DWN   White   Paper

VR games,e-sports industry,ecological chain

VR is the best form of entertainment that

god has given to human beings

DWN Token incentive +VR virtual reality

You make the world

Summary:

DWN is a public blockchain platform perpendicular to VR games and e-sports fields and serving VR game ecology. It is jointly developed and operated by senior technical and operating teams at home and abroad. DWN block chain is committed to building an interdisciplinary VR game and e-sports industry ecosystem. DWN blockchain USES the DPOS consensus mechanism to establish 51 super nodes in the whole network, taking into account fairness, efficiency and security. DWN block e-sports industry chain for VR gaming properties, combined with the application requirement of industrial chain each link, set up a chain of the safe and efficient platform, introduced a more flexible Token mechanism, and provide excellent set of development tools and intelligent platform and efficient contract across relay chain operation, convenient and more games e-sports industry access DWN block chain enterprises and institutions. DWN will also integrate upstream and downstream resources, cooperate with relevant enterprises and institutions, jointly promote the application of block chain technology in VR game and e-sports industry, and jointly build VR game and e-sports industry ecosystem based on DWN.

DWN is a comprehensive entertainment ecosystem of VR games and e-sports. VR games are closely related to e-sports business. If games are likened to electronic heroin, then virtual reality technology is the ultimate form for games. From the sublimation of addiction to immersion, the sensory experience obtained can be said to be infinitely close to reality. E-sports industry has entered a period of rapid development, more and more enterprises and capital have been in the layout of various industrial links in the field of e-sports. The e-sports industry revolves around the content production and development of

e-games, event host, e-sports team club, e-sports education, e-sports live broadcast and surrounding shopping malls. VR games are the carrier of electronic games. Traditional e-sports industry usually centers on a few regular games, which has certain limitations in terms of user audience and developer participation. While developing traditional e-sports ecology, DWN ecological chain introduces more VR game products of different types and levels, expands the scope of e-sports, and allows a wider range of user groups and developers to participate in it, so as to jointly build the e-sports industry ecosystem of DWN VR games.

Contents

1 Project background analysis

1.1 VR games, the prospects of the e-sports industry and blockchain needs

The e-sports industry has received extensive policy support and rapid influx of capital from all parties after it officially became a standard competitive sports program in recent years. Since 2010, a number of excellent competitive games have quickly established a solid audience base for third-party competitive events. The live broadcast platform is for e-sports players. The anchor directly solves the problem of realizing and accelerates the expansion of the e-sports market. According to data from iResearch, the size of China's e-sports market in 2017 has reached 65.5 billion, and it is expected to exceed 80 billion by the end of 2018. With the rapid growth of the market and the favor of capital, the scale of investment in domestic e-sports from 2017 to 2018 has exceeded billions of scales involving event operations, anchor economy, live broadcast platforms, e-sports social, clubs, e-sports education and surrounding areas. And many other industries.

Through the integration of blockchain technology, VR games and e-sports industries can bring growth and innovation in content copyright protection, community incentives, competitive quiz, and clubs.

There is a large amount of credit trading demand between VR games and e-sports platforms.

In the traditional Internet, the games, tokens, and transactions of the surrounding services are all completed by the centralized platform. Among them, the centralized platform not only sets a high transaction, but also has many illegal operations on the credit history of both parties. Participants are not only completely affected by the monopoly of the centralized platform, but also the poorly-operated and unsuccessful platform for capital

turnover will cause losses to users.

VR games and e-sports applications have serious black box operation problems

In the Internet, the operating system of the platform application, there is a lack of open and transparent, fair core algorithms. The game gets props and gets rewards; the setting of the odds in the platform lacks credibility, and it will be operated by the operator's black box, which will cause the interests of the participants to be violated.

Ordinary players have low participation

Ordinary players are the underlying contributors, both in games and in entertainment platforms. These participants contributed energy and financial support to the entire entertainment ecosystem but could not get any return from it. From the practice of the early years, to the anchors in recent years, the profits of the upper-level ecology such as the league are all drained by the operators, the parties and the platform. At present, the gaming products of the e-sports competition are relatively single, and there is a lack of relatively light leisure type of game sports products, which is disadvantageous for attracting popular game groups. Many light gamers are often excluded and lack a sense of participation.

Low participation of VR game developers

Due to the relatively single type of e-sports game products, the current mainstream e-sports competition only supports several game products. For many domestic and foreign game developers, there is no opportunity to participate in the unprecedented market of the e-sports industry. This is also unfavorable for the long-term development of the e-sports industry.

1.2 VR game industry background analysis

VR game industry analysis

The game industry in the Internet age is a very large industry. In 2016, 2.2 billion gamers worldwide generated $108.9 billion in production value. Among them, virtual goods are the main source of income for the global game market, about 72.9 billion US dollars, accounting for 67% of the entire game market. With the rapid development of smart phones, the scale of mobile game users continues to grow. In 2007, the global game market total output value reached 119.7 billion US dollars, an increase of 10.7%, of which virtual goods consumption increased to 80.1 billion US dollars. Asia is the largest market in the global game industry. In 2017, the Asian game market has a value of US$63.5 billion, accounting for 58% of the global game market. The mobile game category accounted for 45%, or about US$28.5 billion. Therefore, as mobile users continue to grow, the game world will attract more global players to join. Who can occupy the top of the game industry will have a global value user.

Blockchain game industry opportunities

In the game of the Ethereum platform up to the present 2018, the amount of tradable prop assets has reached 1 billion yuan. At present, the development of blockchain technology is still in the stage of infrastructure construction, especially for the breakthrough of speed, compatibility and delay. It is expected that with the mature development of the underlying application of the blockchain, the base chain and alliance chain with outstanding core technologies will be officially launched. In 2019, it will become the outbreak period of blockchain games. The game asset trading scale is expected to reach RMB 50 billion. The

game asset trading scale is expected to reach 200 billion yuan in 2022.

2 DWN design concept

2.1 Background of DWN design

DWN is launched under the background of rapid development of e-sports and VR game industry. Under this market background, DWN strives to design an easy-to-use, perfect and stable blockchain Dapp development facility for developers in the e-sports and VR game industries. The supporting ecological environment and rich development kits allow developers to develop the supporting e-sports and VR game industry ecology with a lower threshold and easier and more efficient. DWN's vision is to provide a fair and open digital asset platform with high-resolution rules, traceable historical data and no black-box operation to the upstream and downstream of the gaming e-sports industry. Holders can confidently distribute, hold, entertain, and securely decentralize their digital assets for long periods of time.

DWN will integrate VR games and e-sports business, expand the scope of traditional e-sports business, and add more types of VR game products to the e-sports product line, allowing more users to participate. With the help of blockchain technology, the gameplay of esports and VR games is also richer and more viscous. Under the blockchain technology, the live broadcast party, the event party, the player and the audience of the e-sports business can share the benefits in this system. The developers, publishers and players of the VR game business can also share the dividend brought by the blockchain. DWN will build a shared and win-win VR gaming e-sports eco-chain.

2.2 DWN design goals

The security of the blockchain, the non-tampering, transparency, decentralization and other characteristics provide great convenience and solid foundation for the transmission of value information. With the rapid development of the blockchain industry, a steady stream of participants and community builders are pushing the blockchain into the 3.0 era. With the continuous improvement of the infrastructure of the blockchain, the rapid expansion of the community, and the large-scale landing of Dapp, the blockchain technology will be promoted to a higher dimension in various industries.

In order to enable each blockchain participant to securely, efficiently, systematically acquire, use or save their blockchain digital assets, DWN will face the existing underlying blockchain system at the following layers. Optimization: Improve processing performance, achieve improved TPS consensus with thousands of TPS, and high concurrent processing performance to support Dapp development and operation in a reasonable data management mode, bringing high-performance processing experience to more participants. DWN uses the ecological model of the main chain plus sidechain application scenario to run some application scenarios on the sidechain, reducing the running pressure of the main chain and improving the overall running performance. For some application scenarios with high real-time requirements, Have good support.

DWN launches the SDK tool set for developers to use. The toolset includes a tool set for quickly building sidechain applications, an API interface set for application access to the main chain and sidechain, a game development toolset, and a smart contract development template. A set of tools such as a cross-border payment system tool set to facilitate developers to create DAPP applications in the DWN ecosystem or to quickly connect existing application scenarios to the DWN ecosystem and share resources of the DWN gaming

e-sports ecosystem.

DWN will form a decentralized community, application distribution platform, VR media presentation and virtual asset trading platform. On the one hand, it will provide promotion and distribution channels for gaming applications in the DWN ecosystem, and rely on DWN's e-sports side chain. And the vast number of users of the ASO distribution platform recommend excellent applications to more users; on the other hand, the decentralized community platform provides users with space for communication and communication, allowing more users to accumulate in the DWN ecosystem. In addition, DWN's decentralized virtual asset trading platform allows users to convert transactions in any DAPP and game assets in the DWN ecosystem, and the value created by users in the DWN ecosystem will be in this ecosystem. Zhongyong never disappears.

3 DWN Technical Description
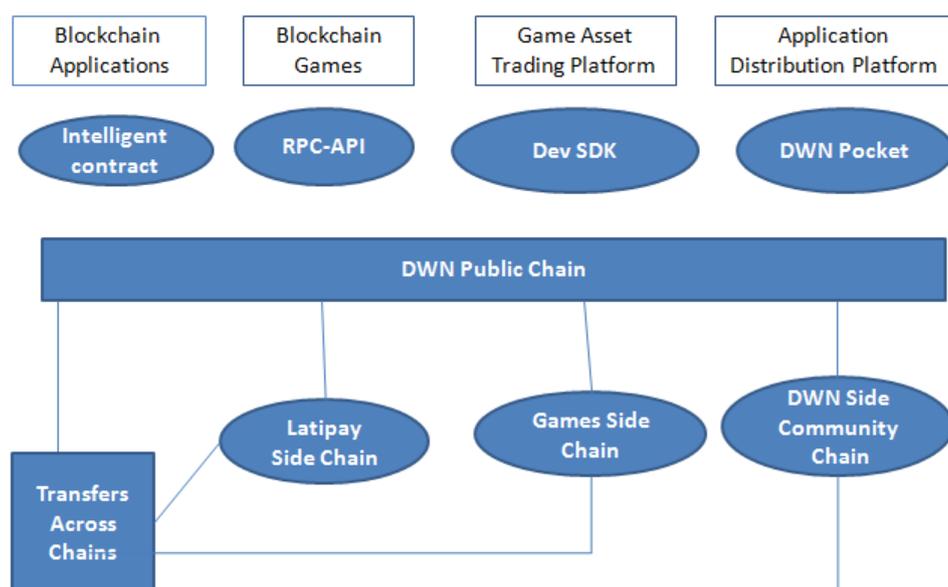
3.1 DWN Technology Framework

Figure 1. DWN structure hierarchy

DWN ecosystem consists of DWN public chain, e-sports side chain, community side

chain, payment side chain, cross-chain relay, digital wallet, decentralized application distribution platform, game asset trading platform and many development based on DWN and its sidechain. The game is composed of DAPP. DWN has a close strategic partner in the upstream and downstream of the industry since its inception, and has established a complete ecosystem with great scalability and inclusiveness. DWN will build the world's leading gaming e-sports blockchain industry ecosystem.

3.2 DWN consensus mechanism

DWN uses Delegated Stof of Stake (DPoS) as a consensus mechanism, and DPOS is the first developer of bitshares, Dan Larimer. He observed that the consensus mechanism POW adopted by the Bitcoin network has the problem of increasing concentration of computing power and consumes very high energy consumption. DWN uses the trustee to verify the accounting system, which greatly reduces the number of nodes participating in verification and accounting, thereby greatly improving efficiency and achieving second-level consensus verification.

Among the DWNs, users holding DWN tokens voted to create a trusted account (trustee, the top 51 votes) to create the block. In order to become an official trustee, the campaigner needs to win votes in the community and gain the trust of enough users. Users vote based on the percentage of the total amount of cryptocurrency they hold. These 51 trustees can be understood as 51 super nodes, and the 51 nodes have the same rights to each other. Those who hold cryptocurrencies can change these delegates (nodes) at any time by voting. As long as the computing power they provide is unstable, the calculator crashes, or tries to use the power in their hands to do evil, they will immediately be kicked by angry voters. The entire system is out, and the backup representative can always go up.

The election of the nodes will be selected by the wallet users, and each wallet user can only vote for one campaign node. The weight ratio of each wallet user's vote will refer to the value of the user's wealth and the user's activity level. Users with higher activity will have more Tokens and support for the campaigns with weights for nodes they trust. The campaign's campaign vote will consume the Token held by the user.

The super node that successfully participates in the election and becomes the top 51 candidate will obtain the corresponding income generated by the block and transaction at the same time as the operation of the main network, and the income is used as a reward for the super node to serve the main network. At the end of each block period, the DWN will reorder the super nodes and automatically select the first 51 nodes that have the highest voting weight. Candidates who have not yet participated in the operation of the supernode will have the opportunity to increase their voting weight ratio, and the super node losing the voting weight will lose the candidate to the alternate node.

DWN network has a blockout period of 5 seconds. The block reward will adopt a dynamic mechanism, and as the total amount of the block increases, the block reward will be dynamically adjusted. After the end of each block period, if there are poor nodes with poor network performance or low computational performance, which causes unfavorable operation of the main network due to block loss, a certain voting weight value will be lost. Before the fault is removed, or the performance is improved, the voting weight ratio of the super node will continue to be lost until the loss of its own super node right is reduced to the candidate node.

3.3 Intelligent contract design of DWN

The DWN network will develop a set of smart contracts based on scalable, standard, easy to develop, and consensus. DWN will adopt the complete Turing-complete intelligent contract virtual machine DVM. This lightweight DVM execution environment runs fast, takes up little resources, and introduces LLVM as the core component of DVM. Low Level Virtual Machine As a collection of highly modular compilers and toolchain technologies, it has been widely used as a compilation framework by companies such as Google, Apple, and Amazon.
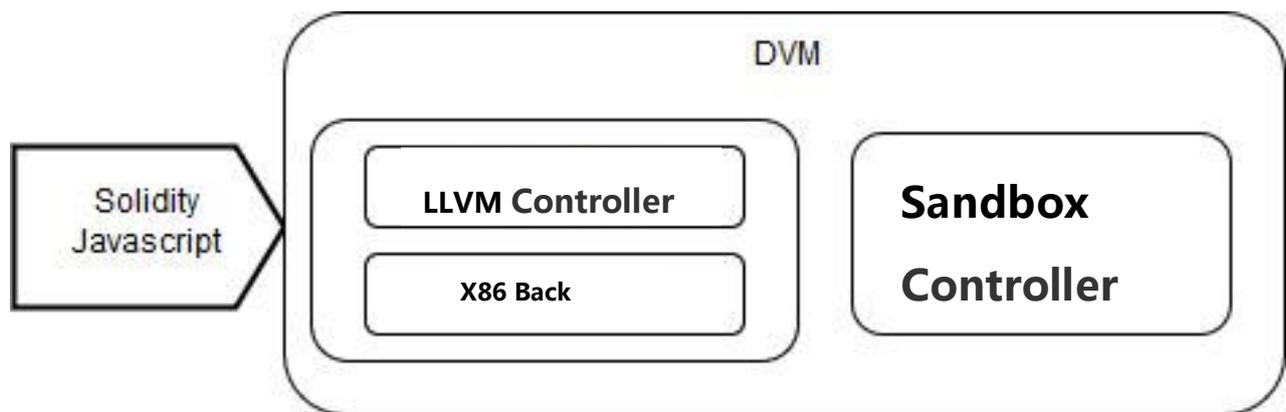

Figure 2. Schematic diagram of DVM structure

The Smart Contract Scripting Language supports the Solidity and Javascript languages that are compatible with Ethernet. Developers can choose the language they are good at to develop smart contracts. The Ethernet-compatible Solidity language allows developers to migrate Ethereum's smart contracts directly to the DWN network, while support for Javascript makes it easier for developers to develop smart contract scripts. DWN will also provide a rich selection of smart contract templates for developers to choose from for easy development. When a new smart contract is released on the DWN, the DWN will translate the protocol into LLVM bytecode via LLVM and publish it to the chain through compilation and optimization, eventually entering the sandbox to replace the old code and execute. When a new contract is deployed, the previous contract can choose to terminate itself and no longer be accessible. The new smart contract will fully inherit the assets, status, etc. of

the previous contract.

Every transaction posted on the DWN requires deployment and verification costs, so running and deploying contracts on the DWN network will incur a fee for processing to prevent the spam. Each node participating in the DWN network will run DVM as part of the block verification. The execution of the contract will have a specific consumption of DP (DWN Power), and the DP can be exchanged through DWN.

3.4 DWN Aircontact Technology (cross-chain relay technology)

With the development of blockchain technology, a large number of blockchain applications such as Bitcoin Ethereum have emerged. At the same time, these chains are not connected to each other. The links between the chains are like information islands. This makes it difficult for users with these digital assets to manage assets and needs to be exchanged through a centralized exchange. If the problem of interworking with other blockchains cannot be solved, the application scenarios of the chain will be largely restricted. DWN uses AirContact to break the information islands and realize value interoperability with other blockchains.

AirContact is a unique cross-chain relay technology developed by DWN. Through AirContact relay, we can easily realize cross-chain transactions, and realize cross-chain transactions between DWN main chain and side chain, DWN and other blockchains. By using AirContact, DWN is able to connect to many popular blockchains and ultimately establish a unified relationship between different ecosystems.

DWN will first realize the interoperability with Bitcoin, Ethereum, and future games built on the DWN ecosystem, and will be able to realize free circulation on Bitcoin, Ethereum and DWN chains.

3.5 SDK Development Toolset

DWN Project In order to facilitate developers to connect their applications to the DWN ecosystem, DWN provides a set of development tools that provide developers with convenient tools for creating or porting existing applications to DWN. DWN's SDK mainly includes DWN API collection, sidechain development toolset, payment interface, AirContact SDK, and smart contract templates.

DWN API

The DWN API collection provides the basic interface for the application to access the main chain data, including querying nodes, blocks, transactions, etc. It also provides an interface for initiating transactions. The interface is accessed through the https protocol and exchanged with JSON data. DWN also offers a variety of packaged SDKs for easy integration calls.

Sidechain development toolset

DWN encourages the establishment of DAPP access to the DWN main chain in a side chain manner. The e-sports service, payment service, and cell developed independently in the DWN ecosystem are also used as side links into the main chain. Side-chain access can be more flexible on the one hand. Different business types can define different consensus and block data; on the other hand, they can have more efficient transaction speeds and adapt to high TPS demand application scenarios. In order to facilitate developers to create DWN sidechain applications, DWN provides a tool set for quickly creating sidechains. The sidechain toolset mainly includes customizable consensus mechanism modules, block

modules, and interface customization modules.

Payment interface

DWN relies on the Latipay side chain system to provide a payment interface on the side chain. The developer can call the payment function through the payment SDK, and the payment function supports the DWN Token-based payment transaction and the exchange payment function between the French currency and the DWN Token. The interface is provided in the https protocol and provides the calling SDK.

AirContact SDK

AirContact is a relay link between the side chain and the main chain, and the DWN main chain and other blockchains. AirContact is an independent network node independent of the DWN main chain. It provides two-way anchoring function for transactions between different blockchains. It also provides Webhook for data change monitoring for developers to use in different blocks. Handling various types of time between chains. At present, AirContact provides several interactive relays of DWN-DWN, DWN-Ethereum, and DWN-Bitcoin, and will continue to provide more interactive relay functions. The AirContact API is provided in the https protocol with JSON as the data interaction format.

Smart contract tool

The DWN main chain supports the smart contract code of Solidity and Javascript. For the convenience of users to develop and debug, DWN develops support for online code monitoring tools, and provides a set of commonly used smart contract templates to facilitate the development and use of some application scenarios, so that developers can quickly establish their own. Smart contract DAPP.

4 DWN application scenarios

Compared with the public chain such as Bitcoin and Ethereum, DWN greatly enhances the concurrent processing capability. In the future, more and more decentralized applications will be built using DWN to build a rich ecosystem. The DWN team aims to build a complete ecological chain around the e-sports game industry and integrate upstream and downstream related industries to provide complete blockchain services for the e-sports industry. The DWN team has entered into strategic partnerships with e-sports, ASO and payment industry leading companies, and jointly developed sidechains and DAPPs to create the DWN eSports game infrastructure ecosystem.

4.1 V5 E-sports

E-sports DAPP based on DWN sidechain development. With natural data production and data collection advantages, decentralization, improve the efficiency of high-value asset transfer and fair wealth distribution benefits, can not be falsified, provide value protection in e-sports trading scenarios, but also protect the rights of IP owners The identity and assets of DAPP will be unified and integrated in DWN. All characters and assets can be smoothly transferred at any time. The e-sports platform covers events, live broadcasts, product development and release, and provides players with popular games such as King Glory and Jedi Escape. Real-time PK Athletics; has a unique and unique social system and a rich variety of e-sports events.
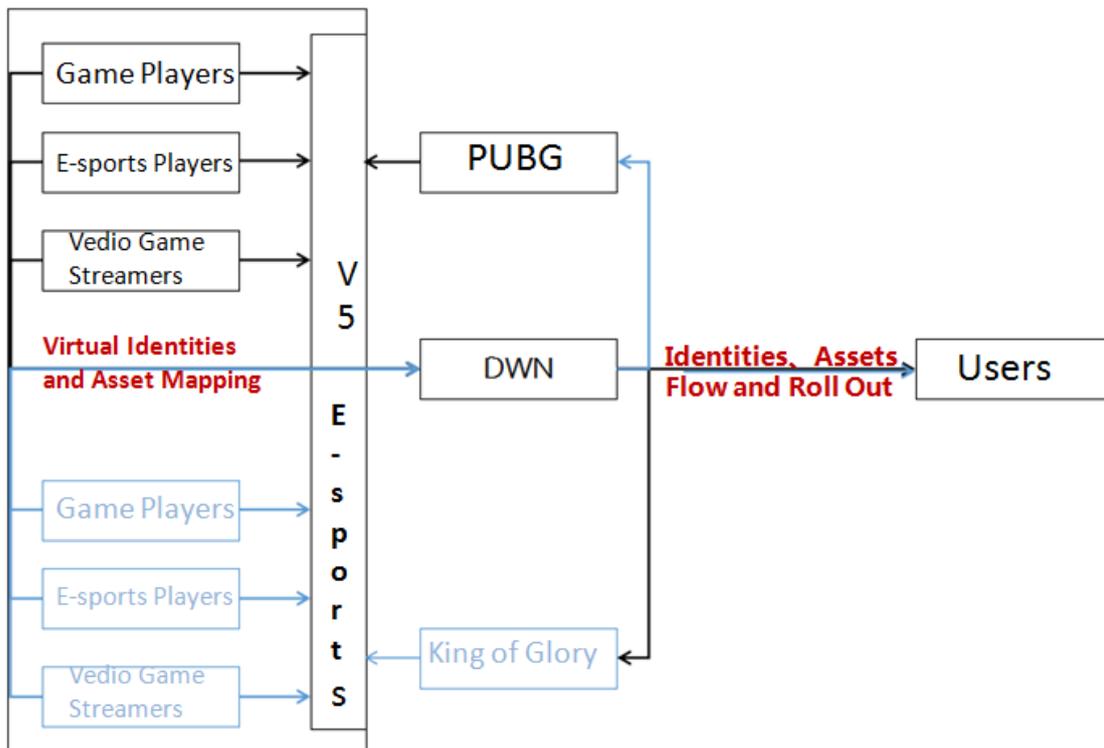
Figure 3. V5 escrow access DWN mode description

V5 E-sports is a game company that specializes in the development of mobile e-sports operations and the development of the mobile e-sports ecosystem. Its platform provides players with Internet-based multiplayer services based on mobile phones. It can perform real-time PK competitions such as King Glory, Jedi Escape, Bubble Battle and other popular games. It has a unique and unique social system and rich and diverse e-sports competitions. The glory e-sports platform has accumulated a large number of users, with the following advantages:

• Covers more than 500 million e-sports users, with more than 50 million APP users

• MAU reaches 10 million+, DAU 3 million+

• Single-game e-sports competition has more than 1 million participants

• Quality contracted anchors and teams

With the V5 eSports platform running on the DWN network, players will be able to:

• Initiate or support a game

• Initiate or participate in betting quiz

• In-game item trading

• Get professional game data analysis

• Social features

• Reward the game anchor

4.2 Pocket ATM

Pocket ATM is the world's leading DAPP promotion and optimization platform, providing users with DAPP development, mobile advertising distribution, ASO optimization and other services. Pocket Search has independent data mining technology to help advertisers expose their brands, reshape the new model of advertising and re-engineer The new value of application software.

In addition to the natural data production and collection advantages, it improves development efficiency and advertising settlement efficiency, as well as advertising accuracy, providing development, advertising, ASO optimization and other services for DAPP based on DWN development. Each DAPP can obtain the delivery result data through DWN, avoiding the original centralized data fraud, and the settlement is cumbersome, and the identity and assets in the pocket ATM can be transferred in any DAPP in the DWN.
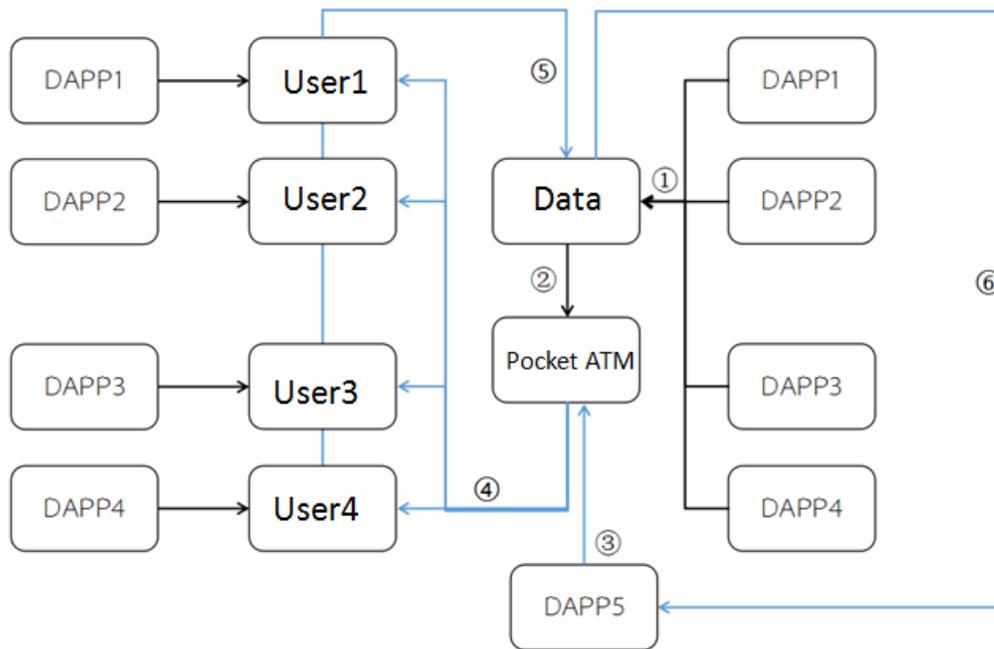
Figure 4. Pocket ATM distribution platform

4.3 Latipay cross-border payment

Latipay helps consumers and businesses address a wide range of payment issues across cross-border businesses, providing a one-stop cross-border payment solution. Up to now, "LatiPay" has covered New Zealand, Australia, United Arab Emirates, Europe, the United States and other countries and regions, and its business covers e-commerce, hotel accommodation, parking fees, gas station refueling, supermarket shopping and other fields.

Latipay was launched in the first version in early 2016, and there are many banks at home and abroad, and the two-way cooperation of payment institutions is reached. In these Latipay cooperation areas, Alipay, WeChat, UnionPay, ANZ, Verifone and other users can use Dapp to convert DWN assets and real assets. Similarly, DWN users can use Latipay's collaborative channels for cross-border payments.

4.4 Blockchain game

Based on Ethereum games such as CryptoKitties, Fomo3D, Loom zombie games give community participants an infinite imagination of blockchain games. A game based on the blockchain not only can permanently store his digital assets for users, but will not disappear due to the influence of the game publishers and operators; it can also be completely open source for the community participants to experience the fair game. fun of. In addition, distributed storage, cross-chain, identity image and other features can further protect the asset security of participants, and effectively cross-game, cross-chain asset transactions. However, both CryptoKitties and Fomo3D have an overwhelming impact on the entire chain of Ethereum. As a more efficient and secure DWN, it can bring a solid and practical infrastructure development environment for game developers.

DWN has reached a strategic cooperation agreement with a number of game developers, and a number of game products supporting the DWN main chain are under development and will be released with the main network in the near future.

4.5 Decentralized Community Platform

DWN will establish a cell side chain application, and the community will be content-oriented, encouraging users to create original content, and creating content will receive rewards from the community. The cell will run an independent Token mechanism, and the cell reward will be issued by the cell independent Token. The Token of the cell can be mapped to the native token of the DWN backbone and eventually traded on the exchange. The decentralized content-driven DWN community precipitates users and interacts in the community, contributing to the activity of DWN ecosystem.

5 DWN Development Roadmap

May 2019 Initially formed the VR game sports industry ecosystem

In April 2019, the smart contract was launched and the SDK was launched.

January 2019 The first blockchain game was launched

December 2018 Wallet client released

November 2018 Main online line

September 2018 DWN official online line and white paper

August 2018 DWN main network open test

July 2018 Main network internal test

October 2017 Open DWN main network construction research and development
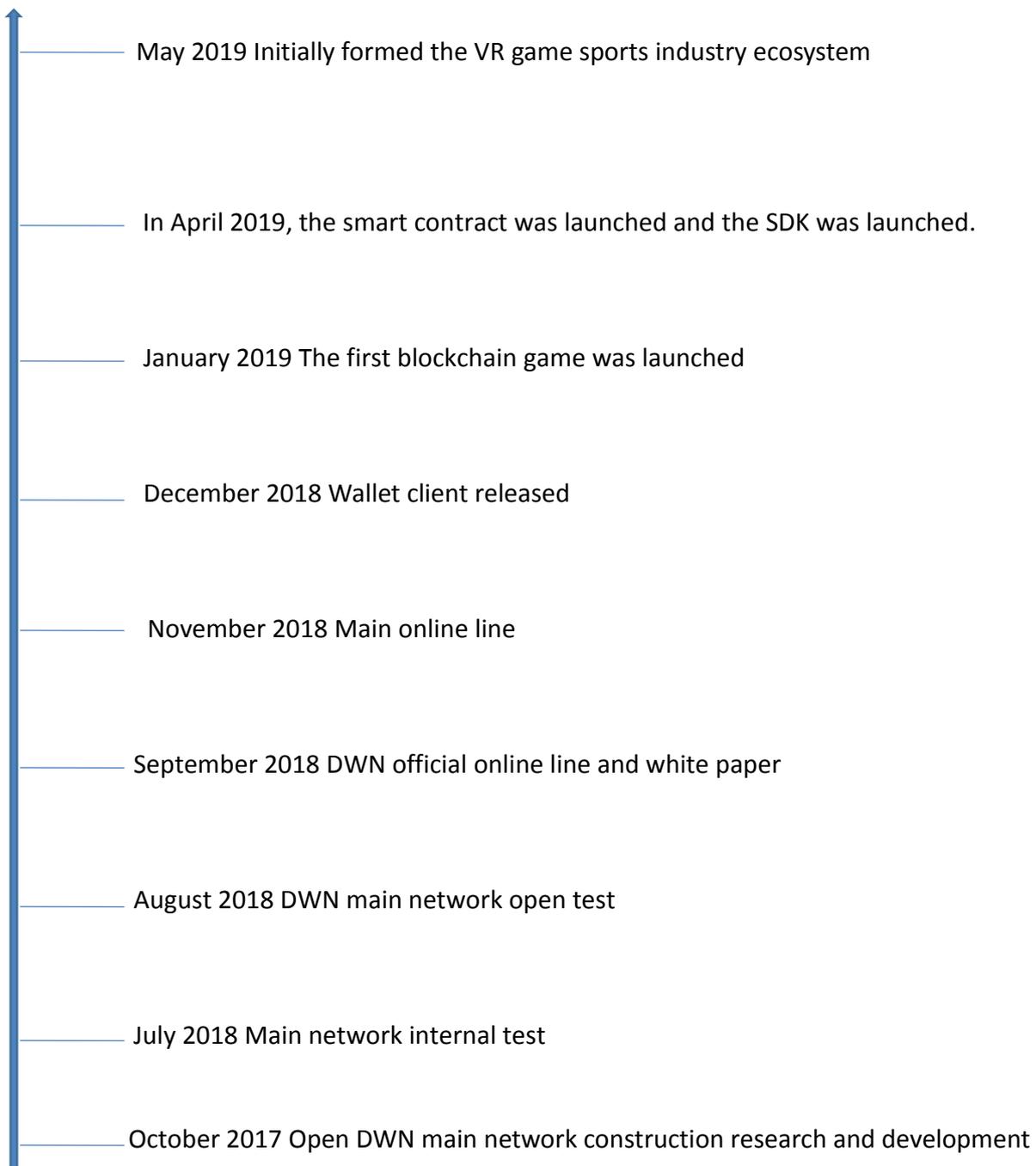
Figure 5. DWN development roadmap

6 Team

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7 DWN Token Distribution Plan

In order to achieve the overall growth of the DWN ecosystem, effectively motivate the community builders and users, and enable all participants in the DWN ecosystem to use well-developed DApp applications, **DWN will issue its eco-friendly Token: DWN**

As the first ecological public chain for the eSports game industry, DWN will show a high growth rate. When a large number of applications are carried to the DWN main chain, DWN will serve as a universal circulation token for the ecology. In order to build a complete DWN ecosystem, the main features of DWN will cover and are not limited to the following:

(1) DWN will carry a large number of decentralized commercial applications, such as

logistics, games, and finance, in the process of ecological expansion. DWN as the only universal Token in the ecosystem will become the only basic payment Token for all participants to trade, exchange assets, commodities, services, etc.

(2) DWN encourages members of the community, and the community participants contribute computing power to improve the deployment of the entire ecological computing power. The DWN network will charge all transactions, Token transfers, and smart contracts for a fee to account for transactions and prevent resource misuse.

(3) DWN has already connected excellent business resources from all walks of life around the world, and has developed detailed blueprints for business applications in various fields to ensure that a large number of Dapps can be quickly brought to the forefront of the main chain. In the gradual enrichment of business application scenarios, the growing number of participants and community users will further promote the demand for DWN holding and flow in the community. With the expansion of the commercial landscape, the growth of community users, and the development of ecological economy, the value growth of DWN is sustainable.

Fundraising part

This part of the fundraising will be used for DWN technology research and development, hardware and bandwidth cost investment and the team's operating private equity and public offerings will be locked for three months, DWN Token will be locked for three months, unlocked three times, unlock time three Month to year. DWN will participate in the fundraising investment team to maintain the prosperity and stability of the DWN ecosystem, and the fundraising team will not quickly reduce the DWN certificate in large quantities.

Mining incentives

The mining incentives will follow the following rules: DWN block rewards and dynamic adjustment of transaction costs to maintain the overall stability of the system and the rationality of the transaction. DWN super node block rewards will be reduced year by year.

Team reserved part

The DWN team will retain part of the DWN Token as a reward for providing the birth and development of DWN and providing ecological development and technical support. The Token that the team retains will follow the release rules: the lock is released year after year. The team will hold the DWN Pass for a long time to stabilize the DWN ecosystem.

Marketing section

The development of DWN public chain ecology is inseparable from the support of DWN in various commercial markets. In addition, DWN also needs to dock a large number of market resources, media resources and community teams. DWN will use a portion of the Token for marketing purposes, and marketing purposes include airdrop promotion, community promotion, various DAPPs, and in-game promotion.

8 Risk and Disclaimer

DWN project investment belongs to venture capital. There may be risk points such as compliance, operational risk, market risk, technical risk, capital and price fluctuation in the investment process. The project adopts the principle of voluntary participation, self-responsibility, self-responsibility and self-care. Investors need to pass the KYC audit and have the corresponding risk-taking ability, and voluntarily accept the rules and

systems of the project issuer. The following risk points should be noted by investors.

8.1 Compliance, operational risk

At present, the regulatory attitudes and policies of the world's blockchain are turbulent, such as changes or influences of the regulatory body, such as the new laws and regulations during the operation of the project to restrict the use, sales, DWN project fundraising and business development. Violation of local laws and regulations, resulting in the risk of business failure to continue.

The safe-haven approach to compliance and operational risk operations teams is:

(1) The operation team and the decision-making committee adopt a distributed operation mode to eliminate single-point risks;

(2) Hiring professional lawyers in the local business to design digital asset issuance, digital asset trading, blockchain finance, blockchain application and other aspects under the legal framework.

8.2 Market risk

The market performance of the DWN project is relatively general, and the Token price fails to meet investment expectations.

The hedging approach to the market risk operations team is:

(1) Share the DWN project concept with the industry, learn from the experience of foreign product operation, and optimize and improve the DWN project;

(2) Using the experience accumulated by the founding team and its partner institutions in the game and e-sports market services, it will quickly incubate the ecology of the chain and generate profits.

8.3 Cryptography risk

Cryptography is evolving and cannot guarantee absolute security at all times. The future of security innovation is unpredictable, and advances in cryptography may pose a danger to cryptographic-based systems. **This may result in the theft, theft, disappearance, destruction or devaluation of the DWN held by anyone. For cryptographic risks, the DWN Foundation's hedging approach is:**

(1) Within reasonable limits, the DWN Foundation will self-prepare to take preventive or remedial measures

(2) Upgrade the underlying protocol of DWN to address any advances in cryptography and, where appropriate, incorporate new reasonable security measures.

8.4 Technical and security risks

Technical and security risks refer to major issues in the underlying technology and chain assets, such as vulnerabilities in the public chain, source code flaws, and malicious attacks and theft of hackers, resulting in DWN projects failing to perform the intended functions and tampering or loss of critical data.

The safe-haven approach to the technical risk technical team is:

After recognizing sufficient resources, the project team will recruit more high-end talents from the industry to join the development team, lay the foundation, replenish the strength, and draw on the mature development experience.

8.5 Financial risk

Capital risk refers to significant losses in project funds, such as theft of funds, loss of

funds, and significant depreciation of reserves.

The hedging approach adopted by the fund risk operation team is:

(1) The multi-signature wallet + cold storage method of the reserve fund is jointly managed by the decision-making committee. Under the multi-signature mode, when three directors are unable to perform their duties at the same time, the reserve funds will be at risk;

(2) The operation team has rich experience in risk control, which can effectively control project risks and protect the fundamental interests of users.

8.6 Price fluctuation risk

After DWN Token is publicly traded in the market, the transaction price is affected by many factors, such as market coverage, purchasing power, environmental factors, regulatory policy changes, technological innovation, and horizontal competition. The DWN Foundation adopts the risk-avoiding method:

(1) Token circulation ratio control, professional market value management team management, until the public chain uploads DAPP, enters orbit;

(2) The community continues to operate and continuously expands market coverage.

Note: The DWN team will take corresponding risk-avoidance measures for the above risks. Once it happens, the investors will bear the corresponding risks.

This document is for informational purposes only and does not constitute an opinion on the sale or purchase of a Token issued by a DWN project. The above information or analysis does not constitute an investment decision. This document does not constitute any investment advice, investment intention or instructed investment. This document does not constitute It is also not to be construed as providing any trading or any invitation to buy or

sell any form of securities, nor is it a contract or commitment of any kind. The intended user clearly understands the risks of the DWN project and does not promise any fixed returns, guaranteed income, and other forms. The guarantee, once the investor participates in the investment, understands and accepts the risk of the project.