Unitopia

A Pan-Entertainment Platform for Group Self-Governance

Industry Background Introduction

Group, a Future New Economic Model

The emergence of the internet has greatly reduced the cost of communication among people, and given rise to various network groups. Users who share common interests, cognition, and values swarm to interact, communicate, and collaborate with each other, creating a value relationship that feeds back the group. This kind of emotional trust and value feedback established between the group and fan group can be employed to form self-running and self-circulating group economic system. Groups and users begin to pay attention to the direct economic value attached to the groups and the indirect products that can produce economic value such as reputation, culture, level, charisma, personality etc.

Junction of Three Elements of Blockchain and Group Economy

The year 2017 witnessed the outbreak of global digital currency in an all-around way. The technology behind digital currency, blockchain, also received more and more attention. The blockchain technology is characterized by decentralization, consensus, openness, value transfer, and non-tampering, which can not only give new vitality to the financial system, but also to the group economy.

The three elements of group economy are as follows:

1. Emotional connection. Groups can establish an emotional connection for a group of people with common value proposition and equal interest, so that they can produce point-to-point cross infection and act together to generate superimposed energy, thus creating values together.

2. Interest connection. The group itself is also an organizational form. To maintain the normal operation of this system, every individual in the system can produce value and gain profits. Moreover, the system itself will undergo periodic changes.

3. Scope economy. The group is essentially a small-scale ecosystem. It should have the capacity of self-growth, self-extinction and self-replication, and does not rely on centralized authority and rules for guidance. The three characteristics of the group economy correspond to the characteristics of the blockchain: Decentralization, network-wide consensus mechanism, pass card incentive mechanism, and non-tampering.

Decentralization

Due to the use of distributed accounting and storage, there is no centralized hardware or management mechanism, and the rights and obligations of any node are equal. The data chunks in the system are jointly maintained by nodes with maintenance functions in the entire system, indicating that all members of the group have the same rights, and any node can participate in the maintenance of the blockchain and the ecological maintenance of the group in the same role.

Network-Wide Consensus

Consensus not only serves as the foundation of the group, but also its barrier. It provides value

identification on the one hand, and clarifies the ultimate goal of participants on the other hand. The consensus mechanism of blockchain solves the issue of how to achieve consistency in distributed scenes. That is to say, in terms of decentralization of blockchain, the consensus mechanism solves the issue of mutual trust among all nodes, and finally strike balance among the whole network nodes.

Token Incentive Mechanism

The application of token in the blockchain is an economic incentive tool to promote the cooperation of various roles in the ecosystem-the greater your contribution, the more tokens you get. Through designing a reasonable token incentive mechanism, i.e. different contributions to different nodes, participants are given rewards and incentives so as to attract and encourage more and more nodes to participate and to maintain safe and stable operation of the blockchain/ecosystem.

Non-tampering

One of the main purposes of the blockchain at the beginning of its birth was to prevent tampering. In the entire blockchain system, each participating node can obtain a copy of the complete database. Unless more than 51 % of the nodes in the whole system can be controlled simultaneously, the modification to the database on a single node shall be invalid and cannot affect the data content on other nodes. On the blockchain, once the record is completed, it will always exist and cannot be changed, thus providing proof for the protection of intellectual property rights. Through a fully automatic way, everyone can quickly register and record any data information. In addition, the blockchain can also completely record all the changes of a work to ensure that the value transfer process of digital content is credible, auditable and transparent.

Blockchain technology has effectively "eliminated" the problems existing in traditional groups through its own characteristics and effectively built an organic economy through the form of project + group + tokens. The next development form of groups must be based on blockchain technology.

Unitopia Overview

Unitopia Vision

Unitopia is a decentralized pan-entertainment group platform based on blockchain. It provides group organizers and participants with a transparent and rule-based group environment, and ensure absolute security of group data, and privacy of users' data. Subverting the traditional group rules, it directly connects each part of the entire group ecological chain in a decentralized structure to achieve benefit guarantee of each group participant.

Unitopia's vision allows each group to maximize its economic value. Group members can communicate and interact with each other through a simple set of rules. In such mutual exchange and interaction, a commonly recognized goal has been reached and a scene of group intelligence of "1 + 1 > 2" has been achieved.

Unitopia will integrate loose group organizations and strengthen credibility within groups to provide more group service interfaces and to facilitate external equal cooperation between groups, thereby improving participation and activity of members. Using an effective token incentive mechanism, users of any role in the group (content sharers, group organizers, content creators, event initiators, etc.) can obtain corresponding ecological incentives according to their capacity contribution.

Unitopia Ecological Composition

The composition of the Unitopia group is divided into the following parts:

1. R&D team (Unitopia team)

As the initiator and developer of the project, Unitopia team will provide basic blockchain and software technical support for each group, and simultaneously provide rich group building and operation tools for the creators and participants of each group.

2. Group member (User)

The sound development of Unitopia depends on the participation of each member of the group, who serves as the cornerstone of ecosystem. Group members of Unitopia can create or join any group they are interested to publish pictures, videos, strategies and other forms of information. They can also participate in group construction and interact with other group members to grow together.

3. Developer

Unitopia is an open group ecological environment. Any organization or individual with development capability can carry out secondary development based on the API of Unitopia ecosystem. Meanwhile, Unitopia ecosystem will reward developers ecological rewards based on the actual utilization rate of third-

party applications and favorable comments.

4. AD/sponsor/R&D

The Unitopia group features strong cooperation capacity and professional level, and also has certain attribute labels. Commercial organizations may pay for some UPT and employ the Unitopia group to efficiently accomplish some tasks. Scientific research institutions can use the group to incubate some scientific research projects to promote the ecological development of the Unitopia group.

Unitopia Group

The Unitopia group consists of five parts: Group galaxy, interstellar council, application development engine, application market and AI recommendation engine. The group galaxy has realized the gathering of group members; the interstellar council defines the method for formulation and implementation of group rules; the application development engine enables developers to develop more group applications; the application market can trade group applications; AI recommendation engine ensures precision matching of group, content and users. The five parts are driven by each other, forming a closed loop system that changes from flow to content and then to economic value.

Since Unitopia provides rich customized rules, group organizers can easily use Unitopia to create another vertical group.
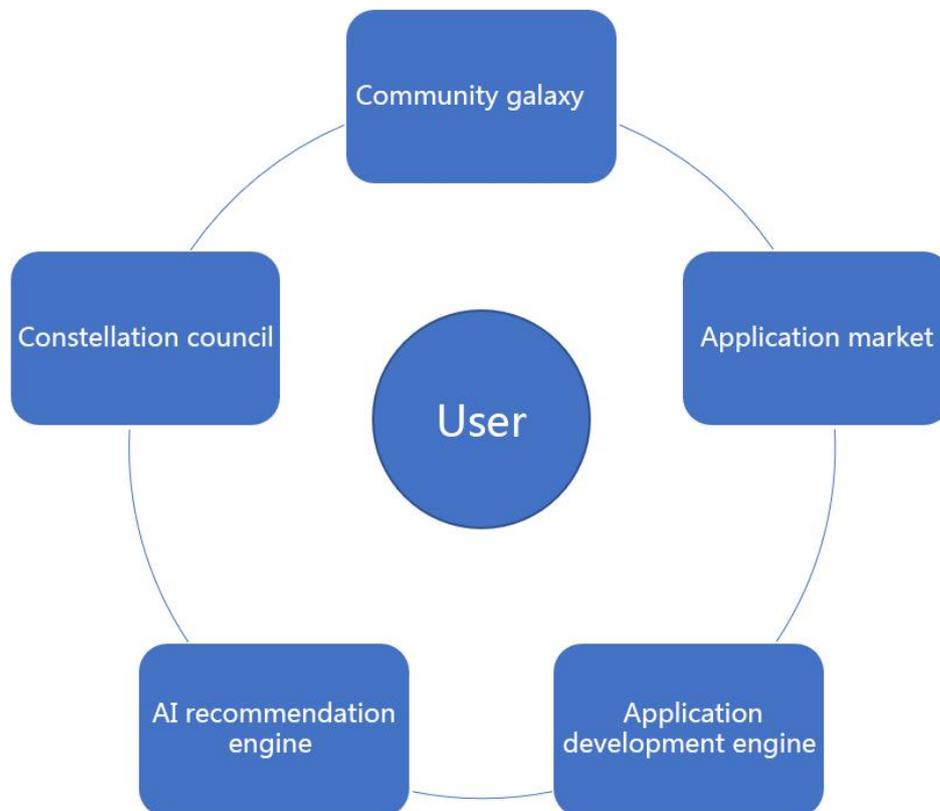
Group Galaxy

In Unitopia, each group is a galaxy, and each individual is a planet. Users can join the group they are interested in by searching for key words. Unitopia allows users to publish content of different media types: Text, picture, video, live broadcast, link, long text, sign-in, question and answer, item trading, etc.

Galactic Council

Unitopia supports multiple autonomous modes based on smart contracts. Through Unitopia's DSL, users can customize the management mode of creating groups and building groups. Unitopia provides group members with a common template. If members of the group disagree with the management model or senior management, they can initiate a re-election process at a certain cost in the parliament, and members of the group will vote to decide whether to make changes.

AI Recommendation Engine

The AI recommendation engine is divided into three parts, namely: Accurate group positioning, accurate content push, and accurate user analysis. Unitopia encourages users to verify identification in the real world. It will build digital identity portraits for information publishers and recipients based on multi-dimensional user-friendly data such as banks, public security, academic qualifications, e-commerce and mobile phone operators. Meanwhile, Unitopia will automatically analyze users' behaviors and make intelligent recommendations for users, thus reducing the cost of users joining other groups.

Unitopia records the value and contribution of members in each group on the chain and provides group managers with objective historical data of new group members for reference.

Unitopia will analyze the content accurately, and then classify, summarize and broadcast the content. Group administrators or members can freely choose information to generate group essence, and choose whether to commercialize or not to achieve realization of businesses.

The content will be divided into four parts after intelligent analysis: Headline, essence, business, and Q&A. Headline section is used to display the latest content sharing of other users in the group that received wide attention.

Essence section is used to display all the essence summarized by users in the group.

Business section is used to display all the information content (PPV: Pay-Per-View) browsed on a pay-per-view basis in the group and some investment promotion tasks published within the group. Q&A section is used to display paid responses released by members of the group.

Application Market (Unitopia AppStore)

The application center is divided into two parts. One part is the built-in application developed by the Unitopia team. The Unitopia team will provide each group with rich group building and operation tools to help group operators improve the ecological quality and commercial value of the group; the other part is the application developed by third-party developers through the Unitopia open platform.

Unitopia provides rich group building and operation tools for each group to improve group operation efficiency. For example, the "group data" application provides user new data, retained data, user behavior data and all core data related to content construction that should be paid attention to during group operations.

The Unitopia team believes that BOT in various forms will become an important force in constructing content and activating group.

Application Development Engine

The Unitopia team will provide an open platform for third-party developers, who can develop various third-party applications based on the API of Unitopia. Unitopia ecosystem will also give developers ecological rewards based on the actual utilization rate and positive evaluation of third-party applications.

Unitopia Technology Architecture

Unitopia uses IPFS as data storage protocol based on third-party public blockchain to deeply customize the existing intelligent contract operation mechanism in group business. Through Unitopia, the public blockchain can well support the group business scenarios. C-end users can easily realize social needs on existing products offered by Unitopia.

Unitopia also provides B-end pan-entertainment partners with SDK development kits through which partners can develop fully customized group products.
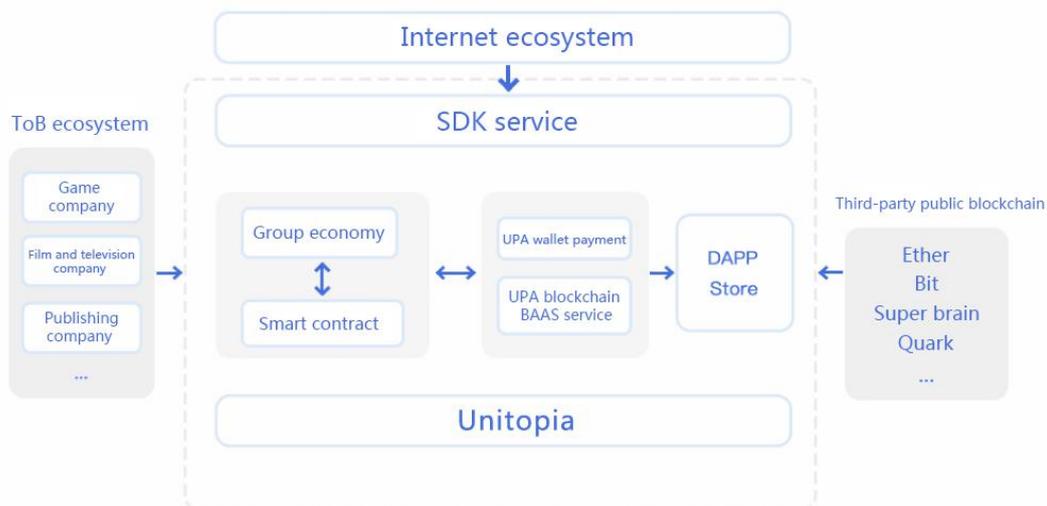
Unitopia Subjects

DAPP Layer

DAPP layer provides group products that can run on iOS, Android, OSX, windows and other operating systems. Refer to section 2.3 for details of Unitopia's product functions.

Smart Contract Layer Based on Group Service Customization

The "smart contract" of Unitopia is Turing Complete. In the ecosystem of Unitopia, many constraints will be written into the smart contract. The following is an introduction to the implementation of some group-related

contracts:

1. **Group instance contracts:** The group top-level contract model provides top-level data storage and access to the group, which enables platform members to query the corresponding group members, income, group organizers and other leadership situations.

2. **Election contract function:** The election contracts should be designed by each group and publicized to voters. The elected group leaders must be publicized.

3. **Group public expenditure contract function:** The group chooses its own contracts that should exist openly, such as drawing new rewards and salary expenses of leadership, etc., to design their own contracts and publicize them, and to set up different access rights to query the corresponding expenditure information.

4. **Group open revenue contract function:** The public income of the group provided by game manufacturers or other third party is stored by "group balance contract". The corresponding information can be viewed according to different access rights.

5. **Group activity contract function:** Activities are organized within the group, and events are stored in the group activities smart contract to be viewed by all platform members.

6. **Group dissolution liquidation contract function:** Group dissolution, asset liquidation, allocation, and group membership are stored in the liquidation contract to be viewed by all platform members.

7. **Group alliance instance contract:** The group alliance contract parameters provide data storage and access of terms of the alliance between groups and are viewed by all platform members.

External Interface (SDK and BASS) Layer

Blockchain Base Layer

Unitopia will expand the ABI interface of the mainstream public blockchains, provide development API of mainstream development language, and offer fast and efficient homomorphic encryption, interchangeable encryption, large prime number generation algorithm, incomplete proof of rights and interests and other basic cryptographic algorithms for pan-entertainment to help developers to conveniently and quickly develop Dapp based on mainstream public blockchains.

General Component Layer

The continuous development of Unitopia ecosystem depends on the evolution of user-generated content and social functions, while the development of group function counts on changes in the group content and in the forms of group expression. These two changes mean that the group platform must have quick and flexible customization capacity. In this regard, we define the group general component layer, which is the core of the entire Unitopia. Based on the components provided by the system, developers at all levels can build

decentralized groups with different functions. General components of the group include UI components and functional components. Among them, the UI component can be divided into view container component, navigation component, form component, map component, multimedia component, canvas, etc. Common functional components include payment component, database component, network component, etc.

The existence of the group common component layer indicates that Unitopia has developed from a simple tool for decentralized groups to an open platform for decentralized groups.

The group common component layer provides a great number of basic components and component editors for developers to use. Developers can not only develop customized groups, but also put the developed group templates into the group template market for group organizers who have the same demands. Template developers can get a taken incentive.

DSL Layer

Since the preparation of smart contracts requires certain development skills, we introduced DSL to smart contract to enable zero-based users to quickly create their own group contract.

We will build graphical IDE and its corresponding DSL (Domain-specific Language) and ASM (Analysis-Synthesis Model) model to finally translate it into virtual machine instructions. This method allows ordinary users to understand the main operation rules of the group through graphical tools, and verifies whether the actual logical code of the group is consistent with the graphical process through automated compilation tools, increasing the transparency and helping members of the group to establish their trust in the group.
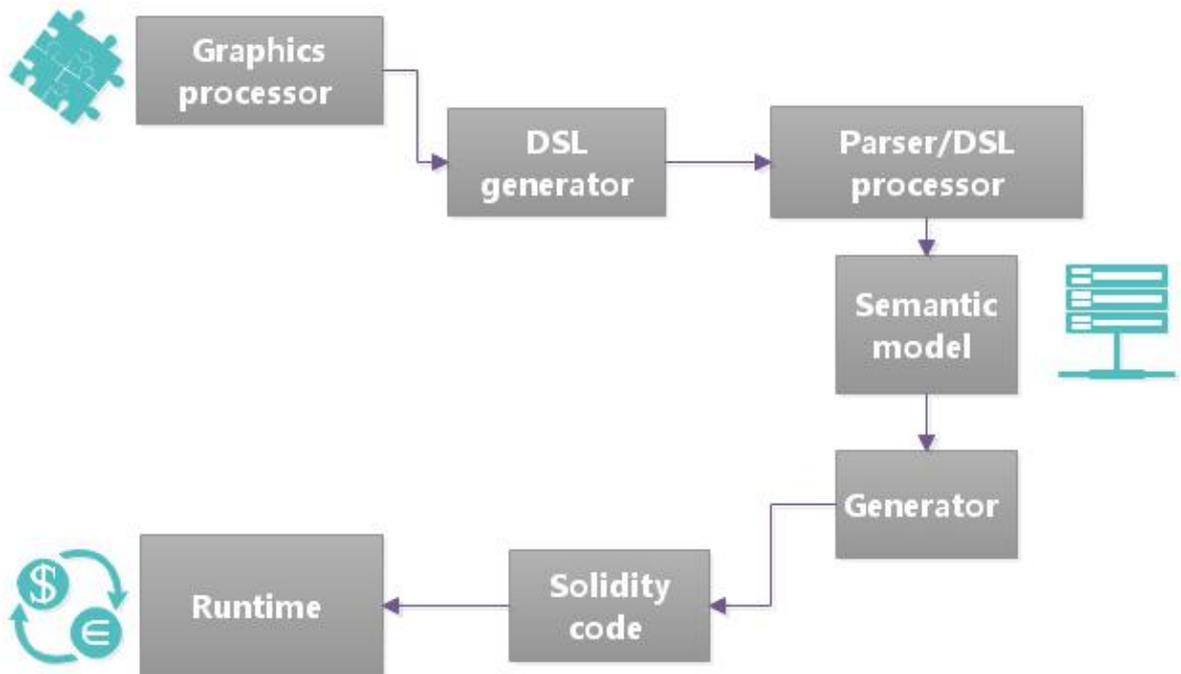
Unitopia Ecological Operation Mechanism

Token is the foundation of blockchain. We believe that the key to building a blockchain group platform is to design token economy. The system should take into account users' contribution to the ecosystem when distributing tokens. To this end, we designed a set of contribution model to captures various user behaviors in the system (invitation to group members, creation of smart contracts to be used, reward for cooperation positive evaluation, ecological authorization reward, completion of the tasks released by the platform or others, daily log-in, and partners' participation in the ecological and certification organization information, virtual digital asset transactions, settlement of arbitration disputes, etc.). Its design includes a contribution model of time-lapse factor to ensure the freshness of users' contribution. Meanwhile, we used support vector machine (SVM) and pattern recognition technology to analyze the change of contribution degree and identify forgery contribution degree and scalping behavior. We hope that through the rational distribution of tokens, the supply of Unitopia will be fully market-oriented, the circulation speed will be faster, and the price signal will be more sensitive. In addition, the combination of smart contracts can stimulate innovation and realize genuine democratization.

Token Acquisition and Reward Mechanism

Reference Behavior of Mining Contribution Model

Invitation to group members, creation of smart contracts to be used, reward for cooperation positive evaluation, ecological authorization reward, completion of the tasks released by the platform or others, daily log-in, and partners' participation in the ecological and certification organization information. The system will consider users' contribution and the detailed distribution rules of Unitopia token. After regular airdrops, the contribution will be reset periodically.

Virtual digital asset transaction

Transactions between group and group members.

Production communication chain reward

Anyone and partners can release tasks on the platform, and give the person who has completed the task a token reward. Besides, users sharing the task can also obtain token reward of the corresponding ecosystem. Partners should purchase tokens to match the corresponding permissions after entering the platform. The ranking of the group will be based on the number of the tokens held by the users. If they want to rank top in the list, they have to buy or hold tokens.

Group Work Reward

Users can ask questions and seek help (whether paid or unpaid). When other users answer the paid questions, they can obtain tokens and become autonomous committee members. Then, they will obtain autonomous credits, and the incentive tokens of the entire ecosystem.

Group Developers and B-End Reward
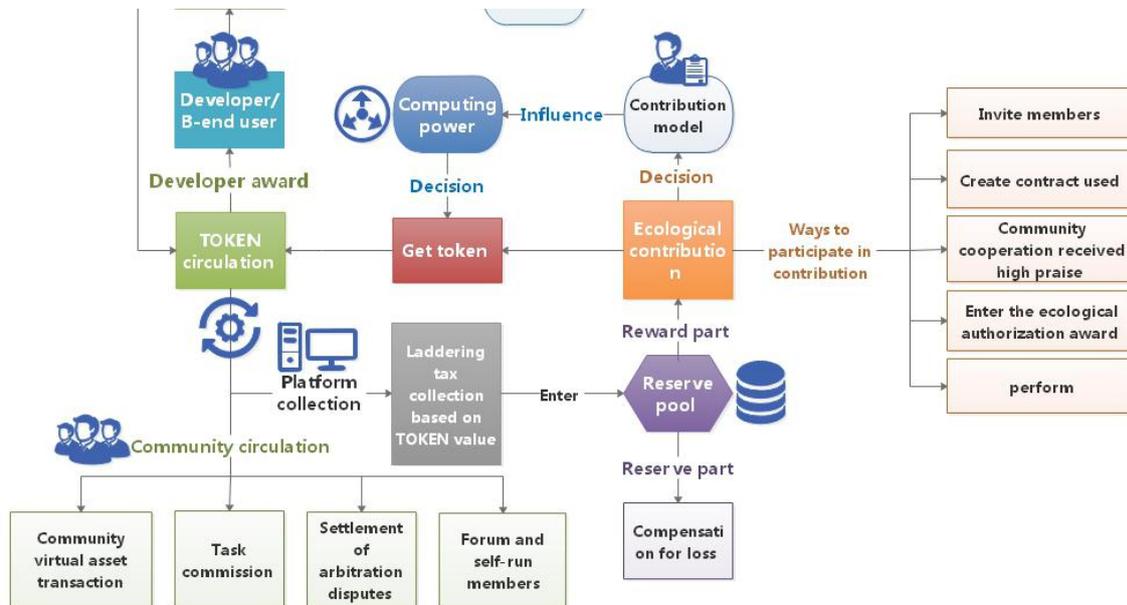
Unitopia ecosystem welcomes participation of developers and B-end users. Developers can develop related applications in the ecosystem. According to users' evaluation of applications, the ecosystem will release token rewards to developers in stages. Similarly, B-end users can also use the SDK interface provided by Unitopia to develop various applications to enrich the Unitopia ecosystem. In addition, such an ecosystem will also give corresponding token rewards to B-end users.

Token Consumption Mechanism

Demand Interaction Behavior in Groups

Demand interaction behavior such as assigning tasks to other members in the group, viewing others' knowledge and achievements, will consume applicants' tokens.

Provide System Credit Rewards

In terms of settlement of arbitration disputes, the Arbitration Committee shall be responsible for supervision and identification, and shall judge whether tasks are completed or other disputes are settled to obtain tokens that users have to pay for arbitration. (If a user is not satisfied with the arbitration result, he can oppose the arbitration by paying a certain number of tokens. If an arbitration member is opposed for multiple times, he will be disqualified. The Arbitration Committee will take rewards from the entire ecosystem, such as the super node of EOS. For example, an additional 1% will be distributed to all arbitration members every year as rewards, and their mining speed is higher than that of ordinary users).

Virtual digital asset transactions

Virtual digital asset transactions between group and group members.

Base of Taxation

Unitopia applies a ladder charge for personal income tax: Personal income tax payable = sum of taxes in each stage, which are temporarily set at 5 intervals, namely [0,C1), [C1,C2), [C2,C3), [C3,C4)and [C4,+∞), with tax rates for each interval being a1 %, a2 %, a3%, a4% and a5% respectively.

Unitopia ecological index (U-GDP)

U-GDP = Sum of all incomes within the unit life, i.e.: U-GDP = Remuneration of workers (mining, doing tasks, watching advertisements and other user income) + net production tax and operating surplus (tax from the platform is put into the reserve pool)

$$K_i = \sum k_j$$

(U = Collection of users; k_j = Total number of tokens for users j; simultaneously satisfy the condition $K_i \leq T_i$.) The amount of money T_i represents the total amount of Unitopia ecosystem token by year i.

$$L_i = \sum_{j \in U} l_j$$

(Index L_i = Total existing computing power in the system by year i)

(U = Collection of users, l_j = Computing power of user j)

$$T_{i+1} = T_i + \Delta T_{i+1}$$

(The system will carry out currency control to ensure proper Unitopia ecosystem with specific currency increments)

$\Delta T_{i+1} = \alpha(Z\ GDP_i - \bar{Z}\ \overline{GDP}) + \beta F(K_1, K_2, \ldots, K_i) + \gamma G(L_1, L_2, \ldots, L_n)$ Among which, α, β and γ are constant coefficients, U-GDP is the median of U-GDP before i moment, and F(), and G() are default functions.

Abnormal Monitoring

To ensure the stability of Unitopia's economic system and prevent abnormal growth of individual

groups, Unitopia has adopted a set of abnormal monitoring mechanism.

Suppose there are n groups in the Unitopia system, which are written as S = {s1, s2, sn}; the general token growth rate of Group si is recorded as α, which should have a reasonable distribution function. We assume that it follows Gaussian distribution, namely $\alpha_i \sim N(\mu, \delta_2)$. Then, the maximum likelihood function of μ is $L(\mu) = L(s_1, s_2, \ldots, s_n; \mu) = \prod_{i=1}^{n} f(s_i, \mu)$.

Then, the maximum likelihood function if $\frac{\partial L}{\partial \mu} = 0$, the maximum likelihood of μ is estimated to be μ. Similarly, the maximum likelihood of δ'^2 is estimated to be δ'^2.

For each α_i', if $\alpha_i > \mu - 3\sigma$ or $\alpha_i < \mu + 3\sigma$, a maximum likelihood estimate of μ can be obtained. Similarly, the maximum likelihood estimate of δ can be obtained.

Currency Value and Economic Growth Logic

Unitopia is used more and more by the global groups, and the development of group content and cooperative content is increasingly abundant. The inflation rate of UPC was capped, making the unit value of UPC rise.

UPC's price rise has attracted more organization leaders, organization members and businesses seeking business cooperation to join in Unitopia, making the development team have more resources and capacities to invest in the system construction of Unitopia.

Unitopia First Group - Game Group (GUC)

Current Concerns in Game Ecosystem

According to the research results of Dutch market research company Newzoo, by 2017, the global game market revenue would exceed USD100 billion, reaching USD102.9 billion. Newzoo pointed out that this was mainly due to the explosive growth of Asian markets and mobile games. In 2017, the mobile game market would reach USD35.4 billion, accounting for one-third of the global game market. Although the game market features abundant profits, there are still several concerns to be solved in the current game industry.

Island Effect of Game Economy System

Different games often form their own virtual economic systems, such as different virtual credits and settlement symbols, which are used to exchange props, equipment, skin, characters, privileges, certainty, time, etc. in the game. However, these virtual settlement symbols exist in a fragmented way with limited circulation channels, and cannot be interconnected with other games. Also, it is supplied by the centralized operation of game companies, easily causing excessive additional issuance and leading to devaluation of purchasing power. From the players' point of view, the attraction of each game has its life cycle. When players decide not to play a certain game, the credits in such game that have been topped up can no longer be easily collected according to the original value, causing loss and waste of virtual property. From the point of view of game companies, when the game loses attention from players, some reward behaviors based on virtual game credits will also lose their attraction. Once the trend of losing players is formed, there is no way to save the entire game system.

Data Channel Monopoly, Data Forgery, Missing Data Protection and Data Attribution Rules

In the era of big data, whoever holds the data holds the key to gold mine. On the one hand, oligopolistic game companies currently monopolize most of the game distribution channels, game promotion channels, users and data resources, leading to a rising cost of game production. Even if independent game developers have outstanding creativity, they will not be able to bring games to the market, while the oligopolistic game companies will eventually pass on the channel costs to game players, thereby increasing the costs of playing games. On the other hand, as small game companies could not survive such competitions, they started to maliciously falsify game data to deceive advertisers and investors, resulting in a chaotic scene of "bad money driving out good money" and damaging the ecosystem of the game industry. Due to low credibility of data, it cannot give full play to the mining value of big data in depth. For players, they are no stranger to the situation of being maliciously diverted to resell game data. Their data cannot be protected and are

prone to be disclosed. In addition, valuable data such as top-up, transaction, exchange, time consumption, and consumption preferences of a certain game will completely at the disposal of a single game company. Even if these data are used for big data mining analysis, credit investigation and accurate marketing purposes, the profits are completely owned by the game company. In this regard, players, the data owners, could not benefit from the data.

Virtual game content features high transaction cost, low security factor and absence of authentic certificate

Relying on vigorous development of the game industry, game equipment transaction, account transaction, game currency transaction, gold coin, point card and coupon transaction, diamond and ingot transactions, activation code transactions and other various transactions are active. Hence, the third-party virtual game content transaction market is gradually taking shape. However, as the third-party transaction platform is completely independent of the game system, there are some concerns such as high transaction costs, malicious retrieval by sellers after content transaction, inability to confirm the ownership of game content, and a great number of transaction disputes.

Vision of GUC Game Group

The game group (GUC) based on Unitopia aims to directly connect outstanding game developers with game players. In this regard, we encourage outstanding game players and teams with development capacities to carry out game development work and to finally create a good game atmosphere in which game developers and the game group work together, cultivating more and more outstanding game projects in GUC.

GUC Solution

The GUC game group intends to build a distributed game value network and become a value linker in the game world. Based on the features of blockchain technology such as non-tampering, consensus mechanism, encryption algorithm, privacy protection, and digital wallet, it aims to bring more secure, multi-participating, distributed transactions and transaction processing, more reliable data storage, protection and attribution mechanism, and more convenient circulation and settlement experience for traditional games in a bid to promote transparency and efficiency in the game industry, enhance mutual trust and reduce fraud.
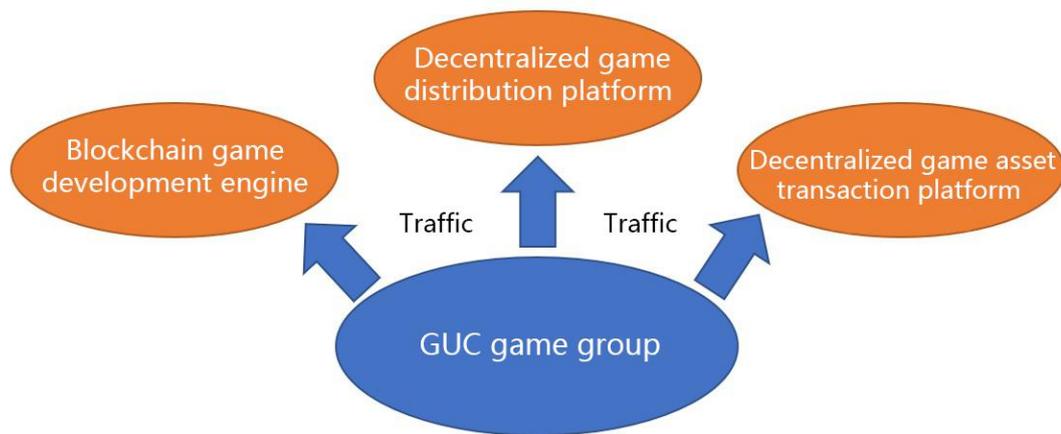
With the game group and game developers as its core, GUC will make GUC game group concrete relying on the characteristics of the game group on the basis of Unitopia. In addition, Unitopia is used as technical support to build three applications, namely, a blockchain game development engine, a decentralized game distribution platform, and a decentralized game asset transaction platform.

Decentralized Game Distribution Platform

The decentralized game distribution platform will exert the strengths of blockchain technology. Non-tampering and traceable, such technology desensitizes and encrypts all valuable detailed information such as top-up, exchange, transaction, reward, duration and balance of game users, and then store them on the major public blockchains. Besides, the relevant records are permanently saved and cannot be tampered with.

For game developers, agents, and players, the decentralized game distribution platform chains the game content announcement, game development progress and even crowd funding information, achieving data sharing and profit sharing in the true sense. Also, there will be no more oligopolistic market data, or monopoly of game and traffic income. As to the in-depth application of game data, the decentralized game distribution platform also creates more possibilities. On the one hand, the failure of a certain game company does not hinder the continuous availability of data that becomes the wealth of players. On the other hand, it can put an end to the fraud of the game company's data. With authentic data, it has the value of further mining, analyzing and selling big data. Also, the ownership of the data is clearly vested in players, and the use of such game big data by game operators, advertisers, credit reporting companies, research consultancy agencies, financial institutions, etc. will have to pay a fee, which will be returned to players in proportion to their data contribution.

Decentralized Game Asset Transaction Platform

Where SDK is embedded into the game, a decentralized virtual game content transaction function module will be added to allow players to trade and transfer equipment, clothing, props, and even accounts in the game. All transactions will be controlled and executed by smart contracts. During the transaction process, multiple third-party players will be randomly selected to assume the roles of guarantee and arbitration. Arbitrators will receive appropriate compensation according to the transaction value. Key elements such as traders, arbitrators, transaction targets, transaction prices and the whole transaction process will be recorded on the chain and will not be tampered with, and will be automatically executed in a decentralized manner free from human intervention. It not only saves players' content transaction cost, but also eliminates the risk of malicious recovery by sellers and transaction disputes after the content transaction, thus realizing the ownership of the game content and thoroughly resolving the concerns of existing virtual game content transactions.

Blockchain Game Development Engine

GUC provides third-party developers with development interfaces that are suitable for each public blockchain. Employing such engine, developers can quickly develop public blockchain games running on quarks, super brains, and GXC.

The functions provided by GUC's development engine include game token accounting, payment interface, game rules (smart contract) interface, and storage interface on the game data chain.

Encrypted currency has seen excessive fluctuation, and its characteristics such as sharp rise and fall make it difficult for unstable digital currency to satisfy the function of value scale. In fact, it hinders the use of encrypted currency in the purchase of game props. In order to develop the sound development of game ecosystem, we will use two kinds of tokens in GUC-one is the token UPC of Unitopia mainly used for voting, crowd funding, resource purchasing, etc. The other is the stable token GCT in GUC (exchange with USDT according to fixed proportion) used to solve the problem of excessive fluctuation of encrypted currency prices. Also, it will be used for the purchase of games, purchase and auction of props, purchase of DEMO and other trading scenes. In order to better attract game developers and gamers into this ecosystem, we will set up a specific game mining mechanism for game developers and gamers. First, game developers who are willing to upload their developed games to SDK interface of the GUC group in the previous period will receive a certain UPC reward. Besides, we will set up a mining contribution model based on the number of players participating in the game, the number of downloads of the game and players' top-up. In this way, game developers and players can get what they need to activate the ecosystem of the game group to the greatest extent.

Team

Qian Lei CEO

Graduated from Zhejiang University of Finance and Economics, bachelor of Information System and Information Management; served as an important member of Fudan university Wuxi Research Institute; independently started up a business to promote aso; a senior developer in internet of things who has millions of users.

Li Dinghao CTO

Bachelor of Software Engineering from Dalian university of Technology; worked in Electronic Soul; Master of Computer Science from California State University, and now works in ROBLOX.

Familiar with game development ecosystem and silicon valley technology company ecosystem.。

Niu Qixin Chief Scientist

Bachelor of mathematics, Chu Kochen Honors College, Zhejiang University; master of finance and mathematics, Imperial College London; participated in several national fund research projects; proficient in big data algorithms and various quantitative transaction models.

Dong Xiaosong COO

Lanzhou Jiaotong University

Founding member of AliPay, started to be responsible for the operation of the largest branch of AliPay, the air travel industry in 2009; served as COO of Hangzhou Kuaiqiangche Network Technology Co., Ltd; senior director of Xiaoyuntong Business Unit of Hangzhou Dianwang Technology Co., Ltd., with 70 million users.

Huang Lei CMO

Bachelor of Physics from Henan University, master of Industrial Economics from Zhejiang Sci-Tech University; participated in the first batch domestic ArtExchange; participated in multiple projects including Focus Media and Xianju Pharma; participatd in youth science foundation projects of Zhejiang Province and national youth science foundation projects multiple times; participated in preparation of the white paper of *Report on the Economic Development of Zhejiang Province* in 2012; published articles on *World Economic Papers* and was quoted and reprinted for many times.

Yan Han CFO

Bachelor of Accountancy of University of Toronto; minored in Economics; exchange student in University of Hong Kong; Master of Accountancy from ROSS Business of School University of Michigan; AICPA; worked in EY, one of the four big accounting firms, and had rich experience in wealth audit and financing due diligence consultation.

Counselors:

Chen Wei

Currently working in the US federal government; has been successively accepted by UCLA and UC Davis; but chose computer engineering department + MBA in SJSU with the highest employment rate in the scientific and technological circle; once served as chief systems engineer of Riverbed; invested seveal start-ups including GitHub

Luo Yang

Master from Lanzhou University; CTO of Electronic Soul; CEO of director of Hangzhou Shaozi Network Co., Ltd.; director of Hangzhou Research Center; head of Electronic Soul blockchain laboratory; served as Deputy Secretary General of American Chamber of Commerce in Zhejiang, Vice Director of Department of Commerce, Silicon Valley College Federation, member of SVC Wireless, and member of FIDIC

Li Xiangmin

Founding partner of Chain Capital. Continuous entrepreneurs. Participated in the establishment of the first group buying website in China—Renren Gou. Worked for traditional internet finance companies such as Franklin Templeton Sealand Fund and Qufenqi.

In 2013, he began to pay attention to and study the blockchain industry, the mining and investment of blockchain projects, and initiated and managed several blockchain investment funds.

Worked as a consultant in Evermarkets (EVR), ITC, CAF, Quarkchain (QKC), Covalent (CLT), Kronos (KRON), Unitopia (UPC) and other projects.
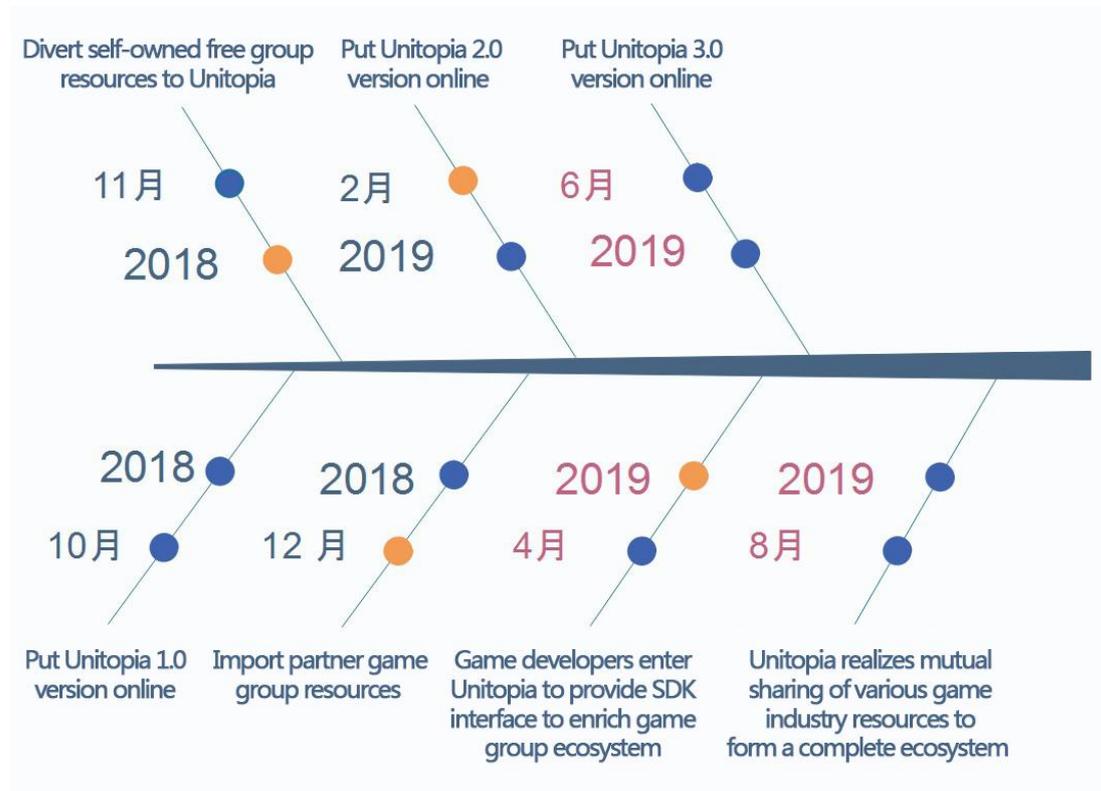
Graduated from Zhejiang University.

Partners

Unitopia Development Route

Development route of game group

Risk and Disclaimer

Risk

Investors should pay attention to the following risks in this project.

Policy Risk

At present, countries around the globe hold a wait-and-see attitude towards issuance of digital currency and have not formulated clear regulatory measures, giving rise to much uncertainty to issuance of digital currency in the future. Singapore, Switzerland and other countries launched testing of regulatory sandbox to blockchain technology companies, which was a relatively advanced practice at present. Chinese government departments are also actively studying the application scenarios of digital currency and blockchain technology. Hence, with the increase of digital currency distribution projects in the market, the regulatory policies or guidance documents issued by government departments will also bring greater uncertainty to digital currency distribution in the future. In response to such uncertainty, the policy risk operation team adopts the following measure: Engage professional lawyers in local area where we conduct business to design services in the fields of digital asset distribution, digital asset transaction, blockchain finance, and blockchain application under the legal framework.

Transaction Risk

The digital currency issuance project should place investor education in an important position. In response to the information disclosure of digital currency issuance project, investors should assume appropriate buyers' obligations, or reasonable duty of care. The equilibrium point depends on the perfect investor education mechanism. Investors can exchange tokens issued by digital currency with virtual currencies such as bitcoin, not directly for consumption, but for appreciation of tokens. However, the risk of participating in the issuance of digital currency is higher than that of VC in general. Investors should try to thoroughly understand the characteristics of participating projects in light of their own financial situation and investment needs. Also, they should fully understand the risks and benefits of the project, adopt a reasonable portfolio of assets, pay attention to the risks of purchasing tokens, and make careful investment.

Technical Risk

Technical risk refers to the major problems arising from underlying technology, resulting in failure of Unitopia to achieve its expected functions and the tampering or loss of key data. Such technical risk is mainly verified from the following aspects: The issue of whether the first technical route is reasonable or not should have been proved and some codes or code frameworks should be publicized (in the case of confirmed disclosure) during issuance of digital currency. With reasonable milestones and progressive design, projects should clearly describe

emphasis of each stage, and make a detailed description of issues concerning innovation of technology, whether there is a technical loophole, whether it can meet the market demand, etc.; then, in view of the open source and external design of blockchain technology, some digital currency distribution projects generally learn from experience of existing project concepts, including design patterns, system architecture, various algorithms, etc., which should be distinguished from the performance of independent research and development. Therefore, from the aspect of independence argument, investors can learn from its innovation level and design mode/system architecture of other projects, to complete projects' dependent degree and development progress, etc., so as to make a comprehensive judgment on the issuance model of digital currency. After collecting sufficient resources, the third project team will attract more high-end talents from the industry to join the development team, lay the foundation, enrich the strength, and learn relevant mature development experience.

Project Risk

The project team will work hard to achieve the development goals set forth in the document. However, there are unpredictable factors in the overall development trend of the industry. The white paper may also be adjusted with the update of the project details. If the updated details are not obtained by participants in time or the public is not aware of the latest progress of the project, participants or the public may lack understanding of the project due to information asymmetry, hindering the subsequent development of the project.

Other Unknown Risks

With the continuous development of blockchain technology and the overall situation of the industry, the project may face some unexpected risks. Participants should fully understand the content of the project, know the overall framework and thinking of the project, reasonably adjust their own vision, and participate in the project rationally before making decisions on participation.

Other Risks

This risk statement could by no means reveal all the risks you are facing in this investment. Before participating in this business, you should have a comprehensive understanding of relevant laws and regulations, carefully read relevant agreements and contracts, and judge whether you have corresponding investment risk tolerance based on your own investment purpose, investment duration, investment experience and asset status. Please read the above investment risk tips carefully, understand all the risks revealed above, and make sure that you are willing to bear the losses caused by the investment risks.

Disclaimer

This document is only for the purpose of conveying information, and does not constitute opinions concerning sale and purchase of UPC. The above information or analysis is for reference only. This document does not constitute any investment proposal, investment intention or instigation, nor can it be understood as any act to offer sales or any act to invite any sales of any kind of

securities, nor as a contract or promise of any kind. Interested users should clearly understand the risk of UPC project. Once investors participate in the investment, they are deemed to have understood and accepted the risk of the project.

Key terms:

1 Governance

Establish decentralized control-There is no central authority order, and approval is not required when consensus is reached. Some types of consensus mechanisms use elected leaders to verify and maintain data shared between nodes. Governance also includes nodes entering or exiting the licensed network.

2.Security

The security of distributed ledgers refers to the process of protecting business and personal data and transaction information. According to non-Byzantine failures, the verification results should be accurate; it also includes integrity (assuring the node receiving the information that the received information has not been modified) and non-repudiation (a mechanism to prove that the node sending the information has indeed sent the information). Security can include digital signatures in its functions.