Bopo White Paper 1.01

Bopo global virtual e-community

(Theory)

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Executive Summary

Immersing yourself completely in the virtual world is actually something that exists in science fiction / movies. While Virtual Reality (VR)/Augmented Reality, (AR) technology is bringing these surreal scenes

to life. VR / AR technology is currently one of the world's most talked about cutting-edge technology, and develop rapidly under the leadership of world-class technology giant. We expect that, the two technologies VR / AR will open "the door to surrealism" for the scientific community in the next decade and lead the next wave of technological change---the future of the virtual world will be convenient to live by the side of everyone.

VR / AR technology has transcendence, but objectively, it faces quite a lot of obstacles like most smart industries. The obstruction in the VR / AR industry is massive "data processing" and "data transmission", and these two parts even harder in the VR / AR industry. Nowadays, the development of big data has made important achievements, but at the same time it faces the huge challenge of insufficient data circulation. VR / AR is currently the largest carrier of the amount of data. If we want to make these data resources realize the value and serve us better, the speed of data processing and transmission and the reduction of consumption will become an urgent problem to be solved in the VR / AR industry.

Blockchain is essentially a way of building trust and establishing a contract between machines and machines. From the perspective of the blockchain, the audit and testimony of witnessing and trading are conducted by other nodes or computers in the whole network when

trading and exchange of information between different machine main bodies. It can guarantee the credible transaction between two untrusted nodes. Blockchain, with its traceability and ubiquitous technology, will play a huge role in solving data interoperability issues. From a big data perspective, blockchain will become the engine of big data core. Meanwhile, Blockchain is a point-to-point, secure shared architecture that allows previously unavailable data and resources to be shared. This means the data and resources that can be opened up by the blockchain will be broader and more extensive than Internet, eventually reducing the friction of information and breaking Information isolated to achieve the goal of "socializing big data". Fusion of VR / AR and blockchain to enable massive data and resources to be effectively transmitted, stored and utilized.

Based on the current status of VR / AR industry development, we designed Bopocoin and Bopocoin is released by Bopo Foundation. Bopo Foundation will work to establish a Bopo global virtual electronics community - we will connect virtual space through VR / AR technology and engraved all objects in the real world. Everyone can immerse and do anything in the virtual world. It can create countless parallel space, and repeatedly experience wonderful moments. Virtual world with higher energy efficiency, free from time and space constraints, eventually ushered in the full release of creativity and imagination.

Bopocoin will be the circulating digital currency for the global virtual e-community to deliver point-to-point value transmission within the global virtual community AR / VR ecosystem. Currently, Bopo Foundation has reached a cooperation agreement with Bokocloud, which will use Bokocloud equipment worldwide (except in mainland China) as the basis of blockchain technology for the global virtual electronic community.

1 Design principles and concepts of Bopocoin

1.1 Background and significance of the emergence of Blockchain

The appearance of Bitcoin truly realizes the decentralized, open-ledger digital currency system. According to Blockchain.info statistics, the current average of about 75 million US dollars, 120 million transactions per day will be record into the Bitcoin blockchain, and there are more than 400,000 blocks have been generated so far. As of now (2017.12), there are nearly 1,000 kinds of digital currency types that have been counted in Coinmarketcap, an encrypted currency market statistics website, with a total market value of more than 300 billion U.S. dollars. In other words, decentralized digital currency has relied on algorithmic credit to create a global economy comparable in volume to the BRICS without the credit endorsement of governments and central banks. It is estimated

that 10% of global GDP will be stored via blockchain technology by 2027.

Blockchain is the underlying use of bitcoin, providing open and non-editable underlying data services. In fact, blockchain technology cannot be regarded as a technology strictly. It is a combination of many disciplines such as distributed system, cryptography, game theory and network protocol (P2P). And it is a great pioneering in the history of human development. After the appearance of Bitcoin, the Blockchain technology behind it attracted everyone's attention, and then opens a booming era as a point-to-point exchange of value of the network.

After bitcoin emerged as a decentralized digital token, as the first generational application of blockchain, it implemented its original intention as "a decentralized electronic cash system". The various of blockchain digital asset registration applications has made some improvements to the Bitcoin encryption algorithm. Vitalik Buterin distributed the Ethereum Original Concept White Paper on December 2013 and further providing us with a common blockchain framework that runs Turing complete code. And then set up and form the Ethereum ecosystem---which is the ecosystem with smart contract EVM

platform and decentralized DApp application. The blockchain has gone from cryptocurrency to digital currency to smart contracts, and later on to more sophisticated smart contracts. Therefore, it can be speculated that with the further deepening of Internet services and the constantly mature of blockchain technology. The difficulty of application development based on blockchain will continue to decrease, at the same time, it will also drive the entire Internet revolution.

1.2 Difficulties and Challenges in AR / VR Technology Development

VR / AR industry is trying to make changes in people's lives, social, entertainment, etc., so that the virtual world you are looking forward to presents in front of you. The immersive and virtual scenes it shows are subversive to the current audio-visual, two-dimensional world of interaction that instantly lets you go back to the chalk world of dinosaurs or to the next generation of science fiction.

In fact, the VR / AR technology was proposed as early as the 1960s and was classified as a cutting-edge stage of development of science. With the crowdfunding success of OculusRift on Kickstarter for the HeadMountedDisplay（HMD）

project in 2012, and the acquisition by Facebook for 2 billion U.S. dollars in 2014. VR officially developed into the mainstream direction of the industry and quickly lead to a new generation of technology platform research and development wave. Hereafter, Google, HTC, Sony and many other manufacturers to actively follow up, introduced their own VR solutions.

At the same time, Microsoft released AR device Hololens in 2015, and Nintendo's mobile AR game Pok onGO swept the world in 2016. The closing ceremony of the Olympic Games and other large-scale performances using AR effects and other brewing time, augmented reality has also begun to users, Google, Apple and other companies have proposed that the development prospects of AR is broader than VR.

Like other emerging science and technology, virtual reality technology is also a cross-cutting, integrated product of many related disciplines. Its research involves artificial intelligence, computer science, electronics, sensors, computer graphics, intelligent control, psychology, etc. The goal is to make the user's senses difficult to distinguish the virtual world from the real world. These perception experiences include dimensions of vision, hearing, touch, smell, taste and gravity perception.

Admittedly VR / AR is full of imagination for the future of the painting - VR / AR technology is engulfing the world, the future of the virtual world will be convenient to live around everyone. At present, the media have predicted that VR / AR is in the eve of the outbreak, but this expectation is inevitable. In reality, AR / VR products do not seem to have achieved comprehensive breakthroughs and user acceptance. This is because the development of the VR / AR industry is faced with technical problems such as super-large-order data storage, traffic and transmission.

First of all, the key to the network required for VR / AR services is to provide stable high bandwidth and low latency to guarantee every interactive experience of VR / AR services. The VR / AR 3D computer graphics, 3D audio, etc., will consume a large amount of data traffic. Meanwhile it required the rate in Gbps level to ensure an immersive experience. Network delay does not exceed 20ms, then user will feel immersed in the real world, the greater the delay, the worse the virtual reality experience.

In addition, to solve the massive data processing and real-time transmission caused by VR / AR immersive experience. Virtual electronic world needs massive data to support, if there is no

data, it can not work in the target area even with the excellent computing hardware and algorithms. In the future, it is possible to process and quickly transmit "sufficient and useful (massive and marked) data" with the relevant hardware and software technologies in place, and will be one of the key points established by the virtual electronic world. At this moment, we can not guarantee to achieve the enough data calculate speed, storage space, transfer rate and battery life on the lightweight hardware. The long line behind various of VR / AR equipment which is the transmission limit, if you want to remove the cable, the current technical means can not afford such a large amount of data.

1.3 Bopocoin design principles

In the face of these opportunities and challenges, we use Bokocloud to solve the problems that constrain the development of the AR / VR industry. Bopocoin was designed and at the same time we will also work to establish Bopo global electronic virtual community.

1.3.1 Solution ideas

Rely on the blockchain technology, Bokocloud enables

Bokocloud device owners to leverage the high provisioned storage space and idle bandwidth of Bokocloud devices when not in use. It helps network acceleration and even node-wide deployment of nodes in the global virtual electronic community to address storage and traffic issues that prevent the development of VR / AR. Bopocoin's feedback is available to users for providing unused storage space, broadband and assistance with Bokocloud promotion.

At the same time, the Bopo virtual e-community will leverage blockchain technology to enable large file-to-chain interactions. A data engine will be set up in the Bopo virtual electronic community and each node on the Bopo chain forms a new cluster. Build a "highway" at the outside of blockchain to achieve high-frequency concurrency. The data engine on the Bopo chain will enable large contracts on smart contracts on the chain to be called directly for heavy applications such as supporting complex VR / AR scene games in the virtual electronic world.

1.3.2 Bopocoin and Bopo global virtual electronic community design ideas

As a shared and open platform in the AR / VR field, Bopo global

electronic virtual community will be used to interface various AR / VR open source technologies, applications and communities and strategically cooperate with the AR / VR Open Organization. With the large file-to-chain interaction enabled by Bopo Blockchain technology, the Bopo Global Electronic Blockchain platform will be able to support complex VR / AR scene heavy applications.

In the future, we will connect the virtual space through VR / AR technology and engrave everything in reality to let everyone can immersive immersion and do anything they want in the virtual world. It can create numerous parallel spaces, repeatedly experience wonderful moments. Virtual world with higher energy efficiency, free from time and space constraints, eventually ushered in the full release of creativity and imagination.

The global e-virtual community has its own payment gateway. bopocoin will be the digital currency of circulation in the global virtual e-community, enabling users to purchase VR / AR applications and content directly with Bopocoin for point-to-point value transfer within the AR / VR ecosystem.

1.3.3 Design outlook

The industry of virtual reality has become a huge industry. According to Digi-Capital's forecast, VR and AR markets will reach 30 billion and 120 billion U.S. dollars in 2020 respectively and VR / AR application scenarios will be around us in the next 20 years. We foresee the future impact of VR / AR, and we think the new era of VR / AR economy has come. Such a new era will first be realized through the global virtual electronics community and Bopocoin.

2 Design vision

Existence is perception, the world is virtual.

Bopocoin will look at the next great technological age in the human development process. Bopocoin believes that virtualization of the world is an irreversible trend from the visualization of digitization and virtualization. As technology advances, the human brain will eventually be able to access the computer, consciousness and senses will eventually be digitized, and the virtual and realistic boundaries will eventually dissolve.

We foresee the future: the Internet and virtual technology will build the virtual world which opposes the real world or the world we live in for people, and can carry out information and material interaction, the awareness and senses can be replaced.

VR / AR technology will connect the virtual and the reality.

For this ideal, we have designed the Bokocloud and Bopo blockchain technologies to solve the large-volume data storage, traffic and transport challenges in the VR / AR industry. At the same time, we are committed to establishing the Bopo global virtual e-community. Bopo global virtual E-community will achieve heavy applications supporting complex VR / AR scene games in virtual electronics world. Service on various VR / AR applications and provide smart contracts to make AR / VR eco-prosperous. People can connect virtual spaces through Bopo global virtual community, opening up new dimensions of perception, interaction, and convergence. In that dimension, reality is insignificant, and experience is the real currency of the kingdom. Mankind will perceive all things in new ways, perceive each other, be free from time and space constraints, and eventually ushered in the full release of creativity and imagination.

3 Governance structure

3.1 Foundation set up

The bopo Foundation is about to be established in Singapore and is a non-profit organization. The bopo Foundation is mainly engaged in the early development of Bopocoin and Bokocloud,

and the medium-term innovation is devoted to creating a global virtual electronic community. Creating AR/VR application scenarios, promote the expansion of AR/VR blockchain technology, and strive to be an innovative leader in AR/VR and blockchain technology, and form an open source community.

3.2 Foundation structure

The top management of Bopo Foundation structure is decision-making committee,and set three members of decision-making committee：

Bopo decision-making committee set up the code department. Under the leadership of the company's decision-making committee is mainly engaged in bopo open source and project research, programming, the specific staff from the BOPO core developers;

Decision-making committee set up internal governance department: It respectively consists of propaganda department, finance department, legal department, and is mainly responsible for ensuring the security of raised funds, internal organization and coordination, and the stability of the company's operations.

Bopo Foundation decision-making committee --- increase more team members

Chairman of the Decision-making Committee

Member A   Member B   Member C
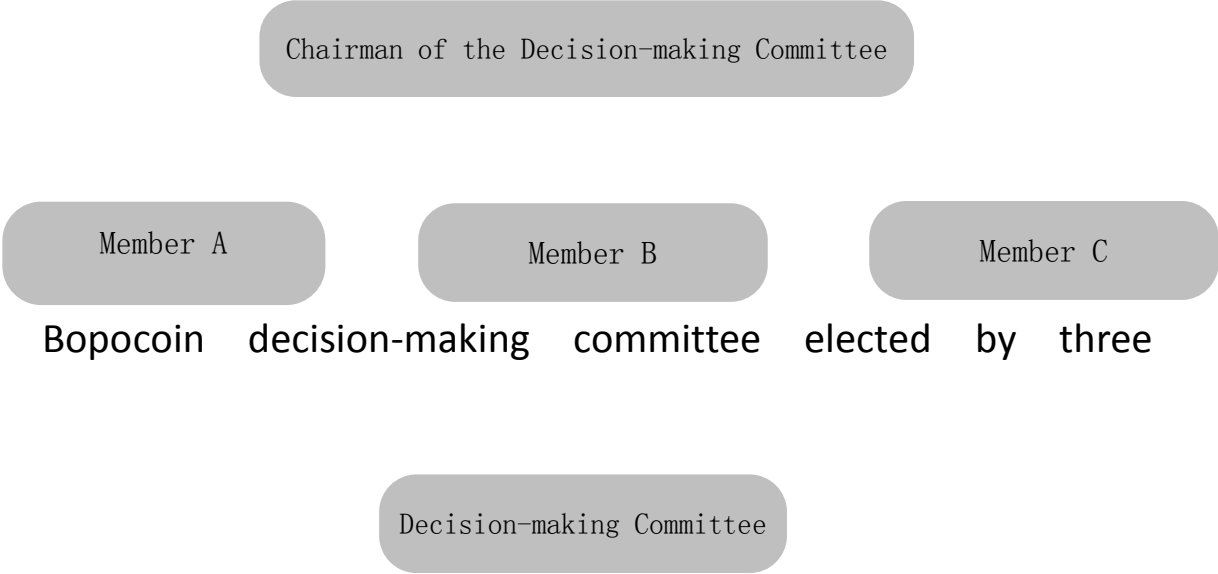
Bopocoin decision-making committee elected by three

Decision-making Committee

members. Its main responsibility is composed of the members of the decision committee, in charge of the affairs of the Foundation, the external representative of the company's business decision-making body. It is elected by the fund and is generally recommended by industry experts and teams. The decision-making committee is the highest decision-making body of the fund.

Chairman of the Decision-making Committee: Member of Decision-making Committee A; Member of Decision-making Committee B; Member of Decision-making Committee C

3.3 Bopo Team

Jason Robert

Jason is co-founder and CEO of HelloSugoi. In June 2017, he launched the world's first blockchain-based event ticketing platform, linking artists, event organizers, sponsors and consumers. Jason has promoted a large number of public speaking events and entertainment industry about the topic of blockchain. Event venue include the UCLA Anderson School of Business, Innovate Pasadena, the Global Blockchain Conference and the San Francisco Music Technology Summit.

Bob Zheng

The founder of FAT FROG Technology Co., Ltd. With more than 10 years of software development experience, he excels in developing 3D games and streaming media services. Bob has published 3 patents in data processing and server framework. What's more, Bob has been responsible for software engineering and project management in well-known enterprises,such as Optus, Youku, Yin Yue Tai, and Baofeng. Over 8 years of working experience has made him an expert in software development and project management and operation.

3.4 Bopo Foundation governance

(1) The decision-making committee voted by name, each

member of the decision-making committee has one vote, and the chairman of the committee has two votes. The decision made by the decision-making committee, and the decision will be valid only passed by half members of the committee:

Modifying the foundation's charter;

Making important decisions;

Modifying the Foundation's organizational framework;

Appointment and removal of members of decision-making committees;

Special situation: Bopocoin major influence, laws, regulations and policies, software security, etc.

(2) The foundation temporary meeting needs to be convened and held by more than 2 members of the decision-making committee:

The chairman of the committee think it is necessary;

When two members of the decision-making committee have two proposals;

When the project leader and one member of the decision-making committee apply;

Regular meetings of the foundation occur once every six months, and time for the annual January 1 to January 31, July 1 to July 31.

3.5 Bopocoin financial governance

The foundation's financial governance is managed primarily by the foundation's outsourced finance staff. The Foundation conducts periodic audit reports and discloses to the members of the Committee.

Fund assets are divided into two categories: daily digital assets and special digital currency assets. Daily digital assets refer to daily expenses related to personnel salaries, developer travel expenses, rent, team building, etc.; The financial jurisdiction of specific digital assets is directly led by the decision-making committee. Special digital assets are mainly used for the exchange of digital currencies, declare the cost of expenses, BOPO mine machine commissioned, and the team members of the special incentives.

3.6 Bopocoin business model - graphical and more split

(1) BOPOCOIN totals 10 billion: 2 billion vested in the team, 8 billion in Bokocloud;

(2) 2 billion of the team is mainly used for:

Overseas research and development, consultants: 300

million;

Start-up support fund: 200 million;

Global Outreach: 300 million;

Market value management: 200 million;

Team Options: 1 Billion

4 Implementation and iteration

4.1 Bopocoin on-line time planning

The main timelines for the Bopo project include:

Bopo project started:

Bopo Foundation established:

Foundation governance charter completed:

Bopo project White Paper:

Bopo project feasibility verification completed:

Bopo project completed private placement:

Public sale plan announced:

Bopocoin public sale:

Bopo global electronic virtual community first demo:

Bopo global electronic virtual community first public test:

Bopo global electronic virtual community first formally launched

4.2 Bopocoin project

Bopocoin serves as a circulating digital currency in the global virtual e-community. Users need to purchase services and applications within Bopo global e-community by consuming bopocoin. Running distributed applications on the Bopo blockchain also requires paying and consuming a certain amount of Bopocoin.

4.3 Future iteration planning

As a blockchain technology, Bopocoin will face a variety of challenges and opportunities, the future iterations include two parts. One is the iteration of the code itself; the other is the iteration of commercial application.

(1) Bopo underlying architecture iteration

When the Bopocoin code itself loopholes, usually take a system upgrade. Vulnerability needs to be analyzed, tested and audited by the Code Committee, submitted to the decision-making committee report. When the following major loopholes (not limited to) happen, need to take a system upgrade: Affect on user funds. Major security issues. Affect on system security. When minor vulnerabilities occur, the code board will patched directly

(2) Business application iteration

The bopo global virtual e-community will be a completely open source project. So in business applications, bopo Foundation will choose the appropriate third-party cooperation, to carry on the industry and application iteration. Leading by third party suppliers, bopo global virtual community to provide the appropriate technical support.

5 How to exchange and earn Bopocoin

Bopocoin can be obtained in the following ways under the conditions of relevant countries' supervision

(1) Such as the trial of law of the country, can be purchased by ordinary currency (fiat).

(2) Buy from cryptocurrency

(3) Acquired by mining, such as Bokocloud devices provide unused storage space, broadband and Bokocloud promotion to get Bopocoin's feedback

(4) Bopocoin can be sold on a licensed exchange in exchange for ordinary currency or cryptocurrency.

6 Application scenario

Bopo Global Virtual Community to Collaborate with Developers

and Organizations Worldwide to Launch Bopocoin-based User Experience, to enable consumers to use a variety of functions on the bopo platform. The main features of bopo's global virtual community application are: social networking, entertainment media, education and healthcare, entertainment media, real estate and design planning, and travel shopping. The following are several different industry cases, and these features provided by the global virtual e-community are also part of people's daily lives.

6.1 Social network

Users can find friends to chat through the global virtual electronic community, join a group chat, to explore or experience the virtual world, even share or view images and videos together. It is a huge, open "center of the world". Anyone can enter and browse, can chat with random strangers, or join groups to discuss specific topics or important news. In addition, virtual business meetings can also be held.

6.1.1 Virtual dating

Coco can not meet her friends frequently because of the long distance. In order to overcome the geographical distance, Coco create a realistic 3D portraits through the

bopo global electronic virtual community. She is free to choose the dating place with her friends, and freely switch to all kinds of scenes (virtual house, bar, theater, beach) and so on. Coco also can invite other friends through community, to play party games together(Landlords, werewolf kill, Mahjong), etc. These can be achieved through the bopo global virtual community without leaving home.

6.1.2 Find a job

Coco is looking for a job. She connects to a virtual job fair through the bopo global virtual community, hands her virtual resumes and materials to her interested companies, and introduces herself to recruiters. Coco can also interview the company which interested in herself through a global virtual community connection. No real presence, and save a lot of time.

6.1.3 AR video message

Coco separated with her mother in two places. coco often send an AR video to her mother through the bopo global virtual electronic community about her work and life. Coco's mother can watch the ar video on their mobile phone as if they were living together.

6.2 Entertainment media

6.2.1 Game

Coco will go on the gaming experience through the connection of bopo virtual community. She enjoys cosplay while her boyfriend prefers racing and action games.

6.2.2 Virtual reality film and television

Coco often invite friends to buy movie tickets in the global electronics community to watch movies. Virtual reality-based movies can make her experience "interstellar crossings" at home, stay in "Jurassic Parks" and even fight with "Avatar".

6.2.3 Concert

Coco uses Bopocoin to purchase a concert ticket of her favorite singer in bopo global virtual electronic community. Although he is the top star, but this concert no ticket limit and the price is not expensive. When watching the concert, she can choose to watch the singer's performance at close range, or she can choose to interact with friends and fans around her.

6.2.4 Sports events broadcast

Coco's boyfriend likes watching sports. He could only see

his favorite team and players through online video broadcast or text live. Now ，Coco's boyfriend often watch sports broadcasts in the bopo global virtual community, immersive watch idol shooting tactics.

6.3 Education and medical

6.3.1 Education

The combination of VR and education can definitely subvert the previous teaching mode. Coco's neighbor learned the history of the Second World War through the Spectrum Global Virtual Electronic Platform, and "in person" participated in the Yalta meeting. The contents of the meeting make him can not forget for a long time.

6.3.2 Medical health

Coco's boyfriend is an intern in hospital. He can create virtual human models through the application of the bopo global virtual community. With the help of the trackball, HMD, feeling gloves, learn to understand the internal structure of various organs of the human body, the virtual mannequin for surgery, observe the effect after surgery.

6.4 Real estate and design planning

6.4.1 Room selection and decoration

Coco wants to buy a house of her own recently, but there are always many differences between the photo display and real ones. So coco through the global virtual e-community for room selection. She can walk in the room and experience every detail. She can also look out the window for the green area and building spacing, and even can see the thickness of the ceiling and wall. And through the VR room pre-decoration, greatly enhance the efficiency.

6.4.2 Design planning

Coco works at the Urban Planning Institute. Through the bopo global virtual community, Coco can visually represent the virtual city environment. And can also simulate the city under various weather conditions. Letting people clearly understand drainage systems, power supply systems, road traffic, ditch and lakes, etc.. In addition, VR technology can simulate natural disasters such as hurricanes, fires, floods and earthquakes. It plays an important role in urban planning and greatly saves Coco's time.

6.5 Travel and Shopping

6.5.1 Online shopping

Coco frequently do return because of buying inappropriate clothes. It's not only make her feel lost, but also waste her time and money. Coco solve this dilemma with bopo's global virtual community. Connecting to the community's shopping channel, you can search suitable ones from large quantities of clothes, and try them on one by one. Does not fit? The right hand flicker, it disappears immediately and the next one automatically puts on.

6.5.2 Virtual travel

Coco often travels around the world through the bopo global virtual community after work to experience the charm of each destination. Sometimes she even chooses to experience Australian wilderness survival. Virtual community makes Coco no longer need to travel in person, but can use virtual reality to achieve preview, planning, demonstration, and also allow you to explore some unattainable destinations.

7　Risk warning

The project has the following risks, the holders please note :

(1) Systemic risk

Systemic risk refers to Bopocoin's violation of local laws

and regulations in the process of raising funds, trading, and conducting business, resulting in unsustainable business risks.

(2) Market risk

Market risk refers to the fact that Bopocoin has not been verified by the market, or has not been approved by the marketing department, has no users, has stagnated its business and does not have sufficient profit to support the development of the project.

(3) Technical risk

Technical risk refers to major problems or loopholes in the underlying technology of the blockchain, which results in Bopocoin's failure to achieve the intended function and the tampering or loss of key data.

(4) Capital risk

Capital risk refers to significant loss of project funds. For example: Theft of digital assets, loss of funds, sharp depreciation of reserves, etc..

8 Disclaimer

The goal of the bopo Foundation is to turn into a non-profit organization and users on the chain gain rights to use of Bopocoin. Buyers should understand that within the law,

Bopocoin makes no warranties, either express or implied, and that Bopocoin is purchased "as is". In addition, Bopocoin buyers are for the purpose of applications rather than transactions. Buyers should understand that Bopocoin will not provide refunds under any circumstances.

Bopocoin operations team does not assume any direct or indirect loss in the Bopocoin project.

The Bopocoin White Paper serves as a team direction and does not constitute any investment advice or investment decision. And this article does not constitute any trading offer.

Relevant users should have a clear understanding of Bopocoin risk. Once the buyers involved, it means that they know and accept the project risks and are willing to personally bear all the corresponding results or consequences.