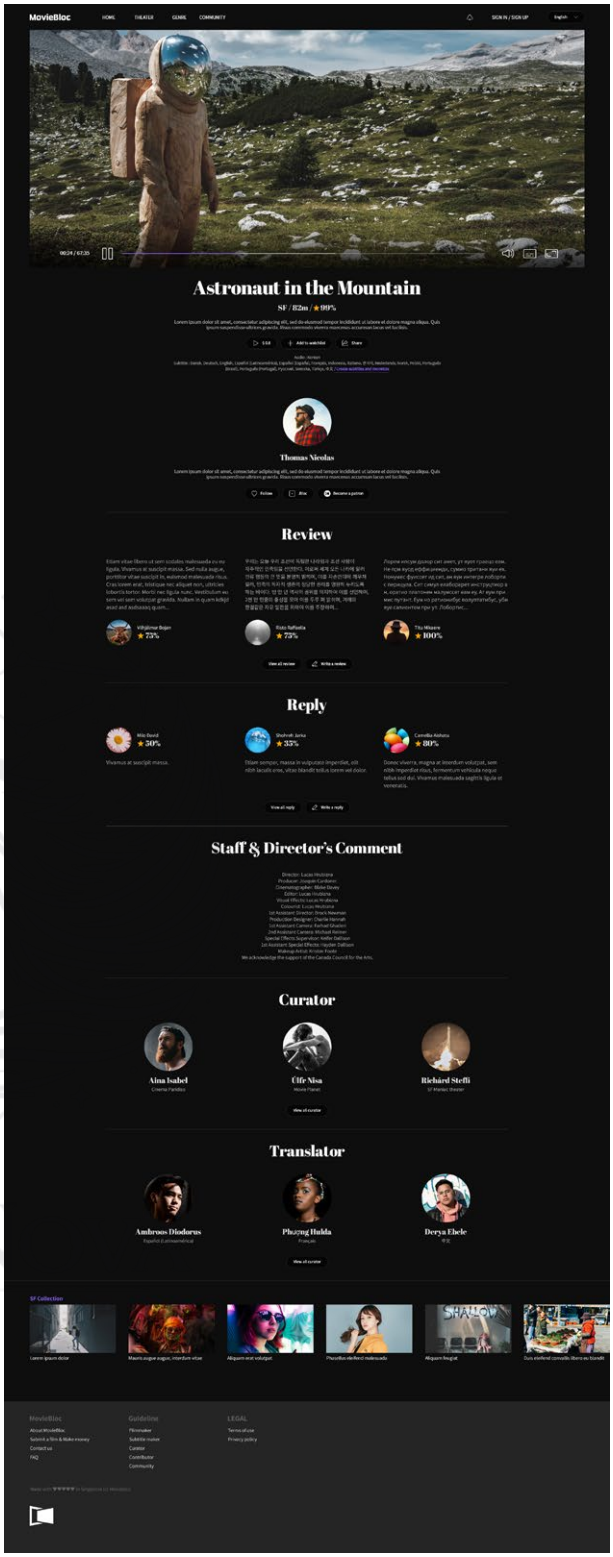
Curators can start from one screen (inventory) and acquire additional screen one by one. Additional MBL Staking (deposit) and accumulated views are required for increasing levels. Curators can find new content on the main page, or on their following creators' '.BLOC', and by just clicking the 'distribute' button, the film can be exhibited on the curator's theatre with commentary.

Marketing

Sharing is available by clicking the 'share' button on the head section of every '.BLOC' and on the bottom of the movie player page. Creators and curators can share their links to the existing social media and other community pages to promote their films to potential MovieBloc users and generate additional views and profits.

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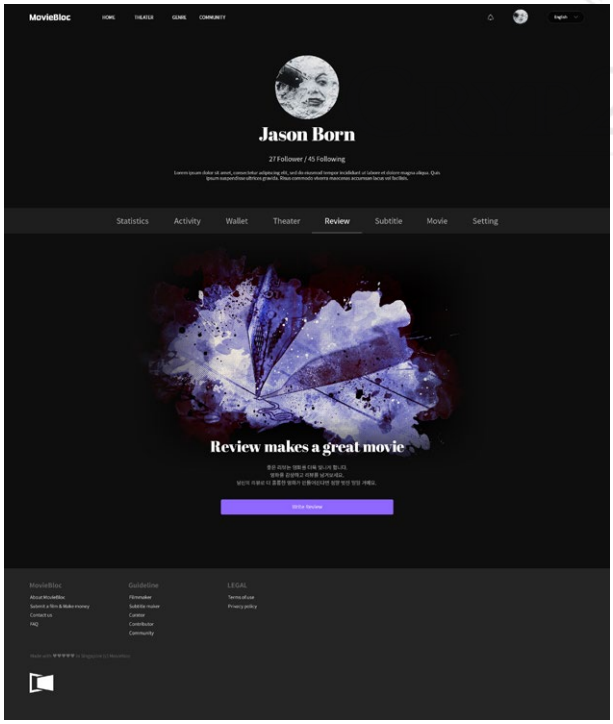


Fig. 7. MovieBloc UI

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4.4 MovieBloc Market

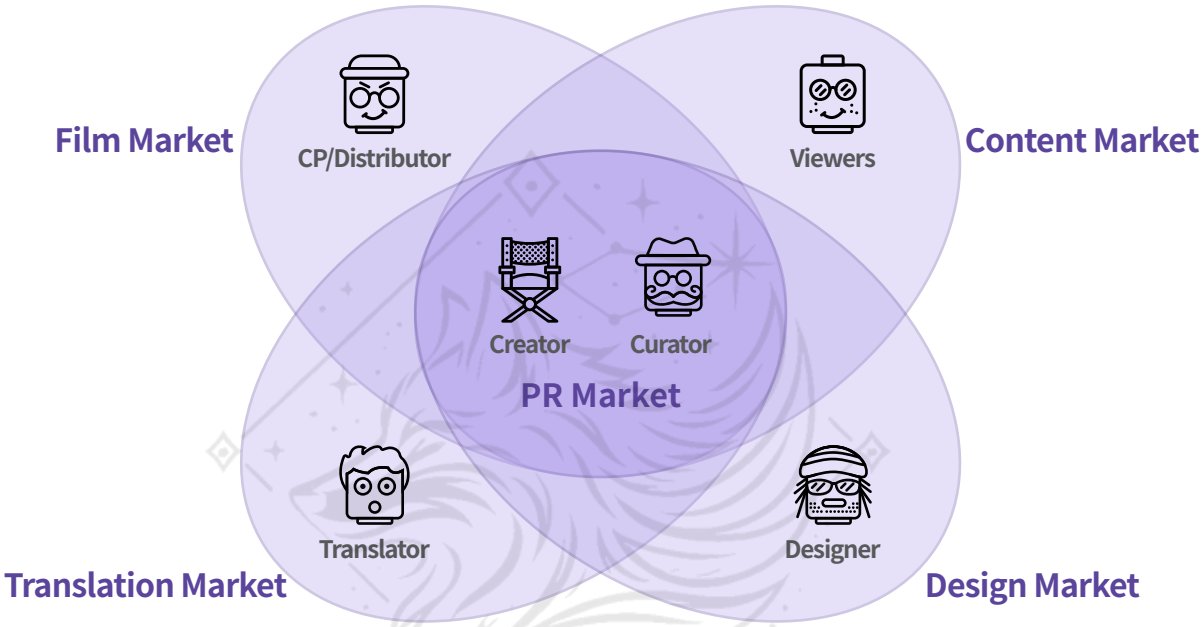


Fig. 8. MovieBloc Market

4.4.1 Content Market

Users can watch movies in two ways: TVOD and AVOD.

TVOD (Transactional VOD)

With TVOD, consumers purchase content on a pay per view basis for a limited or permanent time. In consideration of the token price volatility, the price of content will be the median value of the three exchanges with the largest transaction volume of fiat currency and MovieBloc token. The profit will be shared by the creators and curators after deducting server fee such as CDN and cloud service fee.

AVOD (Advertising VOD)

AVOD is an advertising-based revenue model, allowing users to watch the content for free. Although advertising based content are widely distributed to the users, only a platform that fully understands and can coordinate each country's eCPM[2], fill rate, and advertising cost can operate successfully.

2) Effective cost impressions. Total revenue divided by total impressions multiplied by 1,000. This figure is used to calculate the ad performance.

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With the Real-Time Bidding Platform Prism Exchange, developed by Pandora TV, MovieBloc will advertise various global or local advertisers' marketing campaigns. MovieBloc and KMPlayer are capable of maximizing ad efficiency by content and audience targeting.

4.4.2 Film Market

The film market is open to all creators who have difficulty distributing their films. The creator registers his or her movie in the film market. Once registered the film will be sorted by country, language, length, subtitles availability, or price. The film distributor or exhibitor can watch clips of the movie or a synopsis and purchase the movie individually or in bundles. MovieBloc's film market will connect films to the rest of the world. Outdated films that are no longer profitable in its origin country can be profitable in other countries at reasonable prices. The film market will bring another revenue opportunity for creators and share their work.

4.4.3 Translation Market

The translation market is essential for MovieBloc to grow and become global service. Translators, the movie-enthusiastic users translating other creators' title, will be compensated for their efforts. With multiple foreign subtitles, a small independent film can be delivered worldwide and receive feedback on the subtitle quality from other users.

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4.4.4 Public Relations Market

Active creators can continually promote their films on and off MovieBloc. In the PR market, the creators can be matched to powerful curators who can promote and deliver the film to a wider audience.

4.4.5 Design Market

The curators can hire and request marketing material (posters and other images) designs to promote films in the Design Market. The Curators can also hire the designers and customize individual theaters.

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4.5 Fundraising

The quarterly held film festival and donation channel will help MovieBloc to aggregate quality films and creators with motivation to make better films.

4.5.1 Donation

Users can donate a desired amount of MBL along with a short message to the creators.

4.5.2 MovieBloc Festival

The MovieBloc festival is held every quarter. Every film released to the public within the period for the first time will automatically be enrolled to the festival. Five final nominees will be determined from the total entries by views and user reviews, and the final 3 winners will be determined by a voting system. One vote a day per certified user is allowed. During the voting period, KMPlayer and MovieBloc will keep promoting the voting system in order to encourage users to participate.

The top three finalists will be awarded with a $ 10,000 MovieBloc token. Additionally, the selected winners will be displayed at the top of the MovieBloc website and KMPlayer for a specified period of time, allowing more exposure, views, and recorded in the award history section.

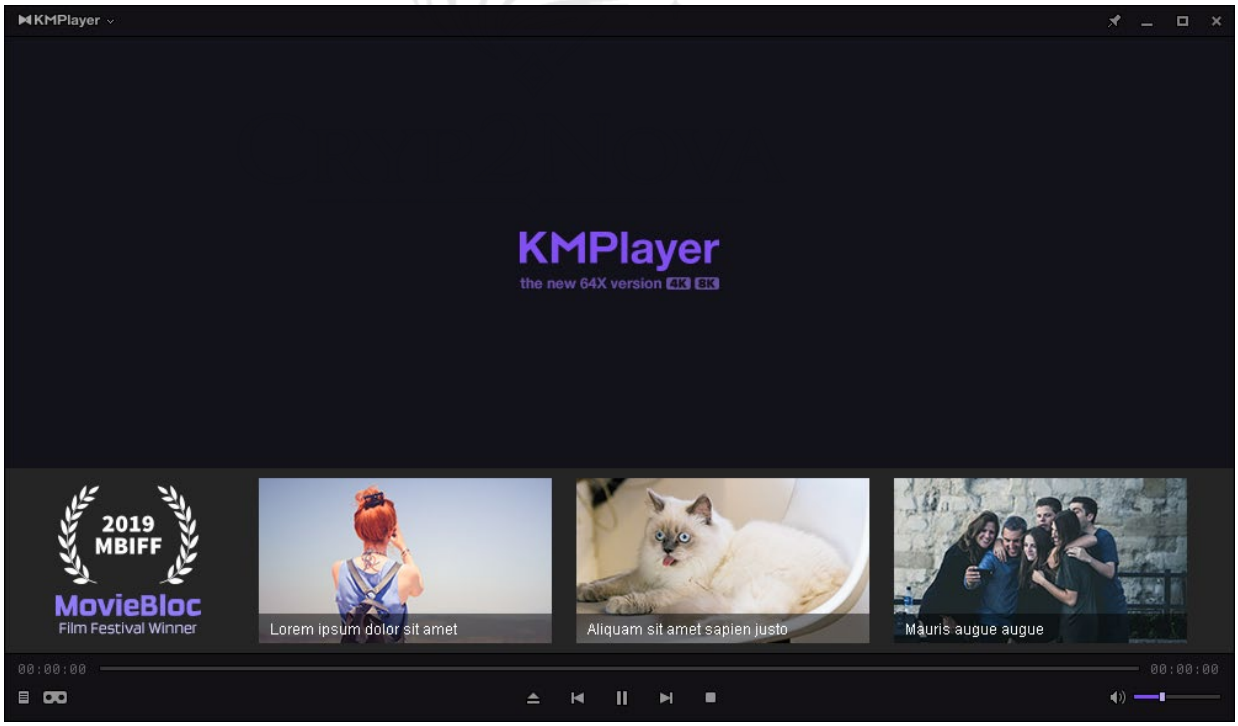


Fig. 9. MovieBloc Film Festival Winner

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5. Architecture

No matter what people tell you, words and ideas can change the world.

- Dead Poets Society (1989)

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5. Architecture

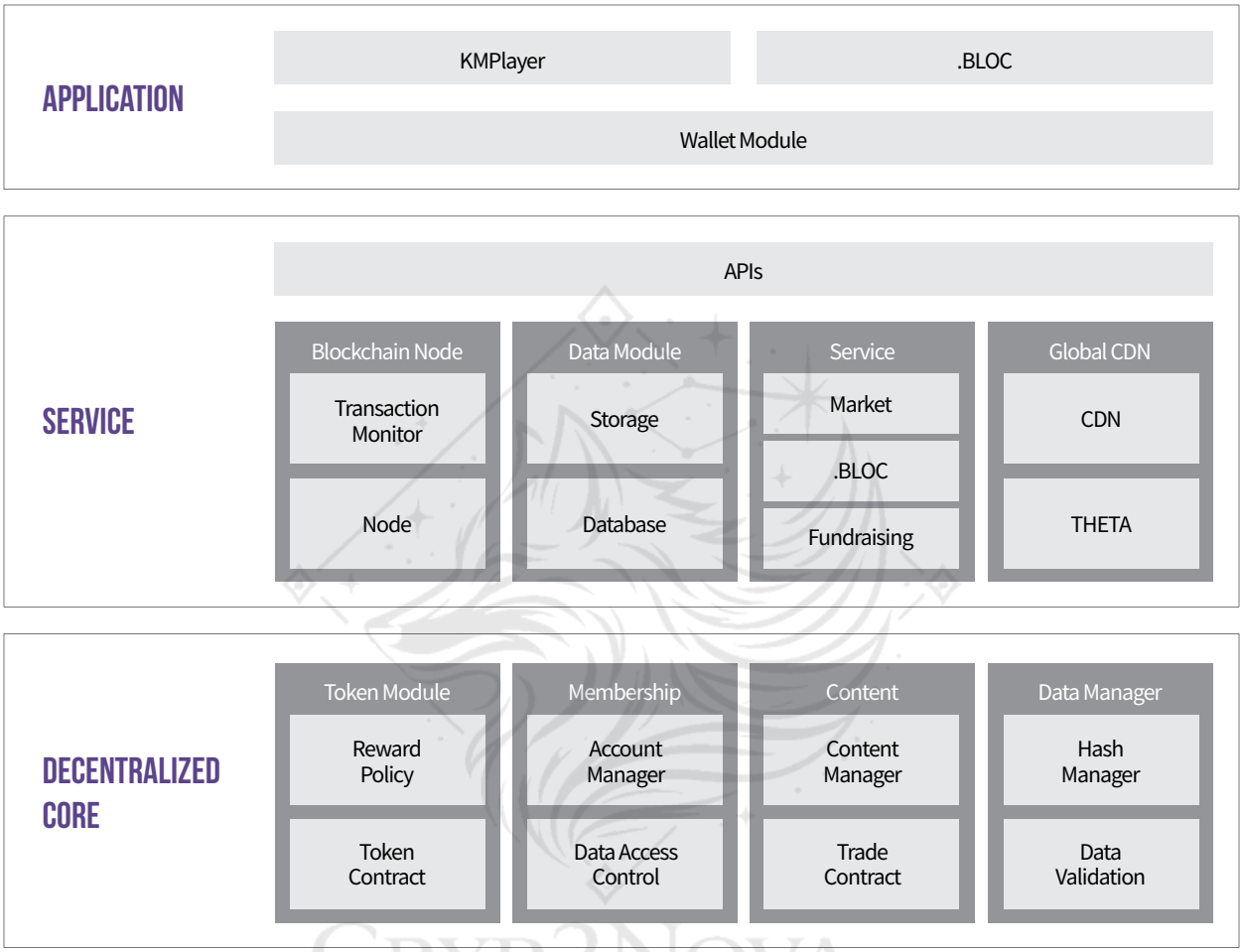


Fig. 10. MovieBloc Architecture

5.1 Platform Structure

MovieBloc shares a portion of the platform from existing services, including KMPlayer. MovieBloc will drive its blockchain service based on the stability and performance from existing services. MovieBloc consists of three layers in order to have blockchain's transparency and security features, and existing service's high performance and scalability.

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5.1.1 Application Layer

The Application Layer is the entry point for MovieBloc users and provides the ability for participants to intuitively and securely access the service. MovieBloc users can easily participate in the platform and exchange various information. Each participant can use the Application Layer to access blockchain, and try various services available at the Service Layer. The Application Layer provides applications and wallet module for key information management.

5.1.1.1 Wallet

On the Ontology main network, a private key is required to access user accounts. The wallet module is a system that securely manages key information essential for users to use Ontology network. Users' private keys provide secure transaction signing without being exposed to the external environment. This provides participants with secure and stable managment of contracts that occur within MovieBloc. The wallet module guarantees closed operation and provides a security function to prevent personal information from being leaked.

5.1.1.2 KMPlayer

KMPlayer plays various formats of media without any conversion process through its built-in codec. Specifically, it is optimized for 4K, HDR, high-definition video playback and VR. KMPlayer supports the playback of various content and can be used on various devices such as mobile and PC, and supports download contens and streaming. Users can play diverse content provided by MovieBloc in various forms through KMPlayer.

5.1.1.3 .BLOC

.BLOC is composed of web and mobile app for service and uses API of an asynchronous service layer.

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5.1.2 Service Layer

The Service Layer is the core aspect of MovieBloc. It connects the Application Layer with the Decentralized Core. Even if the participants do not run the Ontology Node directly, the transaction can be propagated to the Ontology main network through the Ontology Node provided by the Service Layer. Most of the information on the service is stored and processed in the Service Layer, and blockchain technology is used for transparent secure transactions and data validation.

5.1.2.1 Blockchain Node

The Blockchain Node is a module connecting the Decentralized Core and the Service which provides all the functions related to the blockchain to participants. It is responsible for accessing the data accumulated in the Decentralized Core in order to verify the key and signature information of participants accessing the platform. The contract manager manages all contracts that occur within the platform and guarantees rewards for the platform participants. It also monitors all transactions occurring within the platform and manages access rights when a participant sends a request for a transaction in the Application Layer.

5.1.2.2 Data Module

The Data Module stores and controls a centralized database that stores large amounts of data and complex analysis results which are difficult to store in a blockchain. The Data module will collect and indexe information from blockchain efficiently and complements the technical limitation of Ontology main network. Sensitive information unable to be uploaded on blockchain like personal information is managed by a separate security database with restricted access.

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5.1.2.3 Service Module

The Service Module organically connects the three layers of .BLOC, Market, and Festival provided by MovieBloc according to the type of participant. The Service Module enables each layer to smoothly provide services to participants. Transmitting data produced by participants' in-layer activities to the Token Module leads to the correct formation of token reward and token economy.

5.1.2.4 Global CDN

CDN is a network that is required for efficient delivery of content to each user. In order to solve the bottleneck of transmission that can occur when traffic is concentrated, contens are distributed and cached to a plurality of CDN nodes for quick delivery. The existing CDNs will increase the efficiency of content distribution and applied to the decentralized CDN of Theta Network. In particular, Theta's CDN improves on-demand VOD quality while reducing the backbone usage of traditional CDNs through a hybrid architecture.

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5.1.3 Decentralized Core

The Decentralized Core is a system that transparently manages token flows occuring between platform participants. Creators record and manage all data related to content in the blockchain, such as content registered in MovieBloc, content related information, price, etc. Based on the recorded data, it manages the token flow between participants and creators, allowing for transparent management of the token economy formed within the platform. This is increases platform activation and stabilization.

5.1.3.1 Token Module

The Token Module manages the token economy flow generated through the activities of the users participating in the platform as a whole. It manages the token reimbursement policy paid according to the user's activity and the token-staking by the curator to secure individual theaters. The token contract manages the token flow book arising from the platform participants and provides the transfer function for smooth transactions. The Token Module enables decentralized token economy operations.

5.1.3.2 Membership

Membership is a system that records and manages the information of the participants within MovieBloc. Participants' personal information is not recorded in the module, only the relationship between users is recorded. This restricts access to data and allows only those with rights to create or manage featured data. Their relationship consists of a mesh.

5.1.3.3 Content

Various content is uploaded to MovieBloc, such as movies and foreign subtitle files. If the content is not properly managed, the platform usage frequency will be significantly decline. This part is a system for managing information related to such contens. When creators and translators enter their content information, they are recorded in MovieBloc through the system and saved through smart contract when setting prices. Trade contract is a system that supports smooth transaction according to the price contract registered by the creator when the participant purchases the content. The system is associated with the Token Module to record the real-time transaction information of the platform participants.

5.1.3.4 Data Manager

Data administrators review data validation according to service policies to eliminate invalid data, unify redundant data, and increase storage efficiency.

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5.2 Content on Blockchain

All content uploaded on the MovieBloc, such as subtitles, advertisements, as well as content uploaded by the creator, is hashed and registered in the content contract on the blockchain. The hash value is used as the identifier of each content, and transactions and records on the MovieBloc are represented by corresponding hash values.

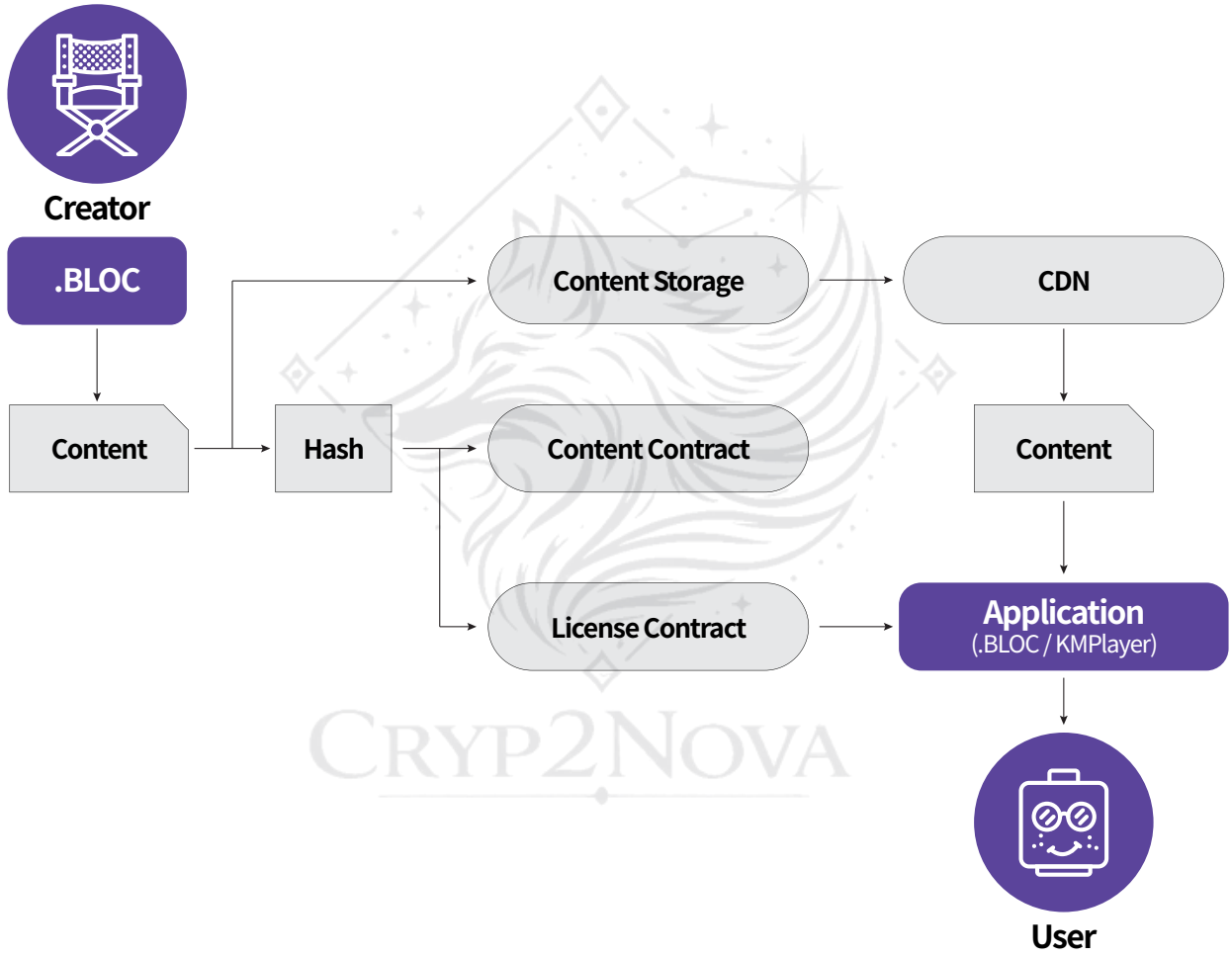


Fig. 11. TVOD Request Process

The creator's movie or subtitle content created by the translator are registered in the license contract where the curators and users can purchase the license to play the content. In order to distribute or use content, a license key is generated and issued through the license contract. This gives access to the content and concludes a contract for the use of the content. The license contract records how many users have paid the MBL on the blockchain to obtain the license. Based on this data, legitimate and transparent rewards are paid to the creator and subtitle translators.

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When a free content is played, pre-roll and mid-roll ads are executed, and information related to the execution history is recorded on the blockchain. Based on this information, the creator of the content and the curator are rewarded through settlement. The advertiser can grasp the utility of the advertisement effect by transparently checking the history of the advertisement cost paid by the advertiser.

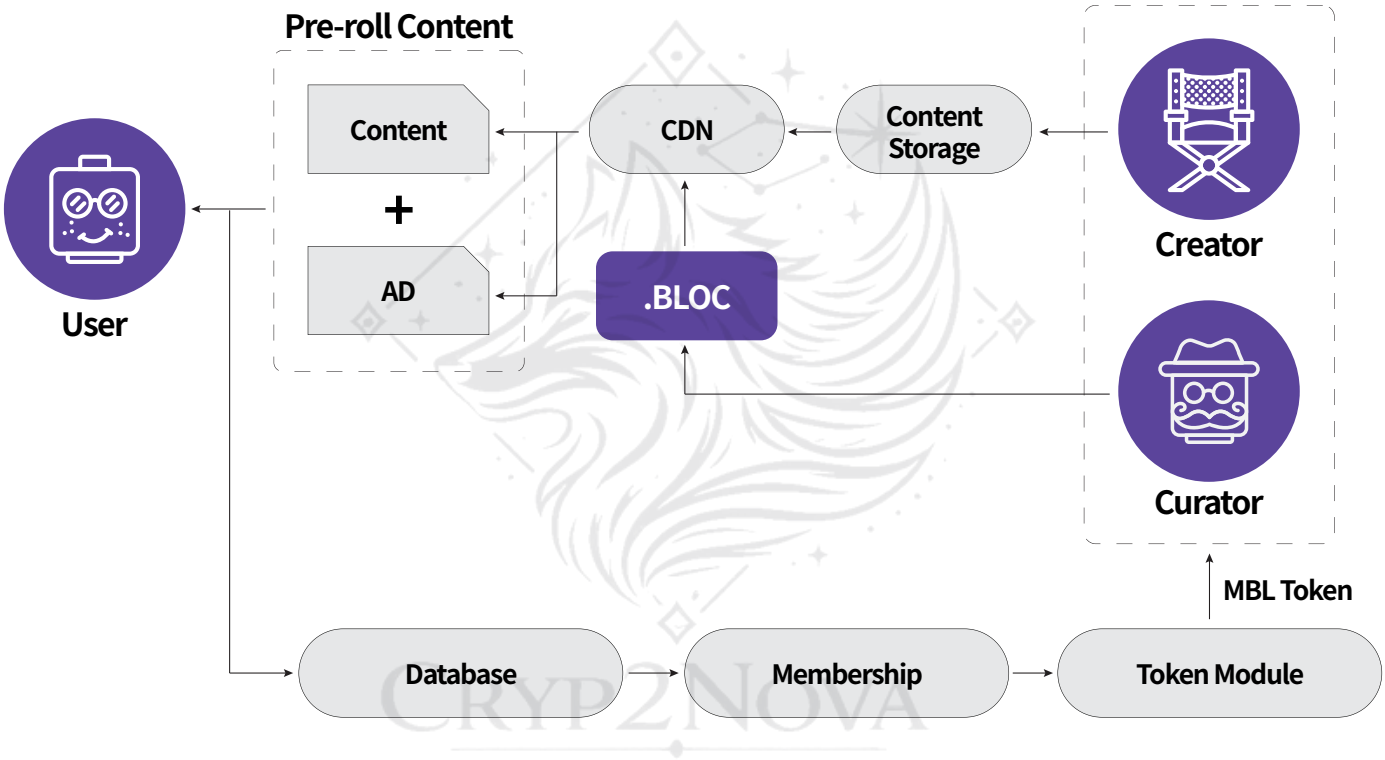


Fig. 12. AVOD Content Play & Profit Distribution

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5.3 Data Validation

The blockchain is not suitable for storing large amounts of data. Ethereum consumes a lot of gas for data processing and data storage. EOS has the cost issue due to limited RAM resources. Therefore, most projects implement large-capacity data through a side-chain or cloud server, and the ability to verify the integrity of data as a contract on the blockchain. MovieBloc is based on Ontology Mainnet. Since Ontology consumes ONG gas fee fo data stoage, it is difficult to store all MovieBloc data on the blockchain. Even if the result of only hashing the data is stored, the burden on the RAM increases as the service continues. In MovieBloc, some information based on life cycle and importance of data uses existing cloud server and database. For example, a token transmission result of a transaction is stored in a multi-index table of a contract while a transaction is performed on the blockchain, and the result is stored in the blockchain.

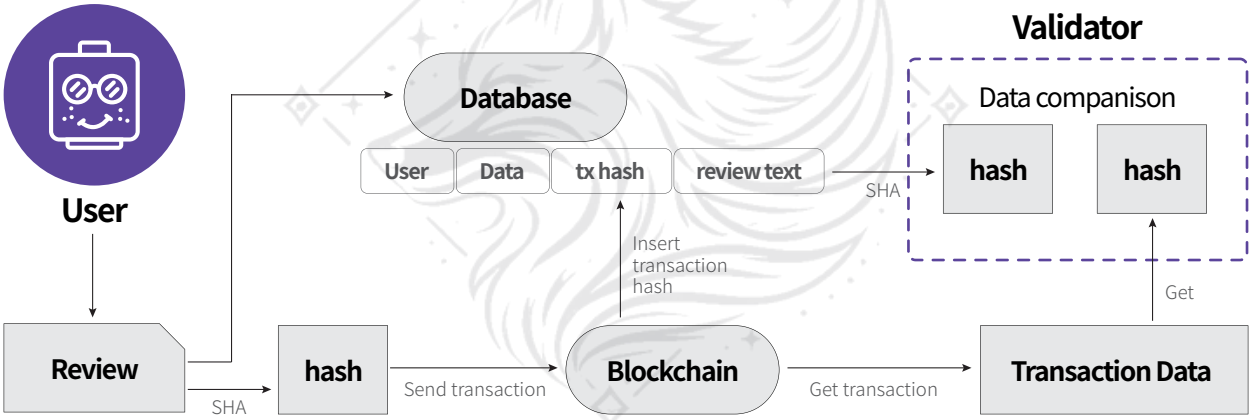


Fig. 13. Data Validation

On the other hand, in the case of compensation for film review, the contens of the criticism are hashed, and the content is transmitted in a blockchain transaction, but not separately stored in the table. The DB also stores the content of the review and the transaction hash value. In this way, the transaction history can be inquired through the transaction hash value to reward for the user's comment, and the validity of the data can be verified by comparing the actual hash value with the hash value in the data field.

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6. Token Economy

A good plan today is better than a perfect plan tomorrow.

- Wag The Dog (1997)

MovieBloc

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6. Token Economy

6.1 MBL Token

MBL, a MovieBloc token, is used for economic activity in the ecosystem.

1) Users watching premium content (TVOD)
2) Creators paying translators & designers
3) Users donating to other participants (creators, translators, designers, reviewers etc.)
4) Curators depositing for screen expansion
5) Rewarding the users (illegal content report, film rating, film review)

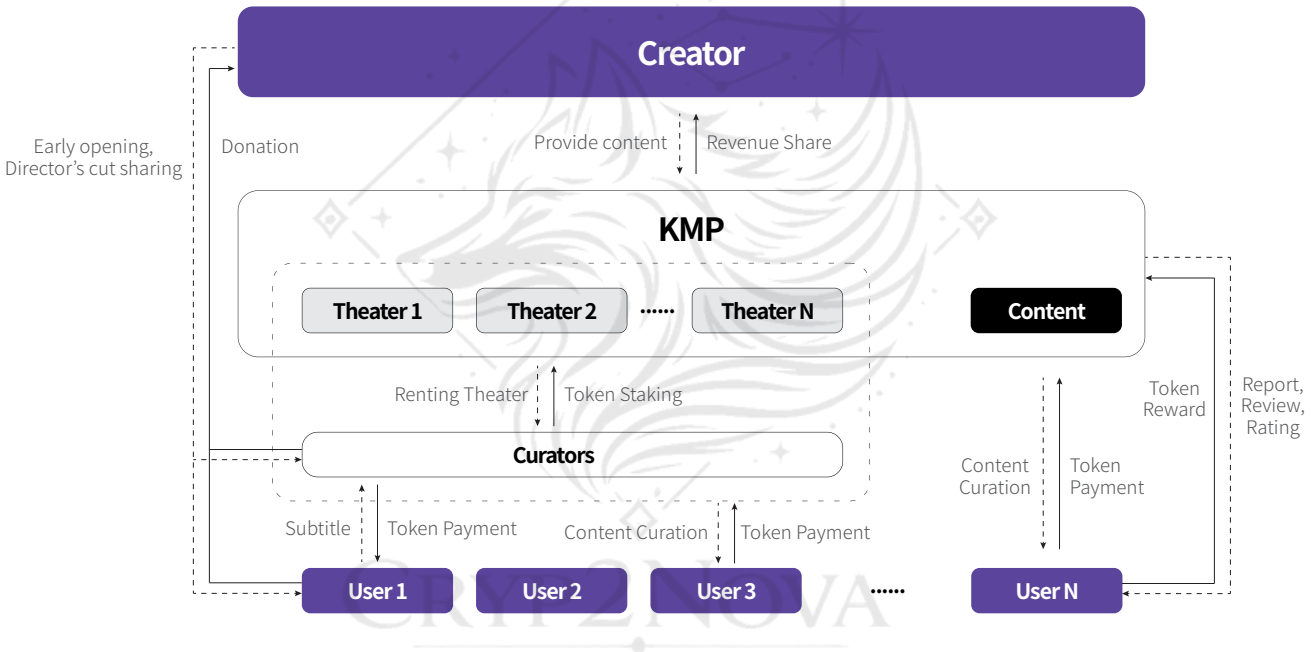


Fig. 14. Token Economy Structure

6.1.1 Users Watching Premium Content (TVOD)

Premium content payment within the MovieBloc is done through the MBL token. The paid MBL will be distributed to the contributors such as creators and curators through the smart contract.

6.1.2 Creators Paying Translators & Designers

MBL tokens are used for talent transactions between creators, curators, translators, and designers in the process of submitting content.

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6.1.3 Users Donating to Other Participants

Creator donation is divided into the donation for the curator and donation for the participant. The donation for the curator is reviewing scenarios released by the creator before film production. Depending on the donation, the curator will have the authority to release the film for a certain period of time through his individual theater before the official opening of the film.

Participant donation allows viewers to send the desired amount of tokens and messages to their favorite creators, actors, and film producers.

Participant donation can be sponsored by the audience of the content, including the desired amount of tokens and messages to their favorite creators and actors, and can be watched before the official release.

6.1.4 Curators Depositing for Screen Expansion

Curators can lease individual theaters that can provide movies to consumers through MBL token staking and Leveling Models (Number of Content View). The number of tokens needed to expand an auditorium will increase in the form of an exponential function, and a maximum of 10 individual theater can be secured by 1 Curator. The limitation of the number of individual theater and the leveling model is intended to allow the curator to make more efforts in curation so that consumers can experience new and high-quality content. It is meant to prevent the monopoly of individual theaters by capital and provide opportunities for activities in accordance with the curator 's curation ability. To raise the level, the curator will curate the AVOD model and TVOD model to promote the content, not only the TVOD content for profit.

6.1.5 Rewarding the Users

Viewers will receive ratings and reviews on their viewed content and reward them with MBL tokens. You can receive MBL tokens by reporting illegal content such as copyrighted content.

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7. Token Allocation

If a million people see my movie, I hope they see a million different movies.

- Quentin Tarantino

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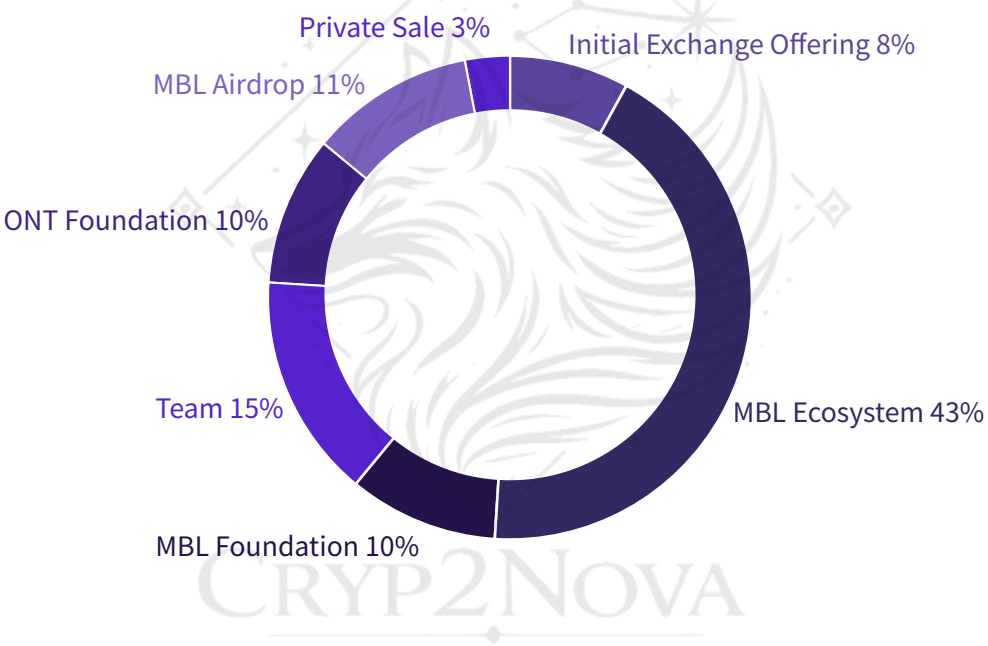
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7. Token Allocation

7.1 MBL Information

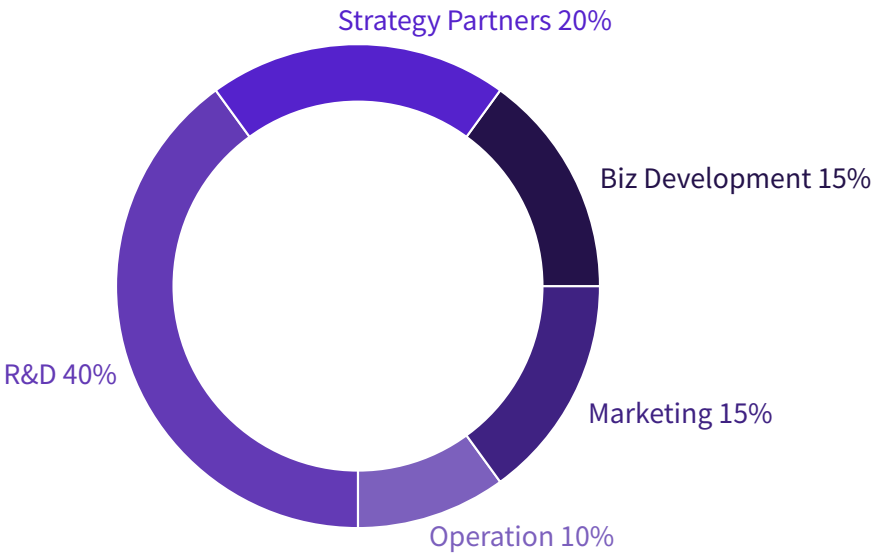
Token Name	**MBL**
Platform	**Ontology**
Total Token Supply	**30,000,000,000 MBL**

7.2 Token Distribution



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7.3 Fund Allocation



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8. Roadmap

To see the world, things dangerous to come to, to see behind walls, to draw closer, to find each other and to feel. That this is the purpose of 'life'.

- The secret life of Walter Mitty (2013)

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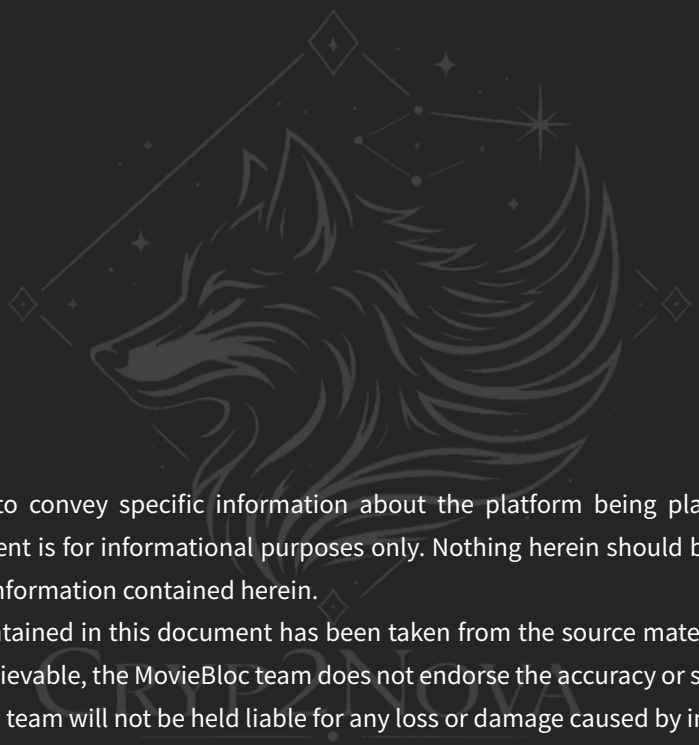
8. Roadmap

2019

- 02 Token Contract Develop
- 03 Token Generation Event & Project Demo
- 04 Wallet Module & API Develop
- 05 Payment and Token Allocation Develop
- 07 Project Beta Launching
- 11 Project Official Launching

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If you give an answer to your viewer, your film will simply finish in the movie theatre. But when you pose questions, your film actually begins after people watch it.

- Asghar Fahadi

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