The Electronic Sports Chain

The White Paper of

a New Generation Gaming Vertical Public Chain

Abstract

This white paper introduces the ideas and implementation of the electronic sports chain (referred to as ESC) a new generation gaming vertical public chain.

Unlike traditional public chains, E.g ETH, EOS, TRX, NAS, ESC has a clear plan for the gaming industry. Our team has long been engaged in the research and promotion of gaming products, not only has rich experiences, but also deep understanding of gaming industry.

We will focus more on the block-chain technology to create a new generation gaming vertical public chain, dedicated to the establishment of decentralized gaming ecology, reshaping the business model of the game industry and promoting a high efficiency gaming supply chain.

First of all, ESC should solve the problem of unbalanced distribution of benefits of whole supply chain. According to an incomplete statistics, the annual income of gaming industry has reached 130 billion US dollars. But in a large-scale of game publishing, the channel can earn 70% or even higher profits, but the left profit for game developers is pitiful. This

situation reduces the creativity of good developers. It is also difficult for players to get excellent experience with payment.

Secondly, ESC will solve the big problem which game developers switching from traditional game develop environment to block-chain develop environment. ESC will offer a complete server-oriented SDK manager and client-oriented SDK server for game developers, including account-system, transaction-system, data-system, invitation-system, etc. With complete and standardized SDK, ESC will reduce the difficulty of game development.

Thirdly, ESC will achieve the goals that all the players can trade their assets easily. The ESC coin is the medium of the total ESC system. Players, developers, advertisers can use ESC coin by trading, lending, mortgaging their assets. With smart contracts, the costs of transaction will decrease to zero and the speed will be very high. ESC will provide two types of virtual asset issuing agreements: ESC-NM is used to issue homogenized certificates, which are used to represent the players' gold coins, points, digital assets, etc. ESC-PRO is used to issue non-homogenous certificates, which are used to represent the players equipment, real estate, pets, etc. These two parallel digital asset distribution protocols have changed the composition of the value, which is also the core difference between ESC

and any other public chains.

Finally, ESC wants to create a micro token model in a closed environment (single game) and a macro token model in the entire block-chain ecosystem (game platform). In addition to be a value medium, the original token ESC will be used in different scenarios like mining, consumption, circulation, etc. With transparent block-chain accounts, ESC breaks the publishers and developers for the short-term benefits, shaping a stable and deflationary economic mode.

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1.1 The Necessity for “Game + Block-chain”

As mentioned above, due to the existence of smart contracts, the block-chain provides unlimited imagination for the real economy. But not all industries need block-chain for technical upgrade. A common standard to determine whether a project needs block-chain is that a project must meet five necessary conditions which list below.

1 It can solve the pain points of the industry thus reduce the cost of transaction due to the mistrust.

2 It can reach a meaningful large-scale consensus.

3 It can get data online and the data can reflect some meaningful economic laws.

4 It has an economic model that conforms to human nature.

5 It must meet Metkaff's Law: The value of the network is proportional to the square of the number of users.

If we use these standards to measure existing block-chain projects, we will find that there are a large number of projects that do not conform to this model, just like the "education + block-chain". It is difficult for the education industry to process data online. So there are no outstanding

projects in this field so far.

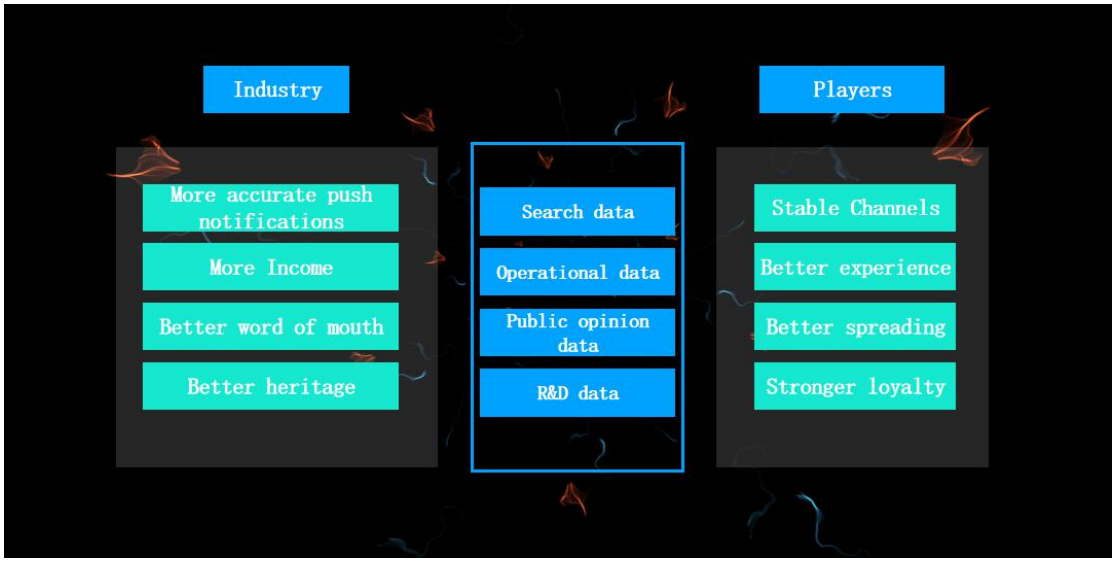
In the game field, we found that this model is completely fit.

Firstly, without supervision, information disclosure and users permission, game developers and operators can modify the rules easily. We usually call this situation black-box operation. It is difficult for players to trace the black-box operation and protect their rights and interests through technical and legal ways. Therefore, the gaming field requires an environment with open source code, transparent rules, and credible information. Block-chain technology can solve this problem.

Secondly, for game developers, they want to make good games and get good returns. For users, they hope they can enjoy a good gaming environment, they even want to spend some money to get better game experience. For game operators and promoters, they hope to obtain higher returns with limited investment. Although there is a conflict of interest between the three parts above, if a consensus mechanism can be realized and the values of these three parties are unified, the game will become a community with a strong consensus. So with a transparent ledger build on the block-chain, this dream can come true.

Thirdly, data is the core of the game industry which divided into three

parts: R&D, distribution and channels. Each will generate a lot of data which is really valuable to the success of a game. For example, the player's operational data and behavioral data can provide the most direct samples and guidance for game development. The player's active data, transaction data and consumption data, can help operator to launch better activities. The player's search data and public opinion data can also guide the channel's advertising delivery strategy and optimize the promotion channels. Although the data is so important to the game, the current situation is that there is very little interactivity between the various industries. Since everyone divides a piece of cake together, the relationship between them is opposite. So the fraud and blockage is very serious. If all the industrial chains are connected to a block-chain system and everyone shares real data, then this situation will inevitably change.



Fourthly, the token economy derived from the block-chain is

indispensable for almost all the block-chain project. The essence of the token economy is that tokens issued by block-chain which has a clear value. The holders have absolute ownership of the currency, so the currency represents the most direct rights in the entire economic system. At the same time, the easy liquidity of the currency also makes the income of this equity extremely flexible, and it can realize the barrier-free value transfer through the transaction. Therefore, the certificate is the blood of the block-chain ecology. The traceability of each behavior, the trigger of each contract, and the circulation of each value require the currency as a medium. In the field of games, tokens (gold coins, gems, points, point cards), etc., carry the almost all the above functions. In the aspect of the token economy, coins and games can be the perfect combination.

Finally, regarding to Melkaff's law, it tells the value of a network which is proportional to the square of the number of users. This law is perfectly applied in the traditional economy and the Internet industry. It is like a chess game. If there is only one player, the value of this game is zero. And if there are two players, then this game has the most basic value for those two people. If there are ten people playing chess at the same time, then this game has already produced great value, which in turn produces such things as leader-boards, equipment, skins, social interactions, etc.

These functions optimize the player's experience and can drive more players join, thus forming a virtuous circle. It can be seen that the value of the game is in accordance with Melkaff's law.

Based on the above five arguments, we believe that "game + blockchain" is a feasible and necessary development trend. The block-chain not only solves the current ills of the game industry, but also provides unlimited imagination for the future development of the game.

1.2 Vertical public chain is the perfect solution for the game field

Ethereum one of the most successful public chain which provide a “software that everyone can share but cannot tamper with.” Its significance is self-evident. However, with the application of Ethereum become more and more common, a new problem has emerged: the technical system of the block-chain public chain cannot meet the three conditions of efficiency, security and decentralization at the same time. This is the classic "impossible triangle" in the block-chain field.

For example, Bitcoin, which sacrifices efficiency to meet consistency and decentralization, has a lot of nodes, is very decentralized, and it also has

very high security and consistency. However, it only completes 7 transactions every second, and cost a lot of energy.

In the current technical environment, all public chain projects are subject to trade-offs and optimizations under the constraint of impossible triangles. For example, EOS, which sacrifices decentralization, has only 21 super nodes to record every transaction, which satisfies efficiency and consistency to improved TPS.

Like all public chains, the ESC public chain faces the challenge of “impossible triangle”. But unlike ETH, EOS, NAS, IOST and other mainstream public chains, ESC public chain is perpendicular to the single field of the game, which gives the team more development space and greater flexibility. The ESC team only need to solve the "triangle" of the game data in the interaction process. Although there is no perfect solution at the moment, the ESC team will shorten the length of the “impossible triangle” of the blockchain game public chain in a number of ways.

Firstly, the PoS+PoD hybrid consensus mechanism of the exclusive gaming community significantly improves the efficiency and consistency of the public chain network.

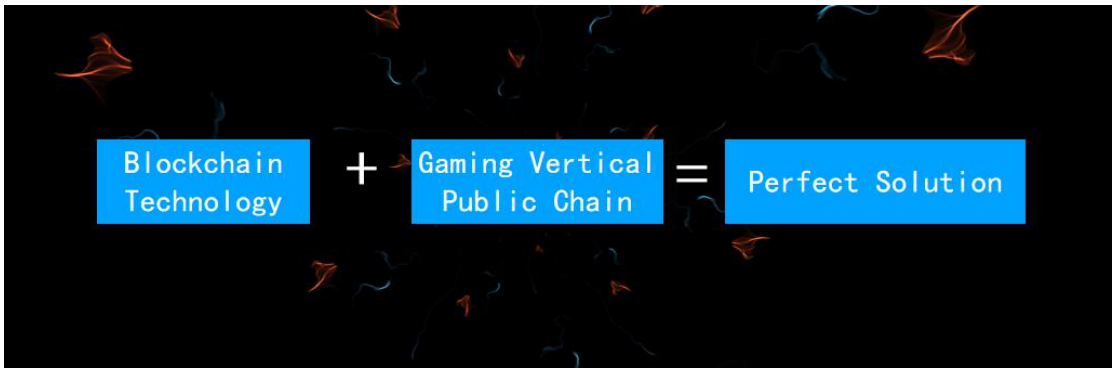
Secondly, community autonomy, all decisions are decided by community members. Under the mixed consensus mechanism, PoS rich players and PoD technology players have higher profitability and discourse power, which effectively avoids the influence of centralization power and centralized financial resources on the entire game ecology, thereby reducing the risk of forking. If a node wants to fork a protocol or standard, all nodes need to participate in the voting. If the PoD+PoS weight of the voting result exceeds 50%, the system defaults the high-weighted chain as the valid chain, and all nodes will vote. The agreed time in the results migrated to the new chain mining.

Thirdly, because the game player has requirements for the performance and bandwidth of the hardware device, the ESC public chain sets the node players participating in the accounting to two categories: the full node and the light node. The player can manually switch between the full node and the light node. Generally, the light node mode is adopted during the game, which gives the game more hardware support, and after the game ends and during the hook, the full node mode is started.

Fourthly, all trading permissions in the game come from the player, and the game assets can only be circulated after the player is authorized by the proprietary key. At the same time, all transaction data is encrypted

by the modern cryptography technology ECC (ellipse encryption algorithm) to ensure block-chain information security.

Fifthly, as a vertical public chain in the game field, ESC will first complete the decentralized game production, virtual asset issuance and the overall solution for the economic operation of the certificate. Including game engine, developer environment, standard SDK, etc., which reduces the difficulty and threshold for game developers to enter block-chain game development from various environments, which greatly reduces the workload and cost of the game development team, and also makes the scalability of ESC public chain becomes extremely high.



2 The main products and technical characteristics of ESC public chain

2.1 Smart Contracts and Upgradeable

The ESC public chain is a smart contract platform that supports Turing's completeness. A new block is generated every 15 seconds, and the billing rights are allocated by the PoS and PoD values. Smart contracts for the ESC public chain are written in Lua scripts and will support JavaScript later. These two languages are basically the most commonly used scripting languages for game developers. In particular, Lua is flexible, concise, and easy to expand. It is widely used in games, Internet of things, embedded devices and other fields. Currently, Lua has a wide range of developer and enterprise supported around the world, with more detailed development materials for community developers to learn and use.

At the same time, community developers can use their ESC coins to publish their smart contracts written in Lua scripts to the ESC decentralized block-chain network.

The upgrade of the block-chain system protocol, unlike the version iteration of common software, often leads to a "hard fork" or "soft fork"

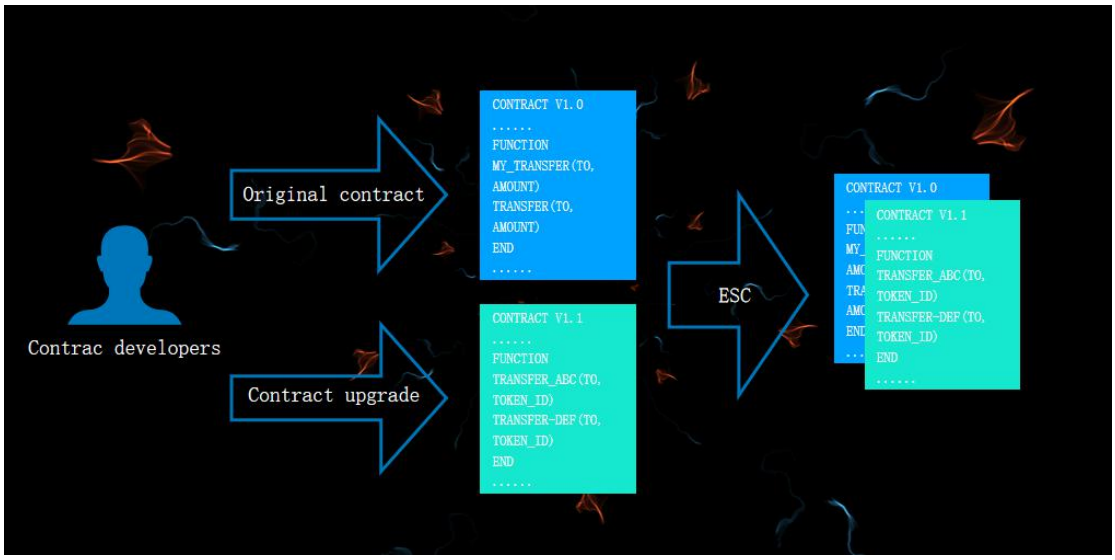
of the block-chain. Taking Bitcoin as an example, the community still has huge controversy about block expansion, which has led to slow iteration of Bitcoin technology. Until today, bitcoin transfer time still has a lot of uncertainty, and users have to pay a high fee to facilitate the completion of the transaction. Similarly, Ethereum hard forks produce ETH and ETC, and Bitcash hard forks produce ABC and BSV, this "dual asset" and "community split", which is essentially difficult to upgrade the block-chain system protocol.

At present, Ethereum's smart contracts cannot be changed once they are deployed. Of course, smart contracts, as agreements, represent a contractual relationship that requires deterministic execution instructions. But as smart contracts begin to gain more and more use, their processes and code become more complex. Just like real-world contracts, if you don't seriously review it, it will be inevitable that some delays will occur during the design and coding process, and once the hacker finds the loophole, the loss is unimaginable.

Currently, the ESC public chain offers two smart contract upgradeable designs: one is the Proxy Contract, and the code for the proxy contract is very simple, just forward the request to the real functional contract. When an upgrade contract is required, the internal function contract

pointer of the agency contract can be pointed to the new contract. The second type is to separate the code and storage of the contract. The storage contract is responsible for providing methods for the external contract to read and write the internal state. The code contract is the real business logic. Only the new code contract needs to be deployed during the upgrade, without losing all the state.

In order to ensure safety, first of all, we must ensure that the upgraded contract and the original contract must belong to the same creator, otherwise the feedback will be abnormal at runtime. Second, we plan to introduce a voting mechanism to approve the upgrade of smart contracts, rather than silently being modified by the contract creator.



2.2 IaaS (Infrastructure as a Service)

The ESC public chain is an open, scalable platform that allows and encourages a variety of game applications based on ESC chain development.

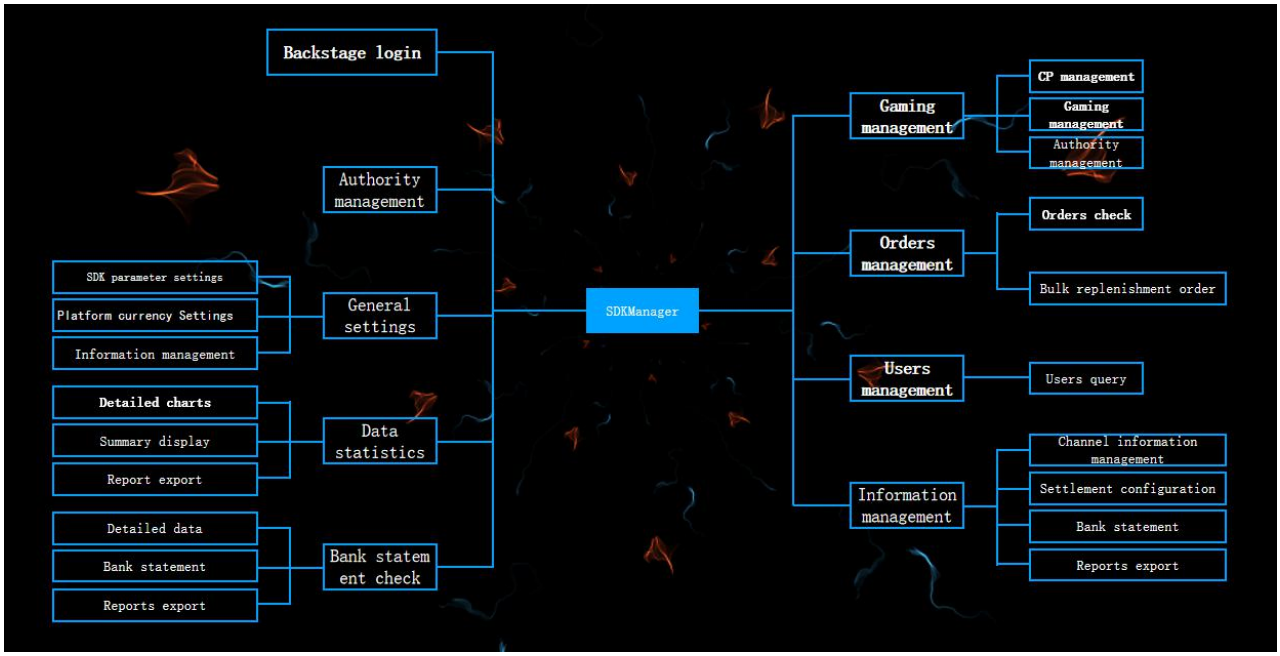
The ESC public chain provides block-chain components for games, including the general Token system, the equity system, the autonomous development system, and the decentralized block-chain tool system.

The ESC public chain provides a complete and standardized SDK, including account system, transaction/payment system, data system, distribution system, etc., combined with the logic and features of the game project, providing client-oriented SDK Server and server-oriented SDK Manager.

The ESC public chain provides a self-service game and asset distribution portal. Developers can design their own distribution plans and interface with their own game programs through open APIs.

In order to simplify the developer's development process, ESC also designed an integrated runtime environment and a supporting interoperability interface that can adapt to multiple types of APP

operations, which makes the inter-chain interaction work transparent to developers and allows the development of traditional games. (Android, IOS, PC, Web, H5, etc.) no longer need to invest a lot of effort to adapt the chain network and different devices, and then develop or migrate blockchain games without threshold.



The first thing is to launch ESC own wallet application. Android and iOS apps integrate all the features of a light wallet. Users can directly access the block browser through the mobile terminal, and can query all transaction records, address account balances, competitive match results and transaction status of personal assets through the browser.

As the first entry point of the user and block-chain world, we will turn it into a decentralized Dapp game platform. All game Dapps based on the

ESC public chain can be accessed through the mobile wallet.

The browser plug-in wallet is another form of the ESC public chain wallet, which facilitates the interaction between the web-side browser and the smart contract on the ESC public chain, thereby realizing the Dapp game on the PC side.

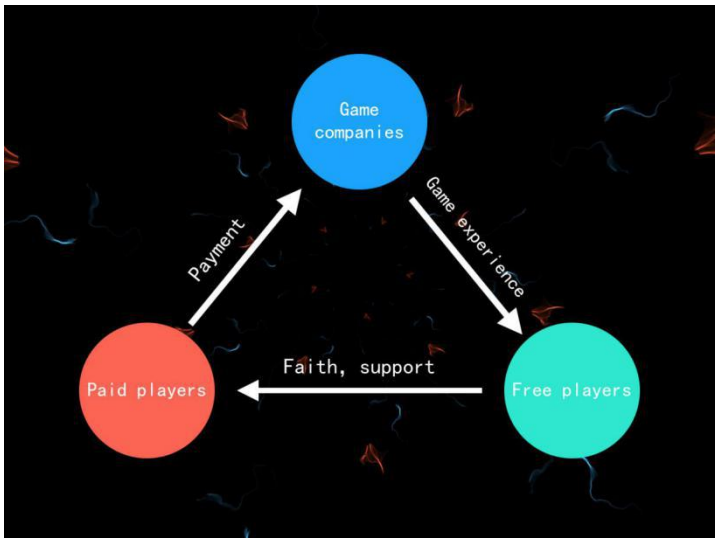
At the same time, we launched the post-development platform, game asset exchange, and social entertainment platform, which will be connected to the wallet and browser plug-in, and finally achieve the user's precipitation in the wallet.

2.4 Dual Virtual Asset Issuance Agreement

We divide the assets into two categories. One is the media-type pass, such as gold coins, gems, points, coupons, etc. in the game. Such certificates are indistinguishable from each other, and their functions, application scenarios and carrying values are the same. The output process is mainly through player recharge, system gift and other game behavior. The other is a value item, such as the player's equipment, real estate, pets, etc. in the game. Such goods are generally obtained through direct purchase by players or in games with high difficulty and

low probability of behavior. A large number of media-based certificates and value-based products constitute the value of the entire game platform.

In an economic model of a traditional game, the game operator (game company), the paying player, and the free player are essentially a mutually supportive relationship.



Game companies support free players, free players support paying players, and paying players support game companies. So the traditional game economy model is designed around such a balance of trinity. This balance creates two streams of value.

One flow is about paying players:

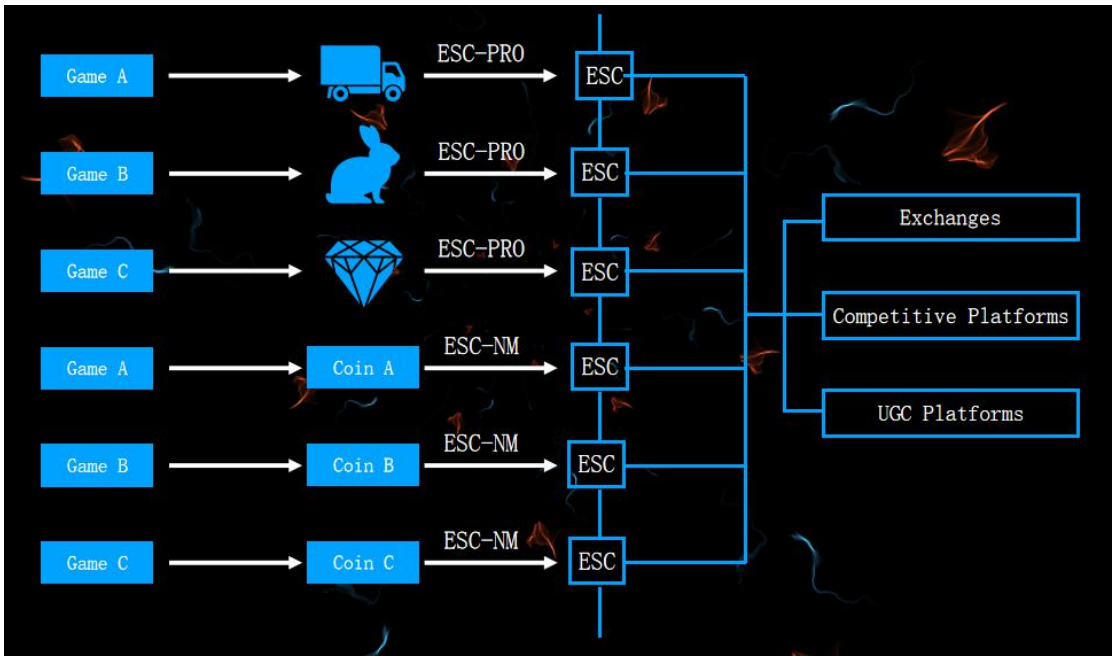
Another flow is about free players:

The profit model of the game company is to constantly shape the depreciation of value-based products, and convert the admission funds of paying players and the hard work of free players into their own profits. It is such a profit model that leads to the use of some over-exciting means in the development and operation of the game, deliberately shaping inflation and leading to the depreciation of the value goods of the players. This is the reason why current game companies can't be bigger and stronger, and the game life cycle is shorter.

We can see that the crux of this phenomenon is that every game is in a single, closed economy. Game developers are like the government, making gameplay and rules, and the game operators are the central bank, through various activities. Manipulating the supply and demand of circulation media.

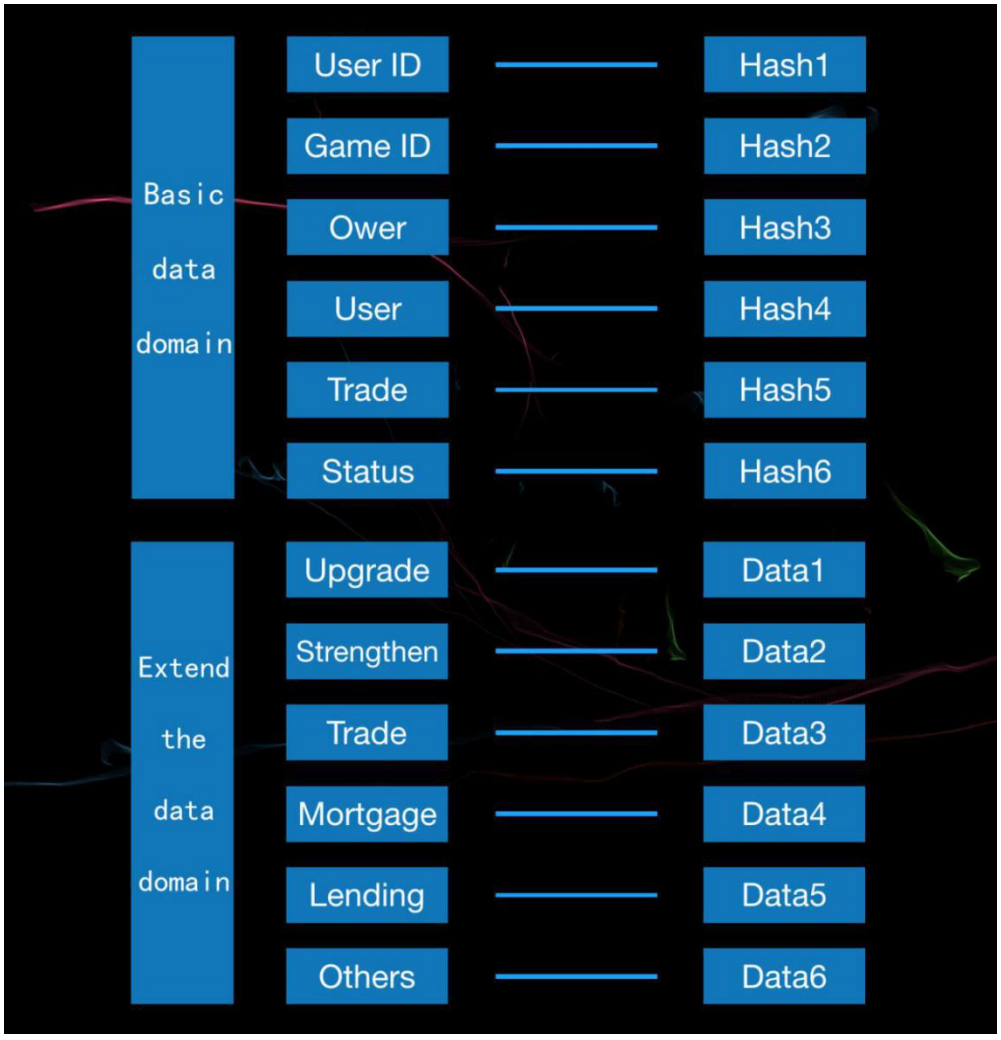
Therefore, the existence of ESC is to break the value blockade of this single game, so that the player's recharge and payment are recorded by the entire game ecology. Each game's media pass can be exchanged into ESC at any time, and each game's value goods have independent and unique hash values, and their value will remain in the ESC ecosystem forever.

The above analysis is actually a demonstration of the necessity of providing a dual virtual asset issuance agreement as a game vertical public chain. For the circulation type media, all Dapps based on the ESC public chain must adopt the unified ESC-NM virtual asset issuance standard. Similar to Ethereum's ERC-20, the ESC-NM protocol will ensure the consistency of all Dapp certificates.



For value-based products, such as pets, equipment, real estate,

characters, etc. in the game, the ESC public chain will use the ESC-PRO standard to digitize these irreplaceable products. Since there are a lot of scenes and results in the game that will affect the value of value-based products, we have adopted the ESC-PRO after the analogy of the Ethereum ERC-721, ERC-1155, ERC-998 and other agreements. protocol. At the same time, we modified the structure of the traditional blockchain storage data. Due to the large amount of uncertainty, the ESC-PRO protocol greatly expands the bearer information of the data domain, as follows:



2.5 PoS+PoD hybrid consensus mechanism for exclusive game communities

The traditional PoS consensus mechanism can easily lead to uneven distribution. The more players that hold the Token, the more likely it is to pack the block. This will inevitably lead to the problem that rich people will become richer and richer. In the game, the head player monopoly is not a minority, although this is conducive to the short-term interests of the game ecology, but in the long run, it is not conducive to more players to join, and Melkoff's law is contrary.

The EOS's DPoS mechanism, because the super nodes are centralized individuals or organizations, adopts centralized server and storage space, and its security has great risks. Therefore, the mixed consensus mechanism of the ESC public chain includes two dimensions of PoS and PoD.

First, in the PoS dimension, we require that the node player must have money and be a paying player. This is the basis for becoming a billing node and the most direct contribution of the node to the public chain network.

High financial output (sheet player) = PoS (Proof of Stake)

Secondly, we require that the node players have a certain degree of skill and activity. If a player holds a large number of ESC but rarely goes online or the game level is extremely low, such users are most likely to be the "childcare" sent by the operator to promote recharge, and the probability of packing the block is not with ESC. The number has increased and increased. If a player's skill level is extremely high, the activity is extremely high, such as the president of the guild, even if they charge less, they will be encouraged by the ESC ecology, and will have a higher weight to obtain the bookkeeping right.

High-tech output (professional player) = PoD (Proof of Devotion)

Therefore, the ESC public chain calculates the trustworthiness of the node by calculating the PoD value and the PoS value of the node, and then calculates the possibility that the node obtains the next block billing right.

$$f(x) = \alpha + \beta N + \sum_{i=1}^{n=10080} (\gamma M_i T_i)$$

α, β, γ are coefficients

N is the position data

M is transaction data

T is time

2.6 Community autonomy

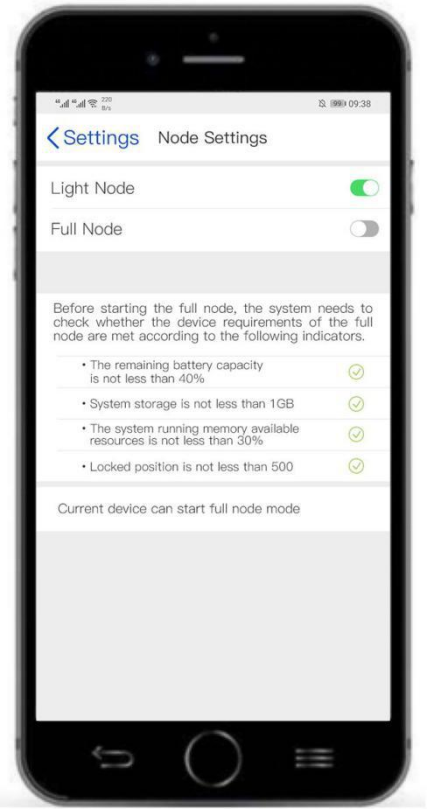
The ESC Ecology has two clear directions. One is a developer-centric technology community, and the other is a game-centric gaming community. In the traditional game field, these two communities are basically in a state of disconnection. In other words, the game community will inform the technical community of their opinions, opinions, and appeals about the game, and then the development team will make decisions on whether to adopt the opinions of the players. In most cases, gamers are in a more vulnerable position.

However, when the game is no longer a closed economy, the value of the game becomes identifiable and freely flown because of the existence of the currency. The real preference of the player is actually presented in the form of coins and ignored. The developers of the game community can no longer enjoy the bonus of the centralized game environment, which will naturally die due to the loss of users and the continuous outflow of value.

Under the mixed consensus mechanism, PoS sheet metal players and

PoD technology players have higher profitability and discourse power, which effectively avoids the influence of centralization power and centralized financial resources on the entire game ecology, thereby reducing the risk of forking. . If a node wants to fork a protocol or standard, all nodes need to participate in the voting. If the PoD+PoS weight of the voting result exceeds 50%, the system defaults the high-weighted chain as the valid chain, and all nodes will vote. The agreed time in the results migrated to the new chain mining.

Even in the absence of a blockchain, the gaming community is a group of highly cohesive and widely disseminated information. Inspired by the CIS economy, users can clearly trace the value of the traffic they carry. The blockchain's non-tamperable, open and transparent attributes allow each user to become a channel for promotion and distribution. The user's next week, registration, activation, consumption, etc. will be returned to the player in the form of Token. This will allow players to spontaneously form alliances, guilds and other autonomous groups, to achieve a "de-intermediation" game ecology, and then optimize the distribution of interests in the game industry chain and extend the life cycle of quality



games.

2.7 Full node and light node

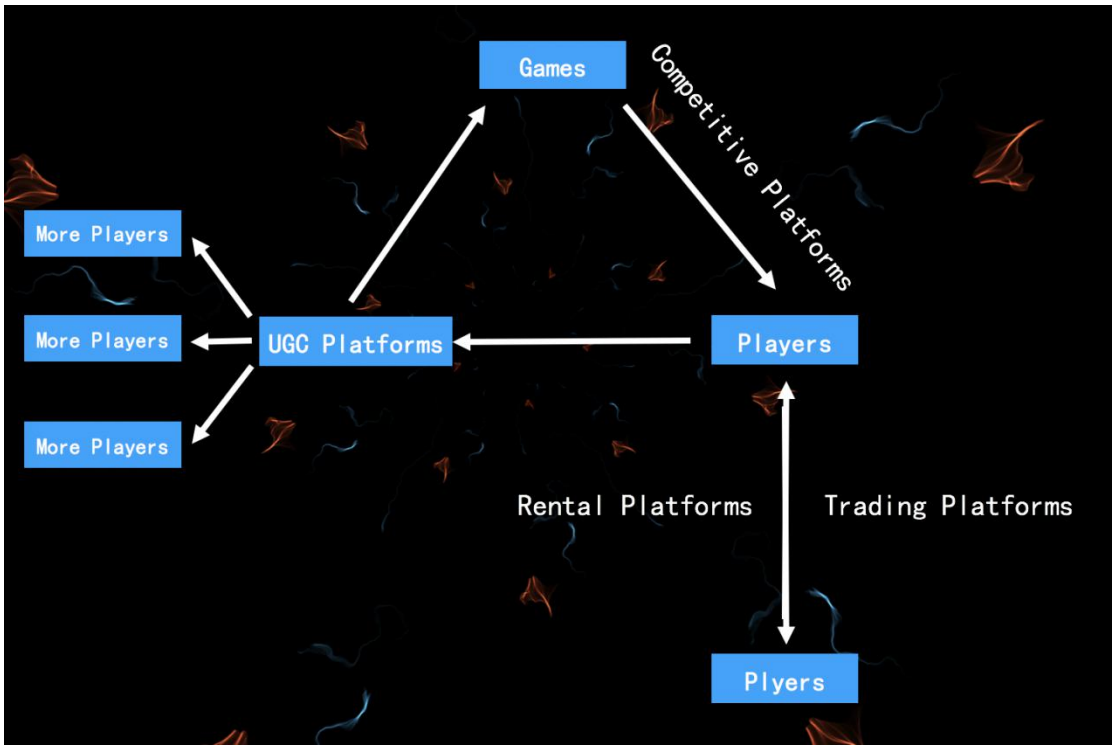
The whole node is a device that participates in billing and instantly synchronizes the ledger. It needs the player to synchronize all the transaction information of the current block and participate in the verification of the transaction data. The device that is set to be a full node needs to maintain a good connection with the ESC public chain and pass the P2P network. Accept transaction information from other nodes. All nodes need to consume the power, power, bandwidth and storage resources of their own hardware. The whole node can obtain higher PoD values under the mixed consensus mechanism, and thus obtain the billing rights and corresponding rewards with greater probability.

The device of the light node does not synchronize all the books of the entire network, and only participates in transaction verification only when the device goes online. Moreover, the light node does not verify the process and results like the whole node, but only verifies the node running environment and input data, that is, uses the trusted execution environment verification, which further improves the efficiency of the chain.

In the future, with the continuous improvement and introduction of technologies including 5G, cloud technology, new energy battery, chip acceleration engine, and distributed storage (IPFS), the operational efficiency of nodes will be further improved.

3 ESC Public Chain Self-circulating Ecology

Unlike some emerging industries, the ecology of the game industry has formed a very complete industrial chain. The emergence of the ESC public chain not only transforms each link from the previous game relationship to the mutually beneficial relationship can directly open up the connection path of multi-player and multi-game, and then derive the self-circulating game ecology.



3.1 Blockchain Game Arena

When the number of games and the number of players reach a basic level, ESC will launch a block-chain game platform based on the wallet. On this platform, players can enter and experience various games at will, and can acquire and accumulate game assets through their own payment and payment.

Since the rating platform is essentially a wallet, the block-chain browser allows players to see the independent rankings of the various games and the overall ranking of the ESC ecosystem.

Since the same development framework and asset issuance agreement are used between the game Dapps, the players' competition outside the game and the prediction of the results become feasible.

3.2 Decentralized Exchanges

This will create a scene. When a player recharges 1000 ESC in Game A, he consumes 800 ESC by doing tasks, brushing copies, etc., and creates a 1500 ESC worth of equipment. At this time, he suddenly did not want to play this game, and was attracted by another game. So he can sell the equipment on the exchange and take the 1500ESC and the remaining

200ESC to the next game. At this time, whether a game is fun or not is valuable, and can be judged directly by the number of ESCs precipitated in the game. Excellent games will naturally receive more and more ESC, but not good games, because no players and ESC enter, automatically eliminated by the market.

When the number of games and players reaches a certain level, the transfer of users, the transfer of equipment value, and the transfer of deposited funds will become a very common phenomenon. At this time, the decentralized game asset exchange with ESC as the trading medium was born naturally. The decentralized game asset exchange avoids the problem of the manipulation of the on-market transaction price and solves the security problem of over-the-counter transactions. Through the decentralized exchange, the game ecology realizes the self-circulation of players and players, players and values, values and games, games and players.

3.3 UGC platforms

The UGC content in the game field has a natural ability to spread. An important official announcement, a professional game strategy, the delivery rate can sometimes reach 70% or even higher. Today, when the

channel is king, outside the official channels of the game, content communities, such as Bilibili, have formed a sound declaration and transformation model. However, back to the problems mentioned at the beginning of the game, there are a lot of opaque gray areas in the process of issuing and operating the game, which directly leads to the developer's income is not guaranteed, and the paying players can not get the ideal game experience

Therefore, the ESC team will launch a UGC game content platform, and any player, user, and developer can become content producers and content communicators, and achieve content chaining through ESC. The generic UGC platform is essentially a traceability platform for content, and traceability information is stored in the extensible data domain in Section 2.4. However, unlike the traditional traceability project, the UGC platform pays more attention to the content propagation path and the direction of the user's superior and subordinate relationship.

Just like the president of the guild in the game, he can divert his own game by writing articles, recording videos, doing live broadcasts, advertising, and so on. At the same time, the game developer will deploy the promotion reward in the form of a smart contract. When a user enters the game through specific content, the invitation reward in the

contract is triggered. This form of UGC content promotion will give birth to a new game profession, which we can call "game promoters".

The UGC platform essentially realizes the transition from centralized to multi-centered in the process of game announcement. From the original channel monopoly, everyone in the future is a player, everyone is promoting.

3.4 Game Asset Rental Platform

In the ESC ecosystem, any game asset is asserted and valued by ESC, so the game assets have financial attributes, so the functions of leasing, mortgage, lending, can be easily achieved.

4 ESC Currency Distribution Plan

Number of Original Tokens Issued ns issued: 1 billion

Original Token Code: ESC

1 Early investors: 5%

Based on the principle of fairness, impartiality and openness, all funds raised in the early stage will be used for team operations and technology research and development. The lock period is 6-12 months and will

unlock by the same amount every month.

2 Founding team: 15%

15% of the total circulation is awarded to the start-up team and the development team, locked in 3 years, 33% will be released in the first year, 33% in the second year, and 34% in the third year.

3 Ecological Fund: 20%

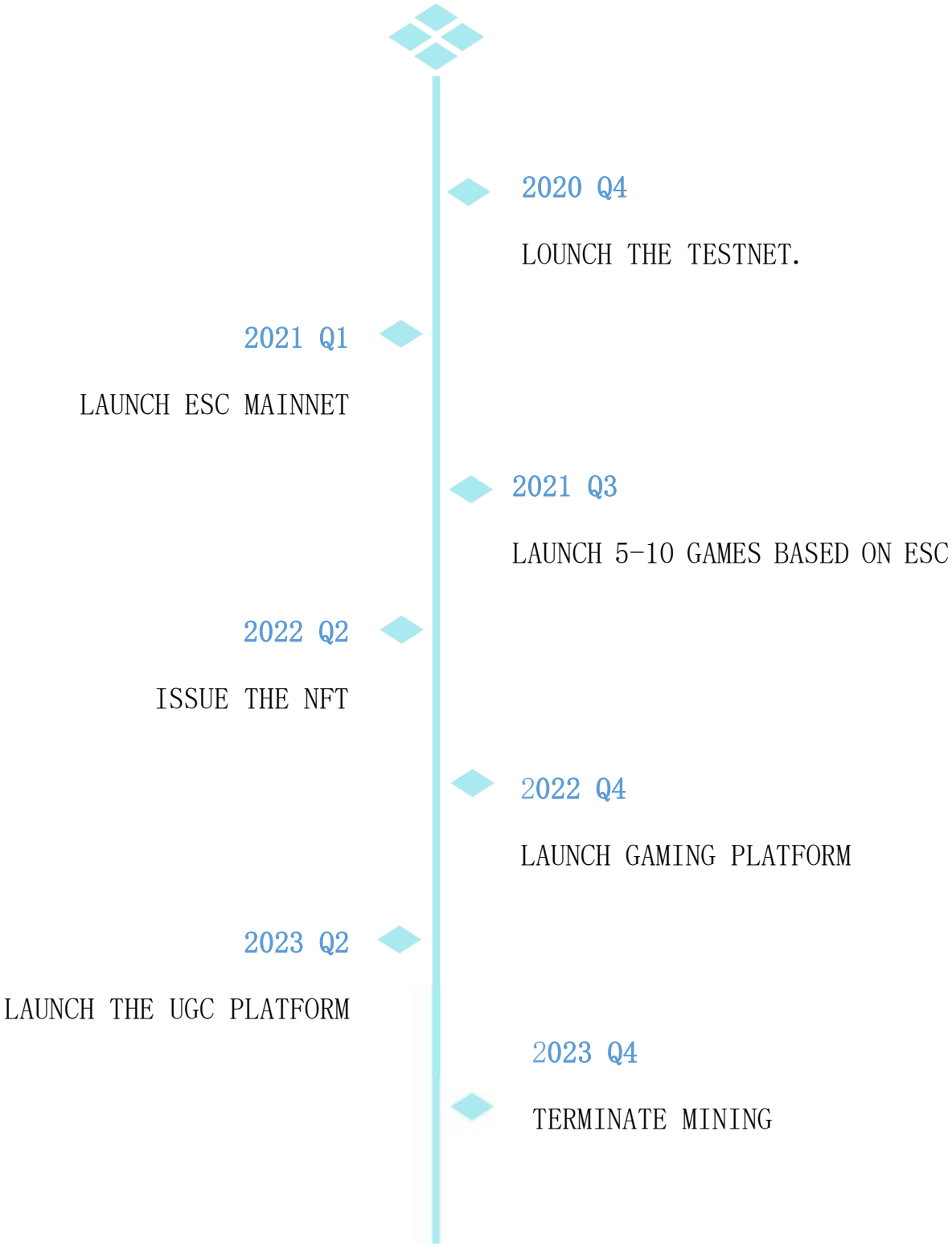
It is used to invest in ESC ecological related games, platforms, teams, communities and other projects that have an extremely important impact on the construction of ESC projects.

4 Mining: 60%

Any player can become the mining node of ESC. In the future, ESC will become the carrier of value transfer media and value precipitation of the entire ecology, with a broad appreciation space.

Usage	Persentage	Description
Eerly investors	5%	Locked position 6 - 12 mouths
Founding team	15%	Locked position 12 - 36 mouths
VS eco-Fund	20%	VS Ecological construction
Node mining	60%	Community autonomy

5 Road Map


2020 Q4
LOUNCH THE TESTNET.
2021 Q1
LAUNCH ESC MAINNET
2021 Q3
LAUNCH 5-10 GAMES BASED ON ESC
2022 Q2
ISSUE THE NFT
2022 Q4
LAUNCH GAMING PLATFORM
2023 Q2
LAUNCH THE UGC PLATFORM
2023 Q4
TERMINATE MINING

6 Team members

CEO : Steven Kolfter

Master of Science, Gyeongbuk University

Formerly a researcher at Samsung Machiningsolution. Bitcoin early miner and evangelist. Worked in Bitcoin's early development team. The first 1000 program developer who knows block-chain technology. Game geek enthusiasts, StarCraft professional player.

CTO : Robert Hanson

Full stack engineer, block-chain software expert

With 12 years of experience in technology development, Robert has worked in the design and development of several top trading systems and had served financial institutions such as Daishin, Yuanta, Ebest before. Later he led the development of the digital currency “Auto Trading” quantitative trading system, the MurMurer blockchain traceability system, and served as technical consultant for multiple blockchain projects such as SMEX TOKEN.

COO: Dr. Mark Staples

Served as CMO for several block-chain companies. Responsible for WHC planning and promotion, PET one-stop pet management platform

marketing promotion, GXC marketing, Able (k-blockchain) financial platform planning and marketing. Online sports game planner, member of USA-Star Community.

CIO: Ms. Sophia Gilder

Advanced Algorithm Engineers

Use statistics in combine with computer software engineering techniques to provide advice for product strategy through industry data analysis. Build customers portraits for the company to achieve precise marketing. Provide industry data for high-level decision making. Sophia is engaged in block-chain technology, digital currency, decentralization technology and consensus mechanism.

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The ESC team will do the best to achieve the goals mentioned in the documentation and to ensure that all content in this white paper is true and accurate.

Some of the content of this white paper will be updated as the project progresses, and the ESC team will release an updated version through official channels. Investors and community members are invited to keep an eye on official information and monitor project progress.

ESC project official website: www.escblock.com