



# OFFICIAL 2016 ROADMAP



**BIGXP.COM**

2016 XP



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LIFE ACHIEVEMENTS AND GAMER POINTS ON THE BLOCKCHAIN  
AUGUST 2016 - DECEMBER 2016 AND 2017 PREVIEW

## OVERVIEW

XP is an open unit of transaction established as an individual blockchain. Whilst XP has been developed with video game developers and gamers at heart and aims to be the primary digital currency of gamers, it is a stand-alone digital currency in its own right which can easily compete with established digital currencies such as Bitcoin and even blockchain currencies delivered by financial institutions.

The need to turn what is somewhat useless or redundant XP earned on gaming platforms into a currency that people can use without one party being the dominant shareholder is absolutely essential to ensure the continued growth of gaming audiences around the world and to give value to in game rewards.

## XP USE CASES

### VIDEO GAME SPECIFIC

Award XP in your game for unlocking achievements, reaching milestones, or completing the game.  
Donate XP to friends on your friends lists, such as crowdfunding a friend to buy a game  
Donate XP to developers to achieve crowdfunding targets for game development  
Include custom achievements in game sponsored by third parties

### REAL WORLD EXAMPLES

To buy a coffee at a local coffee shop.  
As a reward for completing an activity such as a bungee jump.  
To pay for fines, tickets or other penalties.  
To pay for hospital care, veterinary care, or donate to hospitals and clinics.  
Donate or fund research into cures for diseases.

## MARKET CAPITALISATION

Given enough support it is significantly possible that a coin demand, use and distribution could easily absorb far more in terms of market capitalisation than the top 10 current digital currencies combined. The very flexibility of its uses, its potential to allow commercial developers to collaborate openly to create a unified blockchain API as well as private blockchain APIs means that it can be used by anyone and have a small enough denomination to be a stable investment.





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## TRANSACTIONS AND TRACKING

All these donations and transactions can be tracked and viewed on a public ledger which completely removes the potential for duplicate awards or fraud which is the beauty of digital currencies using blockchain technology.

## INVESTMENT

XP has been created 100% through personal money. It has not been funded by any third party investors, nor indeed has any state funding or government funding been used in creating and delivering XP, this is absolutely critical that XP retains complete financial independence from any nation, financial stakeholder, or governance and this will be ensured throughout the lifetime of its operation.

## EQUAL RIGHTS AND SECURITY

Any studio or developer, indeed any third party major investor, regardless of financial investment will always be one of a number of stakeholders. That means that any proprietary code developed for the public API must be approved not only by XP but by independent studios around the world that use XP in their games, software and for financial transactions.

It could be argued that large publishers or developers will purchase and use more XP than small developers, but ultimately everyone is part of the same industry, and for the benefit of developing a strong widely used nation independent financial instrument that obfuscates the need for conventional banking, I think it's important to maintain a one studio, one vote mentality (that again is also subject to change by stakeholders and not by XP or any one studio).

## GENESIS BLOCK

The genesis block was established on 23<sup>rd</sup> August 2016.





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## 2016 ROADMAP AND MONTHLY TARGETS



- Mine genesis block
- Run 100 block lead in
- Launch XP Public (securing blockchain for 30 mins)
- Upload wallets and source to Git Repository for developers.
- Upload wallets and source to Mega for user downloads.
- Build up captive audience via social media including Facebook & Twitter
- Fulfil bounties including ongoing social media awards scheme
- Establish helpdesk ticketing system
- Distribute introductory bounties to approved partner developers
- List XP on at least one exchange (Yobit prepaid)
- Feature XP on Coinwarz.com for mining information
- Add new master node to the network
- Add block explorer, rich list and additional RPC data
- Monthly newsletter update.



- 1000-2000 Facebook Followers by end September 2016
- 2000-3000 Twitter Followers by end September 2016
- 1000-2000 Consumer Email Subscribers by end September 2016
- 500-1000 Developer Email Subscribers by end September 2016
- Achieve minimum 100 satoshi stable exchange value





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Crowdfund between 2 and 5 BTC for developing and delivering mobile wallet, checkpoint server

All targets are minimum and maximum expectations for target month.



- Begin development of the XP core public API
- Begin development of the XP core extended Bitcoin API
- Begin development of the XP social website (including formal user registration)
- Launch XP support and developer portal
- Launch XP dedicated forum for developers and users



- 2000-3000 Facebook Followers by end September 2016
- 3000-5000 Twitter Followers by end September 2016
- 2000-3000 Consumer Email Subscribers by end September 2016
- 1000-1500 Developer Email Subscribers by end September 2016
- 50 Approved XP Developers Joined XP
- Maintain above 100 satoshi stable exchange value

All targets are minimum and maximum expectations for target month.





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XP ROADMAP  
**OCTOBER**

**2016**

Launch mobile wallet.

Upload mobile wallet source to Github for developers

Implement checkpoint and electrum servers.

Scrape community ideas from forum for implementing an API roadmap



MONTHLY  
**TARGETS**

**OCTOBER 2016**

3000-5000 Facebook Followers by end September 2016

5000-6000 Twitter Followers by end September 2016

3000-4000 Consumer Email Subscribers by end September 2016

1500-2000 Developer Email Subscribers by end September 2016

100 Approved XP Developers Joined XP

Maintain above 100 satoshi stable exchange value

All targets are minimum and maximum expectations for target month.



XP ROADMAP  
**NOVEMBER**

**2016**

Put out collaborative proposal document to developers for consultation.

Put together formal developer roadmap for the collaborative XP API

Establish corporate website in partnership with developers and studios

Begin organisation of a developer exhibition for 2017





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## MONTHLY TARGETS

### NOVEMBER 2016

- 5000-6000 Facebook Followers by end November 2016
- 6000-7000 Twitter Followers by end November 2016
- 4000-5000 Consumer Email Subscribers by end November 2016
- 2000-2500 Developer Email Subscribers by end November 2016
- 200 Approved XP Developers Joined XP
- Maintain above 100 satoshi stable exchange value

All targets are minimum and maximum expectations for target month.



## XP ROADMAP DECEMBER

### 2016

- Feature XP in at least one premium Christmas game release
- Have at least one major software developer as an approved partner
- Open discussions with gaming platforms for approved partnership
- Run Christmas XP bounty and competition
- Release 2017 roadmap
- Update source and wallets



## MONTHLY TARGETS

### DECEMBER 2016

- 7,500-10,000 Facebook Followers by end December 2016





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7,500-10,000 Twitter Followers by end December 2016

5,000-10,000 Consumer Email Subscribers by end December 2016

2,500-5,000 Developer Email Subscribers by end December 2016

250 Approved XP Developers Joined XP

Feature XP on at least 4 popular digital currency exchanges

Produce at least 10 unique developer approved custom wallets

Maintain above 100 satoshi stable exchange value

Achieve top 100 place on Coinmarketcap.com

All targets are minimum and maximum expectations for target month.

## 2017 ROADMAP OVERVIEW



There are big aims for XP in both the gaming and digital currency sectors in 2017, let us be clear, this is not a coin to be mined for a quick return on investment, this is a coin to be supported because it enables the integration of niche groups into crypto and at the same rewarding them for doing so. With gaming and VR set to become even bigger in 2017 there is never a better time to support and grow XP to become a global unit of exchange, not only in games but throughout your high street.

### KEY DEVELOPMENTS PROPOSED AND IN CONSTRUCTION FOR 2017

XP Social media platform (JunoXP.com)

XP Public API

XP Marketing Strategy

XP University Tie In

XP gTLD Implentation (XP.net, XP.com or XP.org)







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## Disclaimer

The value of XP may go both up and down with supply and demand. We do not at any time guarantee that developers will choose the XP platform and currency for their gaming and financial transaction needs and as such any invest you make should be no more than you can reasonably afford. At the time of launch we DO NOT have the support of major gaming platforms including Steam, Uplay or Origin nor do we have the support of Nintendo, Xbox, Playstation or any other major brands, it is our aim during 2017 to establish such relationships for the benefit of gamers and users internationally.

All actions and targets specified may change without prior notice depending on available time, funds and user demand.

