



Whitepaper

STRUDEL

APP / Strudel Coin / Ecosystem



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Version History

| Version | Title | Author | Date |
|---------|-------------------------------|----------------|----------------------------|
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1 MANAGEMENT SUMMARY

Strudel is a location based social media network with the goal to finally make social media social

We have three main missions to accomplish to make this goal a reality:

- 1.) We want people to communicate with each other again instead of just staring into their smart phones.
- 2.) We want all our stakeholders and especially our users to participate in the network's success and thereby align the interests of all our stakeholders. Obviously, early adopters, power users and important contributors should profit most.
The current dominant social media platforms do not align the interests of their users, owners, investors and clients as the Facebook scandal bluntly shows.
- 3.) We want our network to be more decentralised and less hierarchical than today's internet platforms.

To achieve our missions, we are implementing the following components:

- 1.) We have built a location based social media app which works as a face-to-face communication enabler for people who are in the same location, according to our motto "because life happens where you are".
As a side-effect of all location-based activities in the app, we know which locations are lively and where the fun is happening right now. Strudel therefore is also a real time up-to-date location guide.
Our App has been in the Android and iOS stores since the end of 2016 which proves, we are not selling just concepts, but we have an up and running product which is already being widely used.
- 2.) We are building a reward scheme for all our stakeholders (users, location owners, developers and promoters) based on our own cryptocurrency: the Strudel Coin. All stakeholders will be rewarded fairly according to their contribution to the Apps success.
Our remunerating scheme for our users and location owners is already in place. Each user gets his/her reward by simply using the app. The other incentive systems will be introduced soon.
Once the app is established and used by a critical mass of users, we will introduce innovative location promotion schemes using the Strudel Coin. Also, there will be premium services for users and location owners. This will create a demand side for the coin and hence create its value.
- 3.) In order to build our network as decentralized as possible, we will aim to use any organizational and technical concepts that are available. Lots of these concepts are still emerging and therefore this is a medium to long term task.

2 INTRODUCTION

2.1 We want people to communicate again

2.1.1 Problem

Alice, Bob and Chris usually do not have the intention to transfer money via a blockchain in real life, but rather are checking their social media apps instead. This is where we want to start our mission.

If you have a look around in your neighbourhood pub, a trendy restaurant or even in a top-notch beach bar, you will realize that most people have substituted interpersonal communication with a one-way communication with their smartphones.



Figure 1: Problem

2.1.2 Solution: Location based social networking

We don't think that a ban of smartphones is the solution. Instead, we use proven social media concepts to initiate real social communication again. Therefore, we applied them to a strictly location-based approach because life finally happens where you are right now!

In other words, we are providing a social media space for each location, which works as an enabler for a face-to-face communication. For example, a user can post on the wall of a

location. This wall is projected on the real wall (or TV Screen). To enhance the wall projection, we will provide game like features, which encourage people to communicate with each other. Think of digital equivalents of quiz nights or party games. Another application is the flirt function, where users in the same location can be brought together, if the interest is bilateral. But unlike with other apps, once the app has matched them, our users start talking face to face straight away, after the app matched them together. This approach gets rid of a major problem in other apps: Fake profiles.

As another side-effect of all these location-based activities, we know which locations are lively and where the fun is happening right now. Strudel therefore also is a real time and very up-to-date location guide.

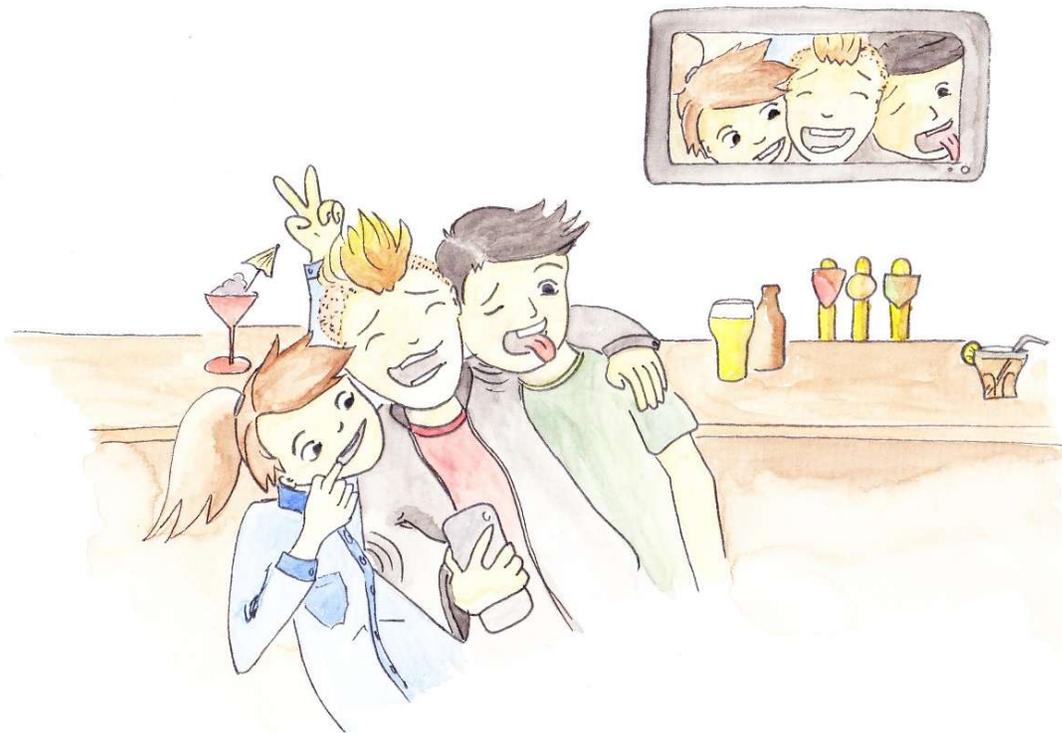


Figure 2: Solution

2.2 Participation of all stakeholders

Our main stakeholders are our users, location owners, developers and promoters. We want to align all their interests and let all of them proportionally profit from the networks success.

To achieve this goal, we are using our own crypto currency: the Strudel Coin. Users are granted coins for all their interactions with the app. In other words, the more a user uses the app and/or produces valuable content, the more Strudel coins he/she receives. We call this approach our “proof of pleasure” mining algorithm.

Once the app is established and used by a critical mass of users, we will introduce innovative location promotion schemes using the Strudel Coin. An example would be a bar owner, who just started his location and wants to attract users, which are currently checked-in in nearby places. He can do that by granting additional coins (e.g. doubling the mined amount) to users

which will be using the app in his location. This approach can be seen as a kind of digital equivalent to the “happy hour”. The location owner has to buy the extra coins, he wants to give to his guests, on a market which brings together demand and supply. Users who want to cash-in their rewards, will be one group of sellers in this market.

We also want to establish remuneration schemes for our other stakeholders. A straight forward example is a referral program for promoters, who bring new users to the network.

2.3 The future is decentralized

We firmly believe in a decentralized and less hierarchical corporate future. Not only do we want to deliver a blueprint, but we want to establish a decentralized social media network, proving that such a model is feasible.

As the technical tools and organisational concepts are just emerging, we had to start with centralised components like our current app, but we will switch to decentralised solutions, as soon as it is a functional reality.

2.4 Competition and differentiation

Obviously, there is a lot of competition in the social media and location app space. What differentiates us from the rest, are the following two main points:

- 1.) We are strictly location based and are therefore very local and personal
- 2.) We are commercially decentralised and let all stakeholders participate

Our non-crypto competitors on the other hand are impersonal and commercially centralised.

There are also other initiatives in the crypto space like Steem and the like, but we see them as friends, not competitors, since they want to achieve similar goals in terms of decentralisation and participation and, moreover, do not have the location-based approach we pursue.

2.5 We make blockchain mainstream

Blockchain technology is still in its very infancy, which means, it is not very practical for the everyday user. We want to ensure that our users do not have to worry about wallets, private keys, crypto exchanges etc. We are very aware, that that is not possible today, however in our opinion, solutions to such problems will be available by the time, we have achieved the critical mass of users.

Nevertheless, we are already granting the Strudel Coins to our users while they use the app, but the full-scale usage of the Strudel Coin will be provided in the next stage. This is not a inconsistency of our vision, since both the app and the coin need a critical mass of users first.

3 APP

3.1 Introduction

Our App has been in the Apple and Play store since the end of 2016. In this section, the current functionality is described. In the next section, the next major enhancements are outlined.

3.2 Current functionality

3.2.1 Location list

In the location list, which is the entry point in the app, all locations close to the user's current position are shown. We fetch the locations from Google maps which immediately makes this feature available worldwide. Additionally, we add our own locations, venues and events.

Basically, the main sorting factor of the locations is the distance. If users are checked-in at a location, this location is "pushed upwards" in the list or in other words, it "gets closer" to the user. The checked-in users are also shown in the location list. Therefore, a Strudel location that is currently popular will be "promoted" due to its higher ranking in the list. Additionally, a location gets a score which based on its past activities. The score level of the location is indicated with the number of cups in the location list. The more active a location was in the past, the higher the score and, the stronger the push.

To summarize the sorting order, the more the app is used, the more accurately the location list will show the user the best venues and locations around him at a particular point in time.

The location list works the instant as the app is downloaded, even without the need to create a user profile.

There is also an info tab for each location, where details related to the location are shown.

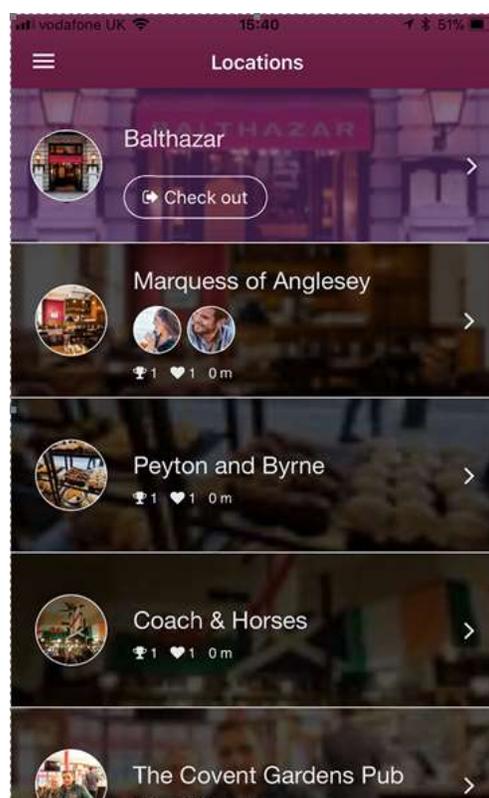


Figure 3: Location List

3.2.2 Profile

If a user wants to use more than the location list feature a profile is needed. The profile is reduced to the maximum (do you mean minimum here?) and only consists of very basic user information. A login via Facebook is also provided.

3.2.3 Wall

Each location has its own wall, where users can post pictures and text. The pictures must be spontaneous, gallery images are not allowed. Each post can be liked by other users. The wall is public and can be seen by everybody on who is near to the location. For example, I can see what is going on right now in a location close to me, if there are people posting at the same time. The wall can also be projected by the location owner via the location cockpit.

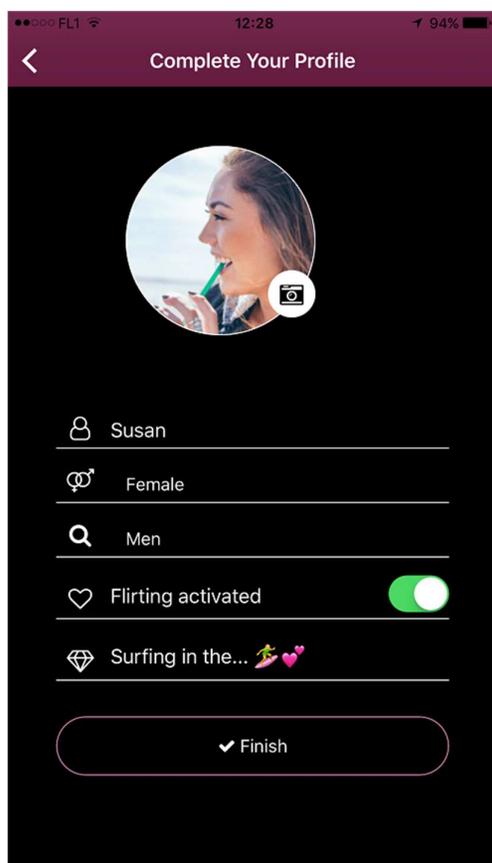


Figure 5: Profile



Figure 4: Wall

3.2.4 Flirting

All users who activated the flirting function and are checked-in in the same location can see each other in the flirting tab. Every profile can be rated with a “yes” or “no”. If two users rate each other with a “yes”, they will be matched (blind match) and can start flirting face-to-face right away. For larger venues, there is a chat function to help matches find each other. Additionally, there is a coloured strudel screen (binoculars button), which has the same colour on both matched profiles, but is unique on every match. Users can find each other by holding their phones into the air and looking for the same colour.

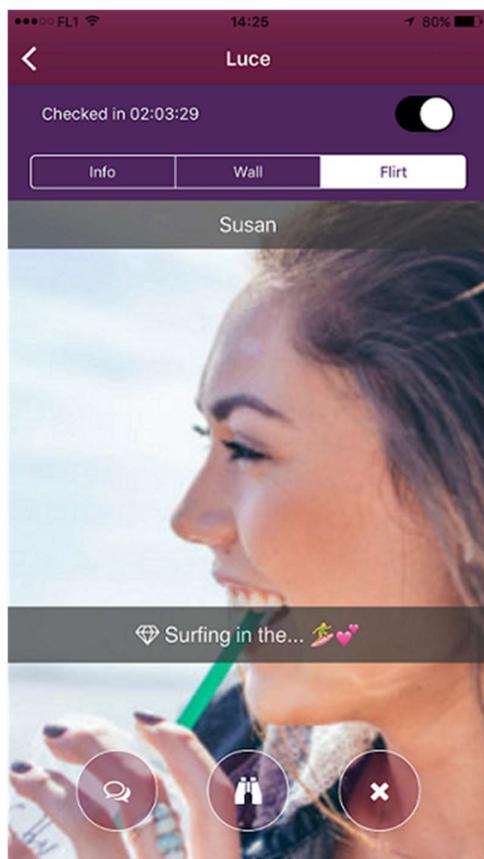


Figure 7: Match



Figure 6: Strudel colour screen

3.2.5 Score level

Users collect points for all their activities in the app. Points are then converted into levels like in most computer games. In the main menu under the user name, the current level of the user is shown. Also the needed points to achieve the next level are shown.

The points a user collects are the basis for the calculation of the Strudel Coins he/her receives. Refer to section 4.2.1 Point system for further details.

3.2.6 Wallet

In the wallet, the user can see the current balance of his/her Strudel Coin account

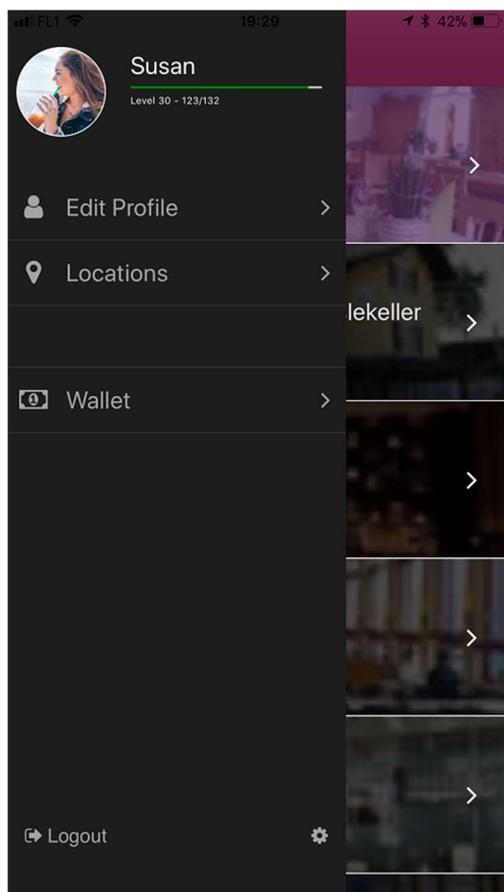


Figure 9: Main menu and score level

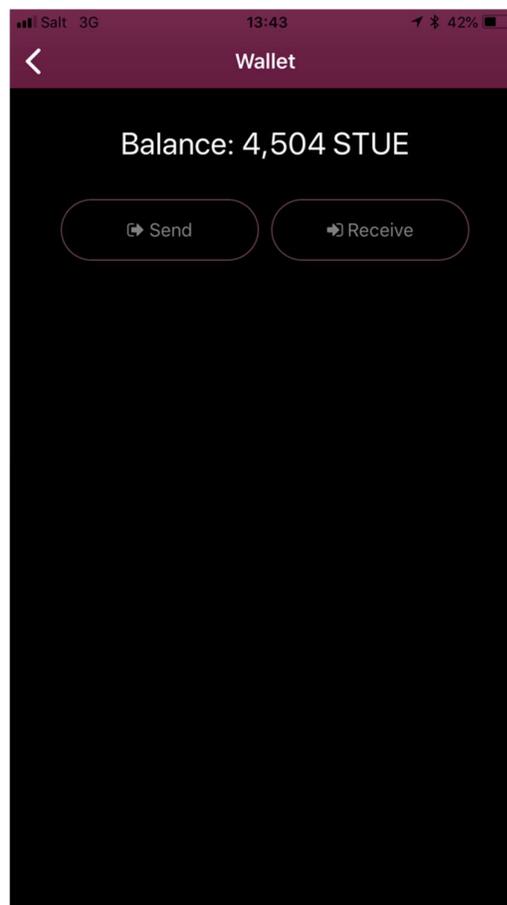


Figure 8: Wallet

3.2.7 Location cockpit

In the location cockpit, location owners can edit their appearance in the app (info tab), project their wall and get statistics regarding their guests. The cockpit is a web app, accessed using a web browser.

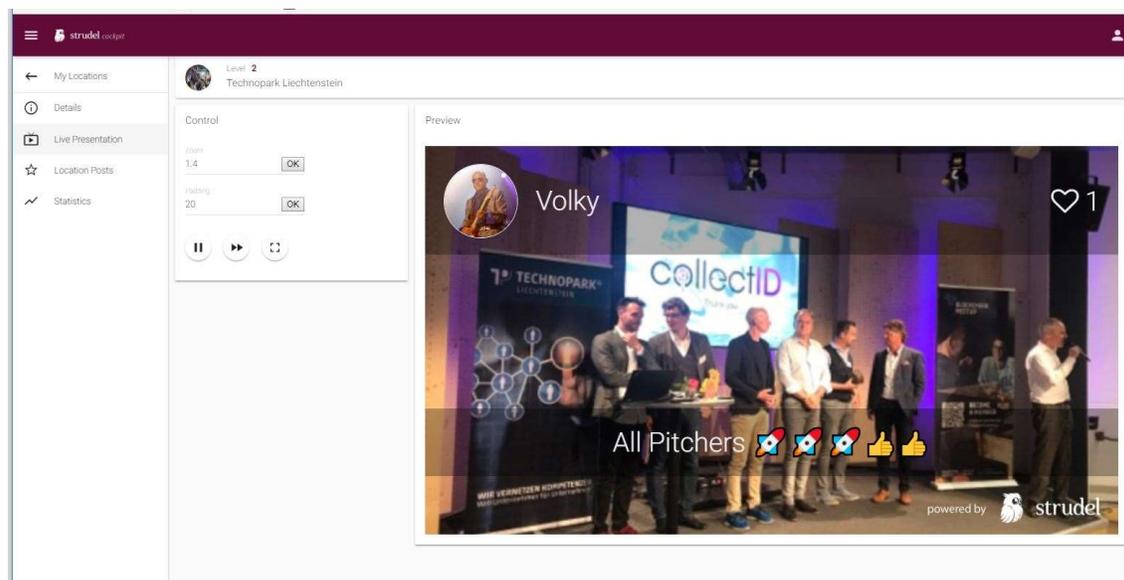


Figure 10: Location Cockpit

3.3 Next major enhancements

Here is a list with next major enhancements, we plan to implement into the app:

- Location reviews
- Event support
- Big screen games
- Voting
- “Be your DJ”: every guest can be the DJ and is up-or downvoted by the other guests.
- Loyalty features
- Location reviews

4 BUSINESS MODEL

4.1 Coin ecosystem

As already stated in the management summary, we want all our stakeholders and especially our users to participate in the networks success and thereby align the interests of all our stakeholders. The graphic below shows our main stakeholders on the left-hand side and the main economics on the right-hand side.

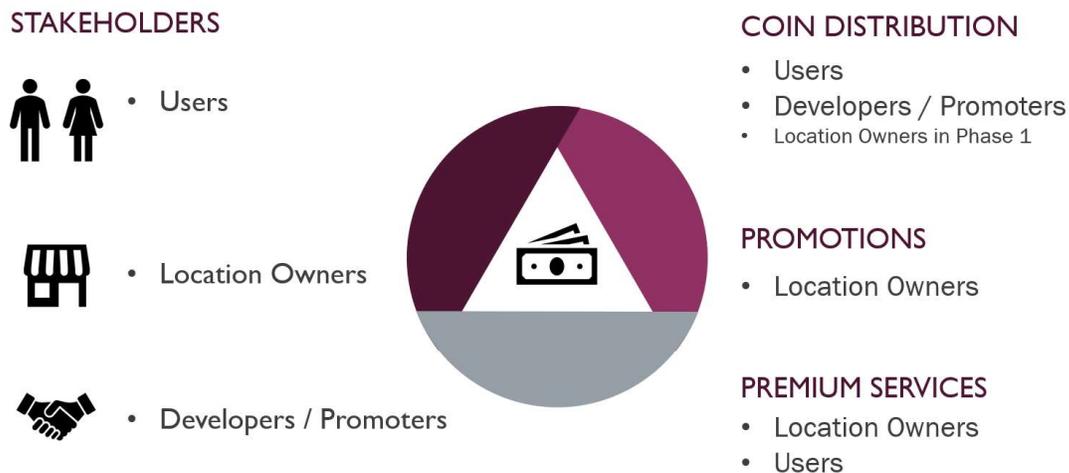


Figure 11: Strudel Coin Ecosystem

4.1.1 Coin Distribution Users

To achieve this participation, we are using our own crypto currency: the Strudel Coin. Users are granted coins for each of their interactions with the app. In other words, the more a user uses the app and/or produces valuable content, the more Strudel coins he/she receives. We call this approach our “proof of pleasure” mining algorithm. In the first phase, also locations owners will be granted Strudel coins, if they promote the app. They will get 2% of the coins mined by their guests.

4.1.2 Demand Side

Once the app is established and used by a critical mass of users, we will introduce innovative location promotion schemes using the Strudel Coin.

An example would be a bar owner who just started his location and wants to attract users, which are currently checked-in in nearby places. He can do that by granting additional coins (e.g. the double amount) to users which will be using the app in his location. The location owner has to buy the extra coins to give to his guests, on a market which brings together demand and supply. Users who want to cash-in their rewards will be one group of sellers in this market. The location and the promotion will be highlighted in the location list. It therefore also gets an advertisement push through the extra coin offering, even without spending any

money/coins upfront.

Also, there will be premium services for users and location owners. An example for a premium service would be an advanced set of possibilities to add extra info and media to the projected wall by the location owner. Another example would be the enhanced “pub quiz” or “be your DJ” functionality.

4.1.3 Renumeration of other stakeholders

We also want to establish remunerating schemes for our other stakeholders. A straight forward example is a referral program for promoters who bring new users to the network.

The Strudel Foundation, which we will set-up, will be responsible for the distribution of the coins to our non-user stakeholders and has the following responsibilities:

- Governance of the Strudel Ecosystem
- Set-up remunerating schemes
- Further software development
- Marketing
- Selection of Advisors

4.2 Coin economy

4.2.1 Point system

As already shown in the section score level, users collect points for all their activities.

The points a user collects, are the basis for the calculation of the Strudel Coins a user mines with our “poof of pleasure” algorithm. In the current phase, one-point equals one Strudel Coin. This will be halved in forthcoming phases.

The following activities reward the user with points:

| Activity | Points |
|--------------------------------------------------------|--------|
| Check-in for at least one hour | 5 |
| Icebreaker in profile (only earned once) | 10 |
| Picture wall post | 5 |
| Like received on the wall | 3 |
| Like given on the wall | 1 |
| Positive rating in flirt (only once per rating person) | 10 |
| Match in flirt (only once per couple) | 20 |

We will obviously integrate all future functionality in the point system.

The Score Level is calculated with the following formula:

$$Score\ Level\ User = \left(\frac{\sqrt{Points}}{1.5} \right) + 1$$

Thus, the user achieves for example level 10 with 184 Points.

The score level of a location is calculated similarly with all points earned by its guest using the following formula:

$$Score\ Level\ Location = \left(\frac{\sqrt{PointsGuests}}{10} \right) + 1$$

4.2.2 Phase approach

The current phase (period 1) continues until 20 million Strudel Coins are mined by the users. According to our level system a user reaches level 10 with 184 points (see previous section). Based on the time and effort needed to generate those points this is what we regard as an active user. Therefore, by the end of period 1 we will have theoretically around 100'000 active users (under the simplified assumption, that all users mine with the same intensity)

| <u>Period</u> | <u>1</u> |
|------------------------------|-------------------|
| User Coins New Free Supply | 20'000'000 |
| User Coins Total Free Supply | 20'000'000 |
| Coins per Active User | 183 |
| Active Users New | 109'290 |
| Active Users Total | 109'290 |
| Coins per active Location | 8100 |
| Active Locations New | 2'469 |
| Active Locations Total | 2'469 |
| Price Strudel Coin | 0.03 |
| Market Value Free Supply | 546'448 |

Figure 12: Coin Economy Period 1

After the first period, we will distribute 80% of the coins of period 1, but a user gets only half the coins for the same activity (points) compared to the previous period. As an example, a user now gets 2.5 Strudel Coins instead of 5 in period one for being checked-in at least one hour.

These rules are adopted to all the following periods. For details, see the following table:

| <u>Period</u> | <u>1</u> | <u>2</u> | <u>3</u> | <u>4</u> | <u>5</u> | <u>6</u> | <u>7</u> | <u>8</u> | <u>9</u> | <u>10</u> |
|------------------------------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|
| User Coins New Free Supply | 20'000'000 | 16'000'000 | 12'800'000 | 10'240'000 | 8'192'000 | 6'553'600 | 5'242'880 | 4'194'304 | 3'355'443 | 2'684'355 |
| User Coins Total Free Supply | 20'000'000 | 36'000'000 | 48'800'000 | 59'040'000 | 67'232'000 | 73'785'600 | 79'028'480 | 83'222'784 | 86'578'227 | 89'262'582 |
| Coins per Active User | 183 | 92 | 46 | 23 | 11 | 5.7 | 2.9 | 1.4 | 0.7 | 0.4 |
| Active Users New | 109'290 | 174'863 | 279'781 | 447'650 | 716'240 | 1'145'985 | 1'833'576 | 2'933'721 | 4'693'953 | 7'510'325 |
| Active Users Total | 109'290 | 284'153 | 563'934 | 1'011'585 | 1'727'825 | 2'873'810 | 4'707'385 | 7'641'106 | 12'335'060 | 19'845'385 |
| Coins per active Location | 8100 | 4050 | 2025 | 1013 | 506 | 253 | 127 | 63 | 32 | 16 |
| Active Locations New | 2'469 | 3'951 | 6'321 | 10'114 | 16'182 | 25'891 | 41'425 | 66'280 | 106'049 | 169'678 |
| Active Locations Total | 2'469 | 6'420 | 12'741 | 22'854 | 39'036 | 64'927 | 106'352 | 172'632 | 278'681 | 448'359 |
| Price Strudel Coin | 0.03 | 0.05 | 0.11 | 0.22 | 0.44 | 0.87 | 1.75 | 3.50 | 6.99 | 13.99 |
| Market Value Free Supply | 546'448 | 1'967'213 | 5'333'333 | 12'904'918 | 29'391'038 | 64'512'000 | 138'191'878 | 291'052'359 | 605'574'485 | 1'248'700'597 |

Figure 13: Coin Economy Period 1 -10

Our next assumption is, that an active user has a value of USD 5. In other words, a location owner is willing to pay USD 5 to get a guest into his location and mine 184 points there, which equals about three to four lengthy visits. You could compare this digital value to a “happy hour” in reality.

This finally equals a value of 3 cents per Strudel Coin by the end of phase one. The value will

double in each subsequent period, as the work needed to mine them doubles in each phase.

4.2.3 Coin distribution

The coin distribution is shown in the next picture

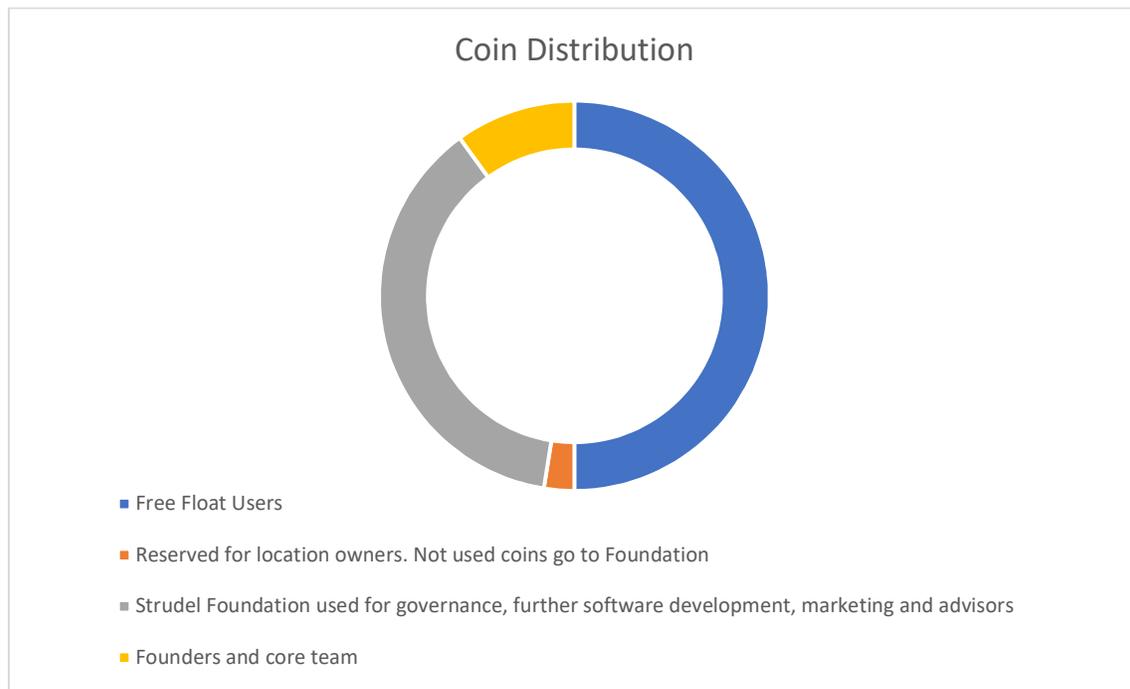


Figure 14: Coin Distribution

- 100 Million or 50% are reserved for our users. See also next graph.
- 80 Million or 40% in Foundation for all other Stakeholders and Advisors.
- 20 Million or 10% are reserved for the founders (owner of the Software Bakery GmbH) and the core team.

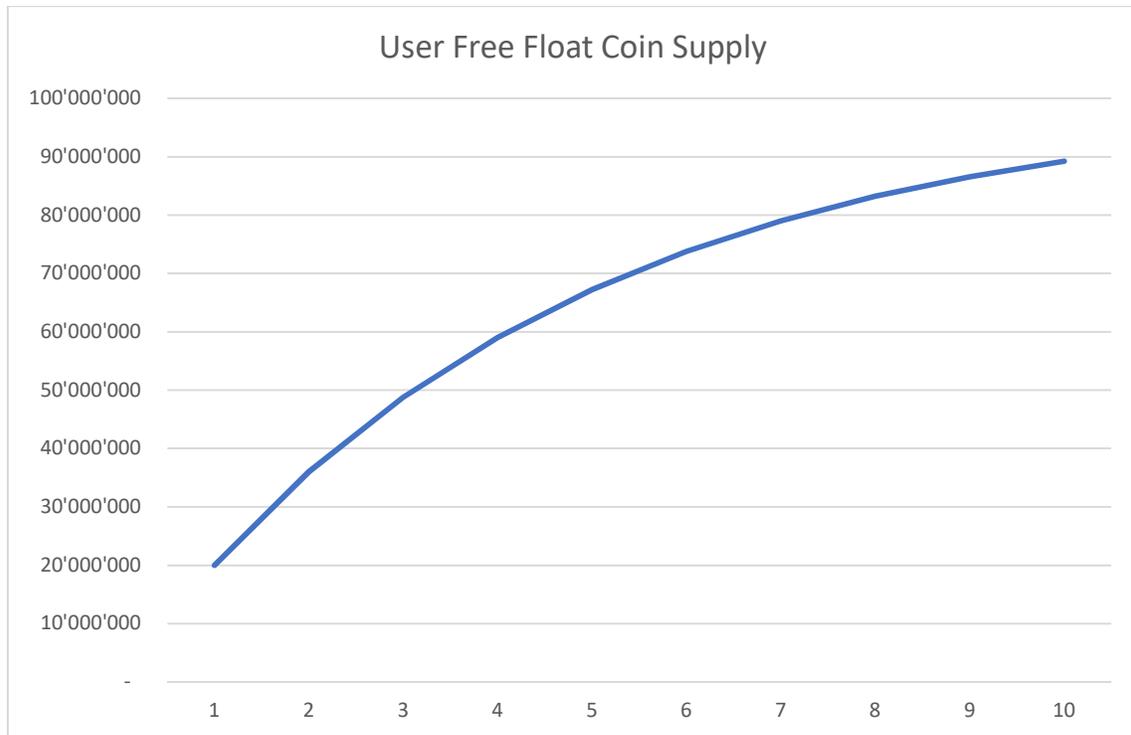


Figure 15: User Free Float Coin Supply

5 TECH

5.1 Spam prevention

We have implemented mechanisms against malicious actions in the Strudel app and in the backend API.

5.1.1 Introduction to spam prevention

Like every app, Strudel will be a target for automatic content generation and spamming. Users are able to mine Strudel coins by creating valuable content and therefore proving their work. Because of the possibility to generate money, the threat to Strudel may be enhanced. Hence, we dedicate an own chapter in this whitepaper.

Mechanisms are needed to prevent the users from creating low-quality content or even generating (automatic) spam.

5.1.2 General concepts

5.1.2.1 Distinction of malicious and non-malicious actions

We try to prevent all malicious usage in Strudel without damaging the experience of innocent users. There are well-established services available to make such decisions at a higher level. The most commonly known is Googles Re-Captcha. If this service identifies potentially malicious actions, the user will be shown a puzzle which is easy to solve for humans but hard to solve for robots.

Googles Re-Captcha will be used in Strudel as a mechanism to prevent automatic actions across different areas.

5.1.2.2 Reporting and manual checking

All user generated content is reportable by other users. There may be cases, where users will also be reported automatically by the backend system. Reported users will always be checked manually by the Strudel-team. Users who violate the conditions and exploit mining will initially be warned and mining may be deactivated for some time or other actions may be taken. If the violation does not stop, the user will be banned and lose all their coins. There will be no automatic banning or mining deactivation.

5.1.3 Action-specific concepts

5.1.3.1 User registration

One can automatically generate accounts, for example fill the ice breaker, earn the coins, send them to a dedicated wallet and collect them from the wallets.

To counter this problem, two mechanisms will be used: At first, the user needs to verify his entered E-Mail, hence preventing the use of fake E-Mail addresses. Additionally, a Google Re-Captcha challenge will prevent users from automatically generate accounts.

5.1.3.2 Checking into locations

The coins will only be earned after being checked in for a certain amount of time. This makes mass-mining already very difficult in this context, however, additional checks on the backend are installed to detect suspicious check-ins. Again, the location distances will be compared as well as unlikely usage times (for example 24/7) and so on. Suspicious actions will also be reported automatically and checked manually by the Strudel team.

5.1.3.3 Making decisions on users and matching

Both users need to be checked in at the same location in order to “see” each other, make decisions and get a match. However, there are possibilities with Android to spoof their location, one can use GPS jammers to fake a location or you can directly access the backend API.

Therefore, the backend API makes plausibility checks on fast check-ins and compares the location distances. Suspicious users will be reported automatically and manually checked by the Strudel team.

5.1.3.4 Wall posts

One could create many wall posts with nonsense content. Backend checks will search for such posts based on similarities (for example always the same photo, the same text) and based on the locations (for example a location where nothing else is going on but many wall posts created by the same user).

Additionally, users are able to manually report such content. The Strudel team will check the reports and act accordingly.

5.1.3.5 Liking wall posts/liking locations

Checks in the backend will search for patterns likely to be generated automatically. Again, GPS locations and time will be used as well as comparisons against other users. Users may be reported automatically and checked by the Strudel team manually.

5.1.3.6 Profile additions like Ice breaker

Each user is only able to fill its ice breaker once. Therefore, if automatic user registration is prevented, the user is not able to mine coins with the ice breaker beyond the limitations.

5.2 Current App development

As technical tools for decentralised solutions are just emerging, we had to start with centralised components for our current app. We will switch to decentralised solutions, as soon as it is technically feasible.

The current App is developed with NativeScript (www.nativescript.org), an open source app development framework.

5.3 Coin and blockchain

From a technical perspective, Strudel Coins will actually be tokens, as we do not intend to build our own blockchain, but use an existing blockchain platform instead.

Our goal is to distribute the mined Strudel Coins in “real time” to the users, as a kind of free of charge micro payment. This is today not really feasible, since most blockchains have a significant transaction fee (for example Gas on Ethereum).

Further, the tokens must be easily tradable against one or more well-known cryptocurrencies to facilitate a real market as another major requirement.

Therefore, we are at the moment evaluation our possibilities on several blockchain platforms.

5.3.1 Blockchain evaluation

As in any software evaluation, we first defined our requirements. They are summarized (and somewhat simplified) in the following list:

- 1.) Set-up of a token: The blockchain must enable us to set-up our own token: The Strudel Coin.
- 2.) The blockchain must allow to set-up smart contracts to handle the initial token generation and distribution.
- 3.) In the best case, there should be no transaction costs and the transfers can be triggered securely by our backend. A temporary workaround could be, that the user has to pay for the transaction when he wants to transfer the coins from our backend, to his wallet. This is not our intended solution and should be avoided by any means. The usage of payment channels would be a possible solution. The user would have to pay to close the channel in our target architecture. But also, this cant be the final solution.
- 4.) The wallet handling for the user must be easy. Our intended solution would be integrated in our app if the user does not want to store the coins offline. Offline storage must also be possible for obvious reasons.
- 5.) The token must be tradable against one or more well accepted cryptocurrencies like Bitcoin, Ether and the like.
- 6.) The trading must take place on an exchange, where we will be listed “automatically” or with no additional costs. This could be for instance a decentralised exchange or an exchange which is run by the blockchain provider.
- 7.) The coin trading should be straight forward for the user. Our intended solution would be to facilitate the trading for the user within the app. This is for the time being a “nice to have” feature.

- 8.) Possibilities to develop DApps on the blockchain. Since we want to decentralise everything, if technically feasible, it would be best, if future app versions could be developed directly “on the blockchain” we will use.

In a second step, we identified the potential candidates for a long list by going through the top 100 cryptocurrencies and selecting the feasible platforms for our requirements:

1. Ethereum
2. Raiden Network (Ethereum Payment Channels)
3. EOS
4. Cardano
5. Tron
6. IOTA
7. NEM
8. LISK
9. Steem’s Smart Media Tokens (SMTs)
10. aeternity
11. Komodo
12. Ardor

In a third step, we contacted the long list candidates with a request for information (RFI), which is a short abstract of our full requirements list. The goal is to end up with a short list of three to five candidates to have a closer look at. We intend to check them against our detailed requirements list.

Having done various software and service related evaluations in our professional past we were surprised how difficult it was to get any response from most of the candidates. It seems, that a professional sales culture is not established yet in the blockchain sphere. Therefore, we needed to assess lots of things completely on our own and that is the reason why we are a little bit behind schedule in this area.

Nonetheless, according to our current assessment, there is no candidate which fulfills all our requirements sufficiently. But the technology is moving very fast and there may soon be an satisfactory solution.

6 ROADMAP

As we already started in 2016 with our app the following milestones of our roadmap are already completed:

- Q4 2016: Beta version app
- Q1 2017: Field tests with app
- Q2/3 2017: Enhance app (location list, wall, profile and location owner cockpit)
- Q4 2017: Strudel score levels and coin concept

At the moment we are mainly working on the following two topics:

- Q1 2018: Implement wallet in app
- Q2/3 2018: Set-up foundation, evaluation blockchain

The upcoming roadmap looks like:

- Q4 2018: Smart contract and ICO
- Q1 2019: Implement automated “real time” Coin Transfer on Blockchain
- Q2 2019: Enhance app and location owner cockpit with new modules and features
- Q3 2019: Promotion schemes using the Strudel Coin

The following picture shows the roadmap and status as publicized and regularly updated on our web page www.strudel.me:

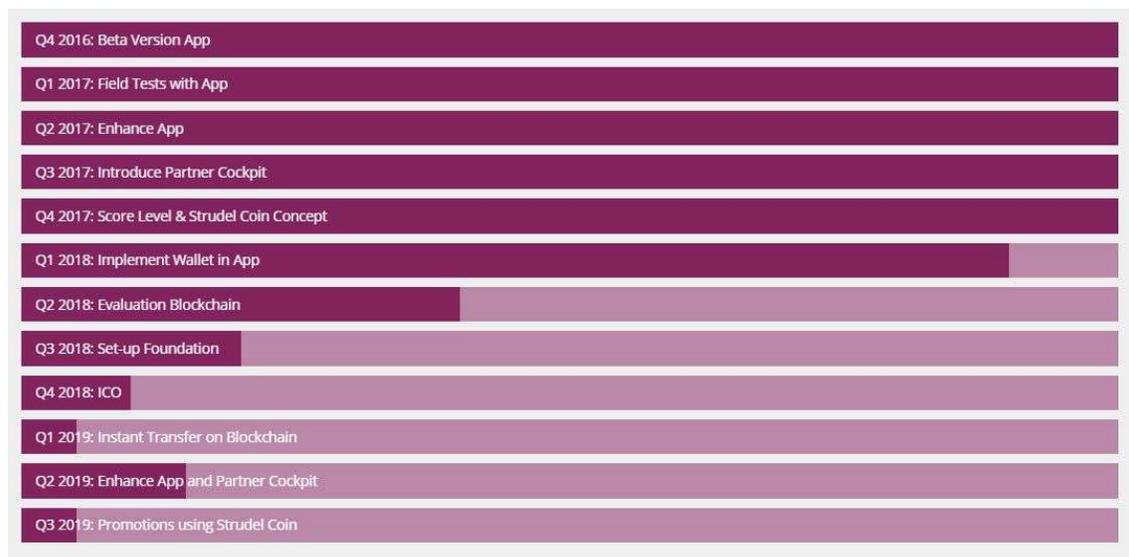


Figure 16: Roadmap

7 TEAM

We are a team of three enthusiastic and entrepreneurs. Additionally, we have already onboarded two prominent advisors.

We still have two advisor positions vacant in the marketing and technical (blockchain) areas. We are not looking for a long list of advisors. Instead, we want to focus on people which we will really benefit from and who can significantly contribute to our venture.



Volkmar Ritter
COO / Co-Founder



Moritz Vieli
CTO / Co-Founder



Roman Wilhelm
CMO

Advisors:

- Legal: Marcus Rick
- PR: Bianca Keyman
- Marketing: vacant
- Technical: vacant

Figure 17: Team

8 LEGAL AND ICO

To date, all activities were financed by the two founders and two minor investors. The app at the moment is run by our company Software Bakery GmbH. The two founders hold together 91.8% of the company.

As already mentioned we want to found a Foundation with the following goals:

- Governance of the Strudel Ecosystem
- Set-up remunerating schemes
- Further software development
- Marketing
- Selection of Advisors

We see this as a necessary step towards our goal of a decentralised network and ecosystem. The detailed process of the transition from the current company into the Foundation are being worked-out at the moment.

We intended to conduct an ICO to finance our next steps especially relating to the further software development. As we see the current state of the ICO business it has become increasingly difficult and expensive to conduct a serious ICO including related compliance and legal obligations, not to mention the promotion costs. Therefore, we are currently examining whether it would not suit our case better to invest the money and time involved with an ICO directly into the product.

Our potential investors can still buy tokens after the token generating event or shares in the current company which will be converted to tokens in the above transformation. These tokens will be taken from the 80 Million tokens belonging to the Foundation. So, the coin amount for users will not be affected by investors.