



# YouLive Whitepaper

YouLive Team

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## Foreword

We are an Influencer in the live broadcast industry, as well as an enthusiast of virtual currency, and more as a believer in the decentralized world.

In the real world, during content sharing on the live platform, we have found many unreasonable facts which we had to endure, for example:

- ◆ The Monopoly Live Platform and the Influencer agencies gained most of the Viewers' spending through unequal distribution model.
- ◆ The Influencers, as individuals on a large number of webcasting platforms, they were forced to accept the various levels of exploitation by the different platforms while undergoing long-term live broadcasts and under intense work pressure.
- ◆ As a Viewer, you may have given a 1-dollar gift to your favorite Influencer, but eventually she / he may only get 20 cents.
- ◆ The Influencers gained a lot of Internet traffic for the live broadcast platform by sharing high quality content, and the platform grabbed a huge amount of advertising revenue with content and massive data, but the Influencers did not benefit from it.
- ◆ When the Advertisers want to delivery advertisement through an Influencer, they can hardly negotiate directly with the Influencer for the prices of advertisements but may have to raise the advertising costs through the intermediary links such as the live platform and agencies.

**This is very unfair!**

In the virtual currency world, we firmly believe that blockchain technology will certainly change the value exchange method of mankind, and we expect more believers to join in and build a community that is large enough.

However, since the publication of the White Paper by Satoshi Nakamoto, the community mainly consisted of Geek and miners; as technology developed, more and more projects based on the upgrading of blockchain technology emerged and communities developed, the number of members was also on the rise, but mainly in the context of Geeks, digital world fans and investors.

We are involved in a number of blockchain projects to support community

development, but to this day, the blockchain world does not yet have a community of sufficiently large membership, that is, the real mass community.

In short, the underlying technology in the blockchain is constantly evolving, what issues should be addressed in the direction of technology and how to get healthy development of the entire ecosystem require a sufficiently large number of community members to verify, finding problems during the engagement, then solving the problems, and gradually forming virtuous cycle for the development of the decentralized world.

Fortunately, at the same time, improvements in Internet bandwidth technology and smartphone performance provide a good foundation for live Internet streaming. We would like to see a qualitative leap forward in the blockchain industry if the upgrade of blockchain technology can be conducted in a live broadcast community where the general public is widely involved.

So, YouLive was born, it would be a decentralized community of tens of millions / hundreds of millions of members and a Decentralized Live Platform dominated by community members.

# Table of Content

1	YouLive's Vision and Mission.....	1
1.1	<b>Vision</b> .....	1
1.2	<b>Objectives</b> .....	1
1.3	<b>Value-based Transmission System</b> .....	2
2	YouLive Ecosystem.....	3
2.1	<b>Current Status of Live Broadcast Industry and Pain Points</b> .....	3
2.1.1	<b>Current Status of Live Broadcast Industry</b> .....	3
2.1.2	<b>Industry Pain Points</b> .....	5
2.2	<b>New YouLive Ecosystem</b> .....	6
2.2.1	<b>What is the YouLive Ecosystem?</b> .....	6
2.2.2	<b>YouLive Ecosystem Operation Mechanism</b> .....	7
3	YouLive Implementation Path.....	8
3.1	<b>Current Technology System</b> .....	8
3.1.1	<b>Technical Composition</b> .....	8
3.1.2	<b>Modular Open Platform</b> .....	9
3.2	<b>Function Realization</b> .....	11
3.2.1	<b>Client Live Function System</b> .....	11
3.2.2	<b>Taking Influencer Operating System as Example</b> .....	11
3.2.3	<b>Taking Payment System as Example</b> .....	11
3.2.4	<b>Taking Ads Shop as Example</b> .....	12
4	Technical Features .....	12
4.1	<b>Platform Technology Layer</b> .....	12

<b>4.2 Technical Features</b> .....	13
5 Token Economics.....	14
<b>5.1 Token Economics</b> .....	14
<b>5.2 Community Ecosystem Development Forecast</b> .....	14
6 YouLive Project Tokens Exchange Plan and Use Plan .....	16
<b>6.1 Project Tokens Plan</b> .....	16
<b>6.2 Use Plan</b> .....	17
7 Technology Evolution (Streaming Media Underlying Development).....	19
8 Roadmap .....	<b>Error! Bookmark not defined.</b>
9 Founding Team.....	21
<b>9.1 Founding Team</b> .....	21
<b>9.2 Advisory Team (continuing to increase)</b> .....	22
<b>9.3 Investment Institutions (continuing to increase)</b> .....	23
10 Follow-up Operations and Governance.....	26
<b>10.1 YouLive Foundation and Governance Architecture</b> .....	26
<b>10.2 Third-party Auditing Agencies</b> .....	26
11 Risk & Disclaimer.....	27
12 Contact .....	27

# 1 YouLive's Vision and Mission

## 1.1 Vision

YouLive's vision is to build the world's first truly decentralized live broadcast social platform through blockchain technology and to achieve real-time sharing, social and circle building with community-based autonomy, allowing all participants to directly obtain the value affirmation from each other in the ecosystem through subversive value recognition and value allocation mechanism.

YouLive focuses on Influencers and Viewers, allowing the community participants' payment and rewards to be fair, reasonable and free from exploitation in a decentralized and trustworthy way.

YouLive will completely reshape the operating model of existing live broadcast industry and transform the economic incentive system itself into a system that can circulate within the system to create a completely decentralized community ecosystem.

YouLive will be a completely open community ecosystem that transcends borders and has super communities with tens of millions / hundreds of millions of members, and each community participant can get the corresponding value expression.

## 1.2 Objectives

Around the YouLive community, community members are empowered to the appropriate rights / rewards:

### Influencer

- The Influencer gets 100% of the gift income from Viewers (fans), as well as all other income;
- The Influencer is empowered to set rules for their own live broadcast space, including the choice of advertiser type, the type and number of Viewers (fans), the Viewer (fan) feedback mechanism, and so on;
- The Influencer is empowered to choose service providers, including agency services, offline advertising services, talent training services, beauty services, and so on.

## Viewer

- The Viewers can be rewarded for community development by participating in community activities;
- The Viewers can gain advertising revenue share.

## 3rd Party Service Providers

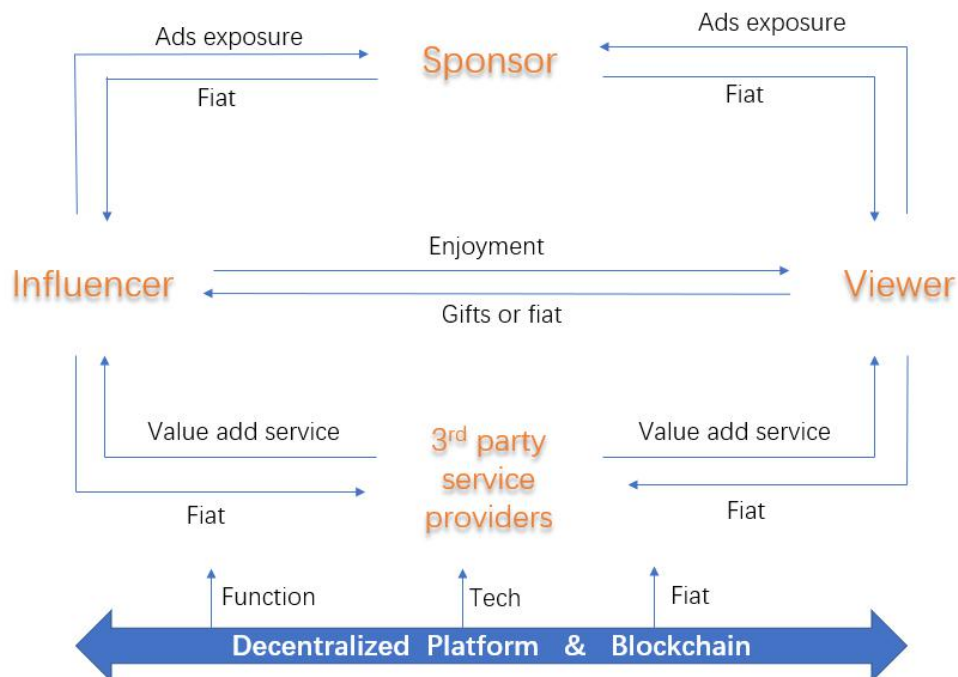
- 3rd Party Service Providers are free to sell their own technical achievements or provide services to the Influencers / Viewers;
- They get paid directly for service delivery.

## Advertiser / Sponsor

- The Advertiser / Sponsor can freely choose the business cooperation with the Influencers according to their influence.
- The Advertiser / Sponsor can reduce intermediate costs.

## 1.3 Value-based Transmission System

Figure 1: Community Value-based Transmission System



## **2 YouLive Ecosystem**

As an experiment of using virtual currency on a large scale, the characteristics, such as instantness, interactivity, high frequency and virtuality must be met, and the live broadcast platform is the best application scenario to meet the above requirements.

YouLive will build a decentralized live broadcast platform through technical means aiming to serve the entire community, so that the transactions among community members are decentralized, trustworthy and cannot be tampered with.

### **2.1 Current Status of Live Broadcast Industry and Pain Points**

#### **2.1.1 Current Status of Live Broadcast Industry**

The global live broadcast industry is in a period of rapid development, and the market size is expected to increase from 30 billion U.S. dollars to 100 billion U.S. dollars by 2017-2020.

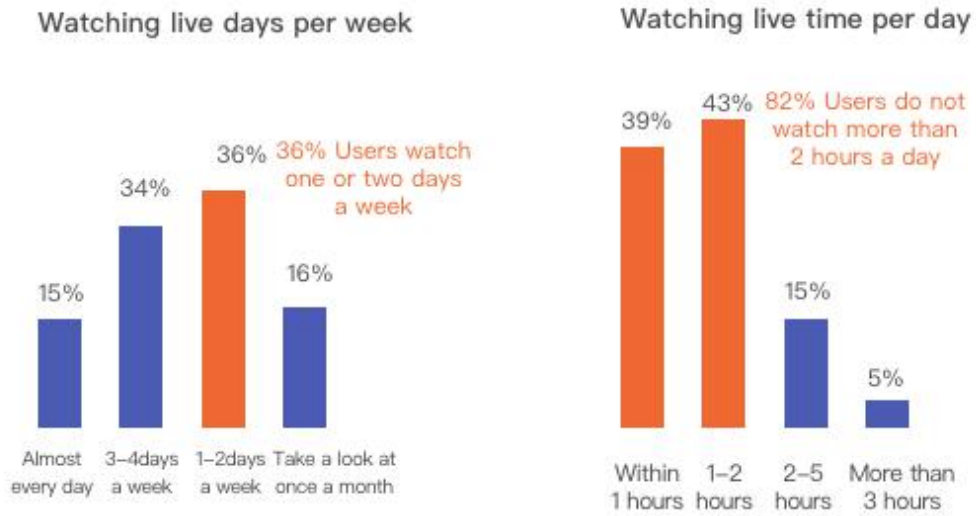
Young people worldwide have strong demand for mobile social networking and video content. Among them, the strongest demand is in Asia and North America.

According to eMarketer's forecast, social network penetration rate in Internet users in Southeast Asia is the highest in the world Live broadcast has strong interactivity for more crowds, the Viewers can find like-minded friends in the live broadcast; with its strong sociability, in combination with the situation in Southeast Asia, live broadcast is very popular.

After the development during 2015-2017, the users' dependency and use of live broadcast software has become a habit. According to Cheetah Lab's survey, regarding the time of watching live broadcasts, the users who watched live broadcast only 1-2 days per week accounted for the highest proportion, reaching 36%, while the users who watched live broadcasts more than 3 times per week accounted for 49%; 82% watched the live broadcasts every day for less than 2 hours.



**Figure 2: Live Broadcast Users' Viewing Time**



In the live broadcast community ecosystem, the granting of rewards by users is one of the most common interactive behaviors, according to statistics, the proportion of users having the behavior of granting reward / gift-giving is not low, 34% of users have granted rewards.

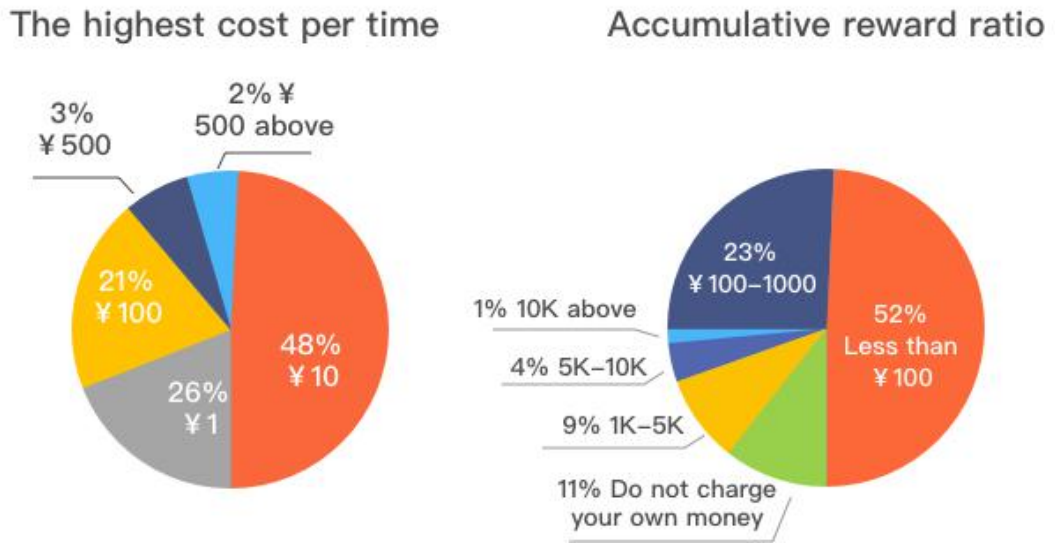
**Figure 3: Live Broadcast Users' Rewards Statistics**

Reward the proportion of users



The amount of rewards by the users is not low, the users will grant rewards from 1 Yuan to several thousand Yuan during each time of watching.

**Figure 4: Users' Rewards Amount during Live Broadcasting**



### 2.1.2 Industry Pain Points

The pain point in the industry is mainly reflected in the unfair distribution mechanism, and the individual's value has not been fairly reflected. Let's analyze the current live broadcast platform gift revenue distribution process from the perspective of the Influencer (main value creator of the entire industry):

If a Viewer (fan) hopes to grant / give a favorite Influencer virtual gift valued at 100 Yuan:

Step 1: The Viewer will recharge 100 Yuan to the live broadcast platform, converting into a virtual gift valued at 100 Yuan and give it to the Influencer;

Step 2: The platform will get the recharge income of 100 Yuan, according to the revenue sharing rules, the Influencer's agency will get the shared revenue;

Step 3: The agency will then allocate the revenue with the Influencer according to the corresponding income distribution agreement.

Step 4: The Influencer will eventually get 20-30 Yuan.

More importantly, there is still institutional exploitation in this process, such as extended settlement, like a big mall doing to its suppliers, the platform acts as an income port to conduct extended settlement to all members of the platform; as the settlement between the platform and the agency is not transparent, conducting second extension or disguised exploitation to the Influencer has become a norm.

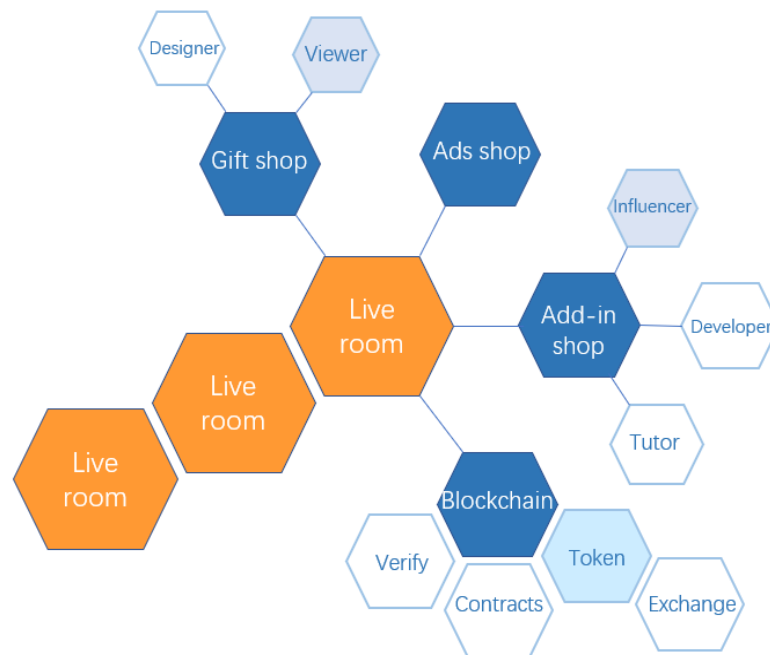
For the Influencers, as the bottom of the entire ecological chain, there is almost no way for them to maintain and advocate their own legitimate rights and interests.

## 2.2 New YouLive Ecosystem

YouLive team will revolutionize the existing irrational ecosystem by building a decentralized platform through blockchain technology and subverting the operating model of the existing broadcast industry, through fair value recognition and value allocation mechanism, turning the economic incentive system itself into a system that can circulate within the system.

### 2.2.1 What is the YouLive Ecosystem?

Figure 5: YouLive Ecosystem



YouLive is a decentralized real-time content sharing platform based on ælf network to achieve real-time sharing, social and circle building with community-based autonomy, allowing all participants to directly obtain the value affirmation from each other in the ecosystem through fair value recognition and value allocation mechanism.

In the ecosystem, members create value with Token as unit of measurement; Token is based on ælf public chains, and is the cryptocurrency issued by YouLive platform, which is called YouLive Coin (UC), and members of the community exchange UC to achieve the purpose of value exchange. UC can be freely traded through ælf

public chains, but also through Token Exchange or the OTC platform.

### **2.2.2 YouLive Ecosystem Operation Mechanism**

In this ecosystem, the exchange of values among community members is mainly reflected as follows:

#### **Real-time Influencer:**

- ✓ The Influencer directly gets 100% of the revenue from the fans' gift-giving, fans' gifts will be paid directly into the Influencer's Wallet with UCs.
- ✓ Through fully changing the existing model of revenue sharing with the Influencer or agency after obtaining revenue, the Influencer will completely take over the control of labor income and get rid of the current ecological status of being exploited by various parties.
- ✓ The Influencer also has direct access to the advertising revenue share of Live Room and other income.
- ✓ All the Influencer income will be paid directly into the live UCs wallet in the form of smart contracts.
- ✓ The Influencer will get rewarded by developing new members to join the community.
- ✓ The Influencer can upgrade the ranking for extra benefits by accumulating platform UCs, broadcasting time, gift revenues and other means.
- ✓ The Influencer can pay for the room bandwidth and other third party services in the form of UCs.

#### **Viewer:**

- ✓ The Viewers can obtain UCs revenue through the development of community members.
- ✓ The Viewers can watch / share platform Ads for UCs revenue.
- ✓ The Viewers can use UCs to pay for virtual gifts.
- ✓ The Viewers can upgrade their ranking for extra benefits by accumulating platform UCs, gift spending and other means.

### **Advertiser / Sponsor**

- ✓ Advertising contracts can be reached directly with a particular Influencer via the Ads Shop.

### **Add-in Developers**

- ✓ Add-in Developers can provide the Influencers with specific add-ins, such as beauty, filters, sound effects and other functional add-ins to obtain service revenue.

### **Gift Designers**

- ✓ Gift Designers can obtain corresponding copyright revenue derived from the design of gifts.

### **Tutor**

- ✓ At the Add-in Shop, the Tutors can sell specialist services, such as Broker / Skill Training to the Influencers.

## **3 YouLive Implementation Path**

### **3.1 Current Technology System**

#### **3.1.1 Technical Composition**

The YouLive platform is built based on ælf public chains, IPFS (Inter Planetary File System) distributed storage technology, CDN (Content Distribute Network) acceleration technology, and RTMP (Real-Time Messaging Protocol) real-time transmission technology.

As a highly efficient and evolvable multi-link blockchain, the ælf public chain supports the high-frequency trading in the broadcast industry and the multi-scene eco-application in the grouping mode, the transaction is processed concurrently in the case that each sub-ecosystem is traded independently.

For the real-time transmission of content on live broadcast platform, in order to provide the Viewers with a smoother broadcast experience and a clearer picture, there is certain requirements for the network bandwidth, through increasing transmission network nodes with decentralized CDN to achieve the effect of acceleration, with the upgrade of intelligent hardware technology, large-scale commercial mobile terminals

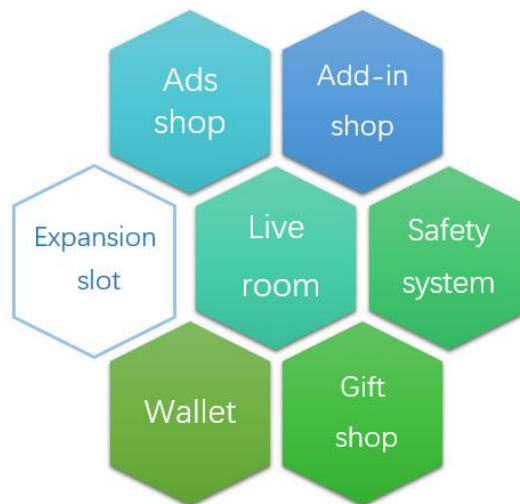
can contribute CDN to the community in the future.

The IPFS (Inter Planetary File System) distributed storage technology solution will provide content hosting capabilities to every contributor of community content.

### 3.1.2 Modular Open Platform

The design of the platform was open from the very beginning, consisting of different functional modules.

**Figure 6: Open Modular Platform Architecture**



#### **Live Room**

The Live Room is the place for the direct interaction between the Influencers and the Viewers, mainly including live entertainment and live games.

Anyone wishing to distribute and share content can apply for a live broadcast, provided that the platform and community conventions are complied with.

#### **Gift Shop**

Any outstanding gift designer can put a gift of his own design in the Gift Shop for community members to buy and give to the Influencers during the live broadcast.

The gift can either be purchased repeatedly or be unique. The unique gifts will be recorded on the blockchain, and the Influencers who receive the gifts will be able to

use the blockchain technology for permanent collection.

### **Add-in Shop**

Add-in Shop including the Influencer's content providers, live effects tool providers, etc. Add-in Shop supports third-party API access and custom filters, beauty, encryption, face recognition, porn detective, cartoon face swap and other functions.

The Influencers who have an optimized need for live streaming can get the technical achievements from technology providers for free at the Add-in Shop.

The Tutor that provides the broadcast material and training to the Influencers can provide specialized services at the Add-in Shop.

### **Ads Shop**

Any Influencer can sell Ad slots during the live broadcasting at the Ads Shop; the Advertisers can also post their Ad requirements for the Influencers to claim.

### **Wallet**

Community members can store their digital assets in their wallets.

### **Safety System**

As the underlying security module that ensures the safe and stable operation of the platform, it will effectively resist potential external attacks launched on the platform.

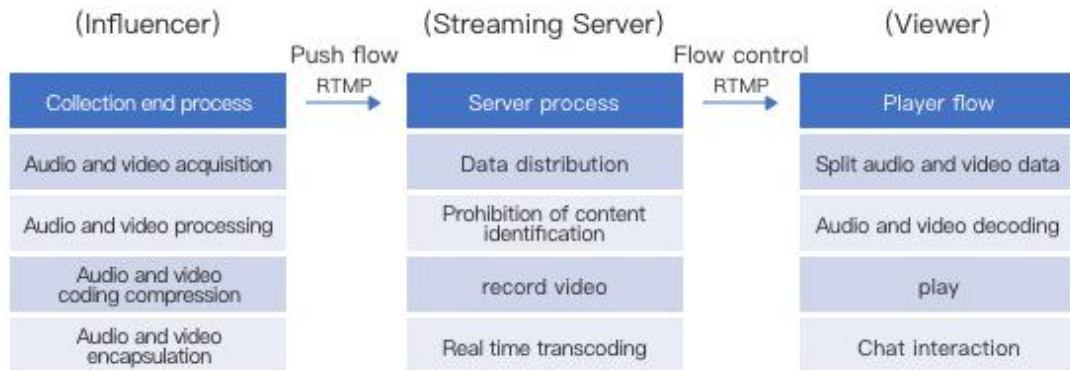
### **Expansion Slot**

The open underlying technology allows the platform to load more extensions in the future, such as short videos and games.

### 3.2 Function Realization

#### 3.2.1 Client Live Function System

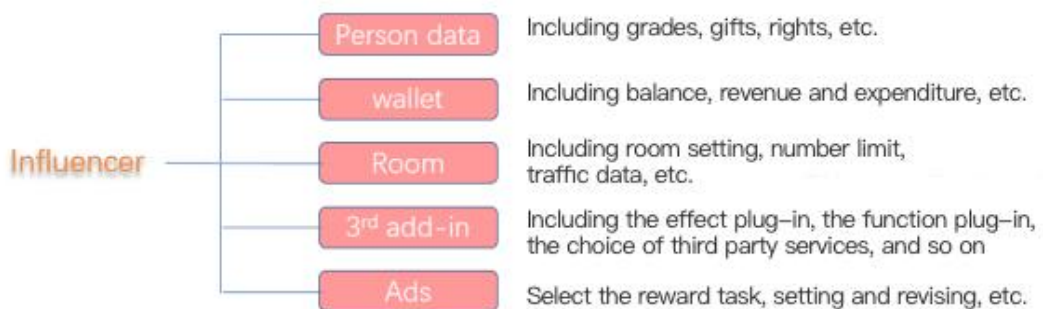
Figure 7: Client Architecture



#### 3.2.2 Taking Influencer Operating System as Example

The platform will provide the Influencers with a full-featured back-end operating system in which the Influencers will be able to choose the type of advertisement, the number of Viewers and the access of third-party services.

Figure 8: Influencer Operating System



#### 3.2.3 Taking Payment System as Example

The YouLive platform will build a payment system based on blockchain and ælf network, where goods or services are priced and paid in tokens.

System participant will receive a system-generated token wallet after registering for an account, and transaction payments from participants in the system will be made



via token transfer within their respective wallets. Blockchain technology provides powerful technical support for cross-border payment and peer-to-peer payment.

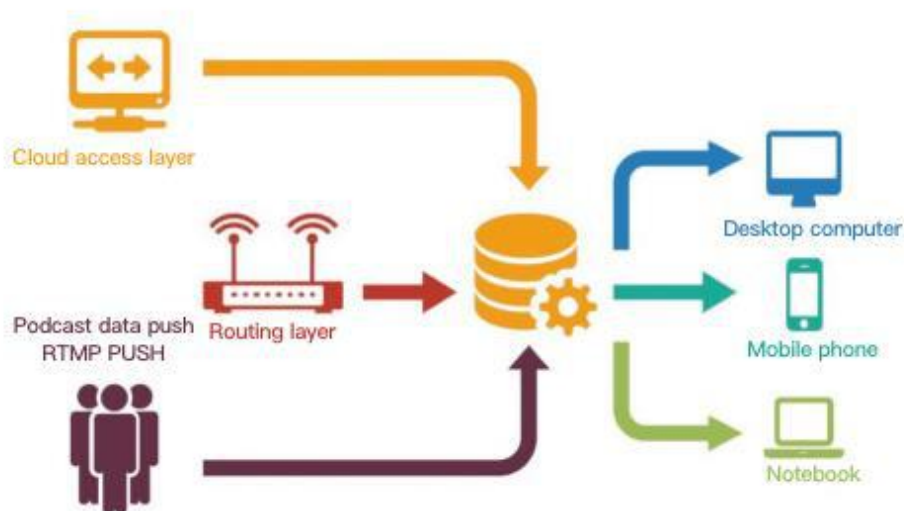
### 3.2.4 Taking Ads Shop as Example

Omitted

## 4 Technical Features

### 4.1 Platform Technology Layer

Figure 9: Platform Technology Layer



### Client Layer

The Client Layer will handle compatibility issues for various devices, including language adaptation for various development platforms such as iOS, Android, Windows, and Web; management and maintenance of message channels, including weak network management on mobile devices, restore after disconnection, etc.; guarantee for data security, all upstream and downstream data packets need encryption and decryption to avoid data leakage or MITM attack and other security risks.

### Gateway Access Layer

This layer will manage a large number of client connections, with single node being able to maintain hundreds of thousands of clients; this layer is compatible with

different types of client protocols, due to the diversity of technologies implemented by the clients, there are differences in the underlying data communication protocols between the client and the gateway, and protocol conversion needs to be performed by different access gateways; processing data security logic; high availability logic across the network, the network level of the master and backup; broadcast message efficient downstream distribution, the received broadcast message is distributed to all the clients connected to this node.

### **Routing Layer**

As the transit of service access layer, this layer also bears the role of load balancing and high availability for more convenient expansion when single business node processing capacity reaches bottleneck, the Routing Layer makes the business layer expansion completely transparent to the front gateway layer; when a network business cluster encounters network failure, it can be switched to standby network to ensure service availability.

### **Business Layer**

This layer handles business messages in chat rooms, as there are many nodes in one cluster, and the roles of nodes are equal to each other, the failure of any one node will reduce the processing capacity of the entire cluster, but will not cause service interruption because other nodes can continue to take over the processing of business data packets; business cluster also has a number of network environment hot standby to respond to the possible regional network failure.

## **4.2 Technical Features**

**High Availability:** The failure of any one node should not cause the service to be unavailable;

**Easy Scalability:** With the characteristic of horizontal scalability and the ability to respond to different levels of online users;

**High Concurrency and Low Latency:** Being able to support a large number of users sending and receiving messages at the same time, the delay in sending messages to all online clients is in milliseconds;

**Client Compatibility:** New applications are able to exchange messages across multiple devices at the same time, such as web pages, mobile phones and desktops, and even smart TVs.

## **5 Token Economics**

### **5.1 Token Economics**

The token of YouLive ecosystem is YouLive Coin (UC), which is the currency of circulation in the ecosystem as well as the identity certificate.

In this ecosystem, the greater contribution by the members to the community, the more tokens they receive. Based on the principle of direct value exchange between the Influencers and Viewers, under a system of fair exchange, the Influencer's creativity will be stimulated to share more interesting / valuable content, so as to attract more Viewers to join the community spontaneously and gradually form the community's prosperity.

It is not hard to imagine that an ever-expanding ecosystem will generate a steady stream of demand for tokens. According to a simple supply-demand relationship, the value and price of tokens will continue to rise until the supply-demand balance threshold is reached, while the total supply remains unchanged.

### **5.2 Community Ecosystem Development Forecast**

Most of YouLive team members graduated from internationally renowned institutions and have ever worked for the world's largest companies on Fortune Global 500 list. Respectively, they have worked in the fields, such as live broadcast operations, Internet technology development, precision marketing and well-known financial institutions.

The team has a strong ability for integration of offline Influencers resources and operation ability of Fans Club to ensure that the platform can form a certain scale ecosystem within a short period of time, with the development of platform live broadcast time and number of launches to smoothly build a huge community size, and thus form a huge demand for payment.

At different stages of targeted and individualized operation of the community, the team can not only ensure the ecological health and sustainable development of the entire platform, but also provide the maximum benefit protection for the early community members.

YouLive team will finish the launch of YouLive client in the shortest time after the project tokens are exchanged, build a community around YouLive with the fastest

speed and get support from many Influencers and Viewers.

Estimated based on community development plan and future community operation strategy, we can draw the following expectations:

**Table 1: Prediction for Number of Community Members (excluding 3rd party staff)**

Time	Number of Influencers	Average Number of Views / Fans	Community Size
2018	500	1,000	500,000
2019	10,000	500	5,000,000
2020	300,000	200	50,000,000
2021	1,000,000	100	100,000,000

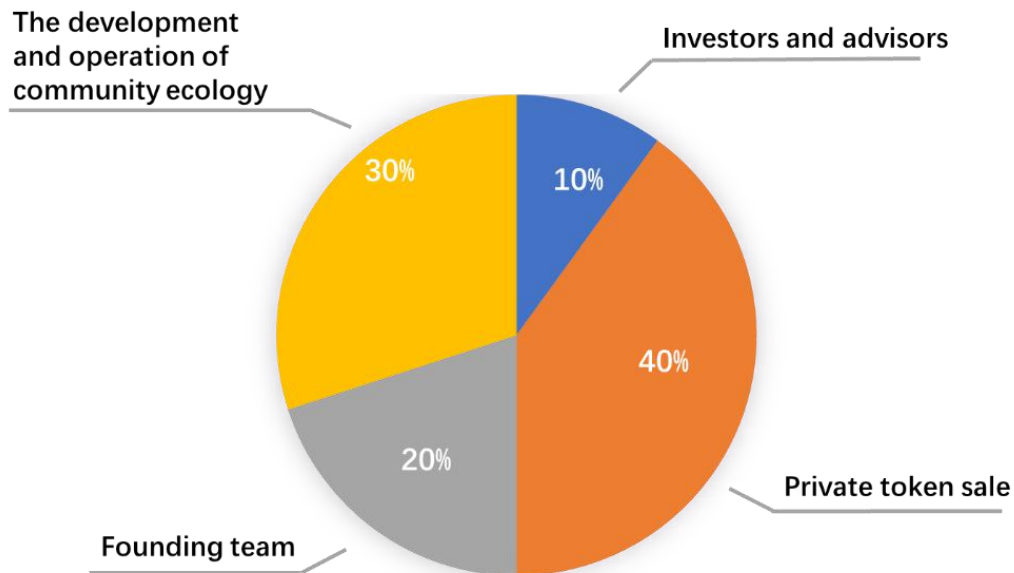
We firmly believe that, as long as this ecosystem is viable and sustainable, then the tokens, as the blood of the system, will be supported by real needs, but also have real value.

## 6 YouLive Project Tokens Exchange Plan and Use Plan

### 6.1 Project Tokens Plan

YouLive coin / UC, a total of 10 billion, will be allocated as follows:

**Figure 10: Tokens Allocation Ratio**



**50%**, a total of 5 billion will be exchanged with ETH, ELF holders. The exchange targets will be:

**10%** of the total amount, which is 1 billion, will be exchanged with investors and advisors.

The lock-up period of this part of tokens is two years, 25% will be unlocked every six months.

**40%** of the total amount, which is 4 billion, will be exchanged with private buyers.

The exchange will be divided into two rounds:

First Round - 30% of the total amount, which is 3 billion in total, will mainly be exchanged with early community members, private sectors, partners, and so on.

Second Round - 10% of the total amount, which is 1 billion in total, will mainly be exchanged with global investors.

During the token sale, for every 1 ETH spent during the token sale, you will get

100,000 UCs.

**20%, which is 2 billion in total, will be allocated to the founding team.**

In the early stages of the project, the founding team has invested a lot of manpower and material resources. During the development of the project, the core team has the resources and professional skills to make the project more competitive.

The lock-up period of this part of tokens is two years, 25% will be unlocked every six months.

**30%, which is 3 billion in total, is for the development and operation of community ecosystem**

This part will be used by the users as circulation tokens for purchase of virtual goods on the decentralized live broadcast platform.

## **6.2 Use Plan**

The ETH / ELF obtained through exchanges will be held by the YouLive Foundation and will be used in accordance with the three-year plan. The specific distribution ratio for use is as follows:

### **Technology Development - 30%**

Technology development of YouLive platform is an important foundation for the project, which includes the kernel development and product development.

Blockchain-based kernel development enables high-performance concurrency, multi-node network support system, distributed storage and traffic data sharing exchange system.

Technology development will complete development, deployment and implementation of product architecture, achieve scalable architecture and low-tech use threshold, achieve APP, DAPP and other product clients through a large number of intermediary software, interfaces, SDK and secondary development tools.

### **Security Protection System - 10%**

YouLive platform user account has a large number of virtual digital assets, thus has high security needs. The security protection system will realize the security management of asset ownership through blockchain technology, safely save and

process the data in the ledger, and realize the security protection of the users' digital assets. And the system will keep bringing security for the platform and users in the later operation process through continuous upgrading and optimization.

### **Marketing - 10%**

After the technology architecture of the platform is completed, application products of APP, DAPP and PC clients will be formed. The YouLive Foundation has made strategic layout for the business scenarios of products and diversified users, based on the core team members with solid industry background and extensive social network in the field of precision marketing, we can carry out precision marketing for the products of YouLive application platform at a relatively low cost globally, and achieve the expected marketing results.

### **Commercial Operation - 30%**

The content management and community building within YouLive platform throughout the project is very important and needs to allocate enough funds and personnel to refine the operation. These include the connection and guide for the Influencers / artists to successfully enter the platform, accepting the Influencer's advice, complaints, suggestions and feedback, and putting forward reasonable solutions; assisting the Influencers and fans to effectively communicate and build; being responsible for grasping the full operation of video broadcast from product, content and user perspective; researching platform data, collecting and mining user needs synchronously, understanding the docking of operation plan and planning to enhance user quantity, activity and adhesiveness; constructing friendly and harmonious communities between Influencers, Influencers and fans, fans and fans with different characteristics.

Based on communication issues in different languages, the YouLive Foundation will promote and operate step by step according to the established regional promotion plan.

### **Legal, Consulting, Financial and Administrative Expenses - 10%**

For international products, legal and financial advices are indispensable safeguards, which help the product to be accepted by locals much faster. The funds will be mostly used for legal and related advices; and a small part will be used for financial and administrative expenses.

### **Flexible Mobility Funds - 10%**

The part of reserved mobility funds will be used for emergency response to force majeure events.

## **7 Technology Evolution (Streaming Media Underlying Development)**

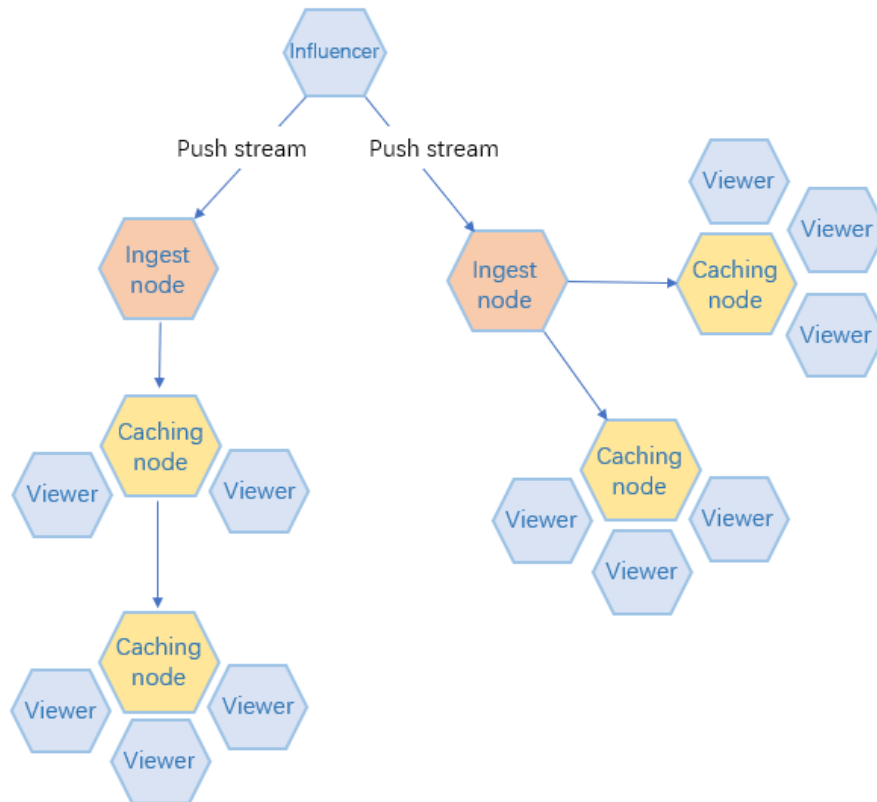
For such a live broadcast ecosystem, payment efficiency and video transmission are the crucial underlying technology. Therefore, YouLive team has also actively explored new directions in technology and established technical communication with the top R & D teams in the world.

ælf network has highly efficient and parallel computing mechanism to meet the ecological needs of live broadcast systems; and its support for the transaction grouping function just meets the requirements of different transaction and payment scenarios within YouLive ecosystem. ◦

At the same time, the Viewer's streaming media viewing effect is also upgrading, higher resolution and higher bit-rate streaming media technology upgrade is imminent. YouLive team has initially designed DSN (Decentralized Streaming Network) solutions.

DSN (Decentralized Streaming Network) is a distributed streaming network driven by both the users and new local blockchain, its core is to enable users around the world to use unused PC bandwidth and resources to cache and forward video streams to other users in the network, so as to maximize the effect of streaming and solve the bandwidth solution. Its working mechanism is as follows:





Later, we will gradually make public the technical documents and node certification algorithm according to the progress of the project.

## 8 Roadmap

Q2 2016	Development and operation of social platform, with Android downloads more than 700,000 times, about 1 million registered users, registered female users of more than 200,000.
Q3 2016	Building Influencer's Live Room
Q4 2016	The number of professional Influencers clusters aggregates 5,000, covering 1.5 million fans, with more than 10 million Viewers
Q1 2017	Live Room aggregates about 10,000 Influencers, with 200,000 broadcasts / month; with more than 2 million people joining the fan community and more than 30 million Viewers.

Q2 2017	Put forward to the model of Decentralized Live Broadcast Platform for market research and technical preparation.
Q3 2017	Completed model design of the Decentralized Live Broadcast Platform.  Aggregated a total of more than 15,000 Influencers in Southeast Asia and Mainland China
Q4 2017	Completed YouLive Whitepaper, design solutions of platform product.
Q1 2018	To carry out token exchanges.  Tokens will log into digital currency exchanges for trading.
Q2 2018	To complete the tests of Decentralized Platform client on DAPP, APP and PC-end.  To extend the offline teams in Thailand, Malaysia, Indonesia and Taiwan.
Q3 2018	YouLive client will be officially launched
Q4 2018	The platform will achieve the number of full-time Influencers not less than 500, number of core users will reach 500,000.
2019	Gradually aggregates Influencers to YouLive platform, and achieves the number of full-time Influencers over 10,000, the number of users at core community will reach 5 million.
Q2 2019	Will launch the design of DSN (Decentralized Streaming Network) distributed streaming algorithm.

## 9 Founding Team

### 9.1 Founding Team

#### Yang Chi (Co-founder)

As senior Internet practitioner, advocate of decentralization, he is very popular among Influencer's circle in Mainland China and Southeast Asia. He has worked in 9158 Live Show, HiAPK, 91 Mobile Forum and YOYO Mobile Games, with 11 years of experience in Internet industry and more than 7 years of project team management

experience. He has been nominated candidate of "2014 China Internet Person of the Year".

### **Sun Lang (Co-founder)**

As Software Engineer and Machine Algorithm Specialist, he has been responsible for the core algorithms of FAST (Five-hundred-meter Aperture Spherical Radio Telescope).

### **Tang Hui (Co-founder)**

As Internet Precision Marketing Specialist, Gold Partner of Google Ads, he has served at many companies in China, such as Cheetah Mobile, Tencent, Netease, and so on, and has made a significant contribution to the globalization of APP made in China.

### **Hui Tuo (Co-founder)**

Investment Banker, having worked at CITIC GROUP.

## **9.2 Advisory Team**



### **Zhang Yin Hai**

DAF founder  
ChainFunder founder  
Lightning Bitcoin Chinese community leader



### **Luo Huai Hua**

Former Citigroup Vice President  
Yuan Shan investment founder  
Capital management scale of 5 billion yuan



### **Cao Qi Meng**

Top Investment founder  
Former American Kelly Capital Director  
Served in the United States Citigroup and Japan Nomura Securities



### **Wang Yue Hua**

Draper Dragon Fund partner



**Sun Zeyu**

GENESIS Capital founder



**Qin Chao**

Tsinghua-MIT Global MBA top ten investors  
Financial letter Zhitong Fund founder  
Capital management scale of 1 billion



**Li Yuanyuan**

Chainlinker Capital founder



**Wang Dou**

JIC Capital founder



**Pei Fei**

Consensus FinTech Group founder



**Chess**

Bitcoin senior players  
Sina well-known financial bloggers

### 9.3 Investment Institutions



LinkVC





## **10 Follow-up Operations and Governance**

### **10.1 YouLive Foundation and Governance Architecture**

YouLive Foundation is the project management body to be set up in Singapore soon. The Foundation is set up to serve the YouLive Project, with the promotion of the development, construction and management of the project as the mission, the Foundation will promote the establishment, development and formation of ecological communities.

The design goals of the governance architecture and related norms of the Foundation are to maintain the harmonious development of platform production, the compliance use of funds and the reliability of decision-making.

Therefore, the operation of the Foundation is supervised by the Fund Council, which is an important part of the community's organization structure. The supervisory role of the Council is to ensure that the YouLive Foundation's development strategies and programs are implemented so that strategic decisions and management decisions can give sustainable development to the community's ecosystem.

The routine authority serves the general business of project promotion and management of the community by setting up an executive committee and developing a more scientific governance architecture.

The Foundation's Decision-making Committee is composed of seven members, of whom, four are team members and three are early investor representatives. All decisions will be made through the 5/7 vote system.

### **10.2 Third-party Auditing Agencies**

In order to operate more openly and make the community understand and supervise the financial affairs of the Foundation, the Fund Council will engage the third-party auditing agencies regularly to conduct financial audit of the operation of the Foundation and announce the audit results to the community.

## **11 Risk & Disclaimer**

This Project is intended to conduct large-scale commercial experiments in the blockchain community, the intentional participants must have a clear understanding of the project risks and must comply with local laws.

This document only describes the Project and does not constitute any opinion or suggestion of participation, at the same time, this document does not constitute any formal contract or commitment.

This document does not guarantee for profits, no guarantee YouLive coin price will increase. The holder of YouLive coin will not receive any revenue, dividends or payouts from Youlive Foundation Limited.

This document does not constitute any investment advice, investment intention or abetting investment in respect of the securities; nor does it constitute any offer or sale, or any offer or sale of any form of securities.

The project team expressly disclaims any direct or indirect damages caused by any participation in this project, including but not limited to:

Any misunderstandings or inaccuracies due to personal understanding;

Loss due to personal trading of various types of blockchain assets and any resulting behavior.

Without the knowledge of the project team, the project participants shall not participate in this Project in violation of local laws and regulations, otherwise the project team reserves the right to pursue liability to violators.

## **12 Contact**

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