XOOCITY

A Virtual Hong Kong ！
For Tour, Social, Education，Expos,
Entertainments, Trade and Business !

WHITE PAPER

www.xoocity.com

XOOCITY

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About XOOCITY

The XOOCITY team replicates real cities to create a virtual world for visitors touring on attractions, skyscrapers, amusement parks, temples, landscapes as well as shops and trade expos. XOOCITY Members can use NFT to invest in our virtual land and build their shops, games, schools, marketplaces, clubhouses, business facilities, expo centers or shopping malls to serve various entertainments, businesses and trade activities in first virtual Hong Kong City. Enterprises and institutions with brands will be our first layer of target customers in the XOOCITY Hong Kong.

Vision

Building the most interactive and interesting localized city lifestyle in the Meta world!

Years of Internet operation experience tell us that Internet services reach every user in the world, but a localized services and community will serve the instant and promptly need of the users. Sense of belonging to a community will create user loyalty to the platform itself. Localized services will ultimately allow the businesses to acquire frequent users and profit from its promptly services. XOOCITY attaches importance of brand image.

Mission

Elevate and satisfy people's spirits and desires in a virtual world experience !

XOOCITY embraces all kinds of Co-operations through providing various technical api and tools facilitating people to tour, buy, sell, earn, learn and work in the virtual Hong Kong. All business and trade transactions will be fulfilled through the cryptocurrency (XOO token) circulating through the MetaMask/TrustWallet platform.

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Abbreviations

AML/CFT	Anti-Money Laundering and Combating the Funding of Terrorism
API	Application Programming Interface
DLT	Distributed Ledger Technology
IP	Intellectual Property
MAU	Monthly Active Users
ML/ FT	Money Laundering and Funding of Terrorism
NFT	Non- Fungible Token
TP	Technical Partners
B2B	Business to Business
B2C	Business to Consumer
XOO	The XOOCITY Official Token
UGC	User Generated Content

Hong Kong in the Metaverse

XOOCITY is a virtual trading and entertainment city based on a real city Hong Kong. Every member/player can freely enter this city without any restriction. XOOCITY is first city to provide 400,000 pieces of virtual land with total of 309,300,000 square meters or 464,000 acres. In this virtual city of Hong Kong, players can enjoy normal life activities, including shopping, visiting museum, playing 3D games, and working. Members can also build their dream houses, join parties, watch movies and karaokes, and business activities in the fantastic new world.

Members/players can join this virtual city development, including business and trading zones, entertainment zones, 3D game arenas, financial districts, and education and school zones.

In 3D games, users can join other cosmetic IP players, join exciting car racing, horse racing game, and also virtual shopping experience. In the XOOCITY metaverse, every dream life can come true.

Virtual Identity

Members can choose avatar roles with different hair styles, outfits, character features, skin colors, etc. In coming future, players can choose famous brand cloth in cross-play game. This identity can change everyday in Metaverse World. Members can choose more than 10 thousand combination roles in XOOCITY.

Besides, we will join many famous cross play, 3D games, movies, famous IP brand roles, and let players build their dreaming roles.

Virtual Cities in the planning

We also create/develop virtual cities in the future for those cities with at least 10 million population mega cities or countries with the top 50 GDP rankings.
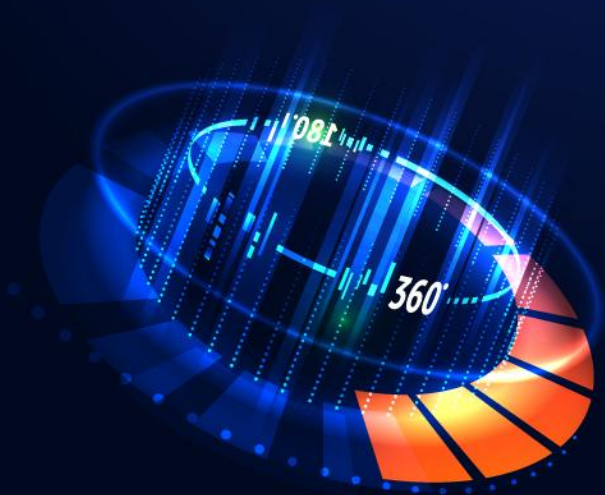
Target Customers

XOOCITY will focus on a high income, high education level, 85/90/00/10 age era, well-known quality enjoyable life, new middle class people, and second generation of rich people.

Essential of Community Building and User Acquisitions

Quote: "Just like in physical city, the metaverse needs exciting experiences and content to retain the user. User creates liquidity, which amplifies the utility and opportunities provided by the land. However, none of this matters if the audience doesn't have reason to stick around. It all starts with creating a world that drives value for people via engaging experiences that roster a real desire to consume and come back.

This is why we need more people to build the metaverse and become the building blocks of exciting virtual cities that will unlock the full value of the metaverse".

https://www.forbes.com/sites/forbestechcouncil/2022/07/25/understanding-the-value-of-metaverse-land/?sh=1e9f648c2ee8

Virtual land

We use MetaMask/Trust wallets to support XOO Token (ERC-721 standard), which means users own parts of metaverse to manage assets, business activities, entertainment and 3D games.

In XOOCITY, land assert is important and is a foundation of every development. We will build a virtual Hong Kong city to create 400,000 pieces of land, 300,000 of them for sale, 50,000 for company own use and strategic technical partners, 50,000 for leasing. We provide a low cost entry for members/players who do not wish to buy land to create their presence on XOOCITY.

The land will be Minted into NFT, which is opening to investors to buy and hold. It is also the only land with NFT attributes that can be converted into apartments and buildings. The adjacent land between players will also form a community or different commercial blocks and land. Therefore, there is no need to worry about finding other business owners in the same industry to gather and develop together.

All investors who purchase and hold NFT land, in addition to permanent land rights that can be sold and transferred, can also lease the land they hold to other users. The land is completely separated from the above-ground real estate buildings, courtyard furnishings, real estate interior decoration, and furniture. Even if the player does not pay the rent and the land is recovered by the system, the above-ground buildings, furnishings, decoration and other items and props will return to the wallet. Back stage products will not disappear from the library or personal collection wallet, but the store or scene created by the user will not be available until the overdue rent is paid.

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Virtual Land Classifications

We will create 400,000 lots of land in a virtual Hong Kong city only, of which 300,000 lots will be open for public sales, 50,000 lots are reserved for strategic partners and solution providers, and 50,000 lots are reserved for company's own use.

The land owners will be presented with an NFT to demonstrate their prestigious identity.

The virtual lands are classified into five categories, as the following;

1. Supreme Land

Land size 100*100M
Supreme plot of land suitable to build mega shopping mall, exhibition center, grand stadium, villa compounds, big estates, office building with 120 stories high, central parks, temples, industrial zones, schools/colleges, amusement parks, corporate headquarters, factories, government building compounds etc.

2. Platinum Land

Land size 80*80M
Platinum plot of land, suitable for office building, residential building, outlet stores, conference centers, office building with 80 stories high, factories, regional headquarters, resort and hotels.

3. Gold Land

Land size 50*50M
Gold plot of land, flagship stores, museum, cinema, office building 50 stories high, concert hall, hotels, manufacturer plants.

4. Silver Land

Land size 30*30M
Silver plot of land, single house villa, office building with 20 stories high, parking lot, department stores, banks, restaurants, convenient stores, small workshops, bars, community shopping center.

5. Bronze Land

Land size 10*10M
Bronze plot of land, street shops, B2B showroom, B2C showroom,   office building with 5 stories high, handmade goods stores, parking space, snacks stores, home stores, street food vendors, street art performers stands, wine/liquor stores, specialty stores etc.

Value of land assert

- The owner can lend/sell to others or to build apartment/house.
- Users can enjoy the selling/lending up to 40% dividend from XOOCITY.
- Only NFT land owners have the right to build/lend for business and domestic use.

Market value of land assert

Each piece of NFT land in XOOCITY is unique and an important virtual asset in the metaverse world, and can be rented to other players for use. The land NFT held by the user will affect its transaction price in the secondary market according to factors such as the city, the land level, the popularity of XOOCITY, the future expectancy, and the trustworthiness of the cooperative manufacturers.

In the near future, XOOCITY will enter residence or cooperate with different types of partners such as large enterprises, consumer brands, entertainment stars, game and animation IP, well-known brands, etc. The value of land has soared.

About "Land owners Interests"

1. Investors can choose to invest in 5 different classes of land NFT assets.
2. The land is held in perpetuity with no term.
3. Land can be used for own use or leased to other users.
4. Land can be trade on the platform's NFT marketplace or other NFT marketplaces.
5. The building's height and levels are limited by the size of the land class. Each level of floor can be mint as one NFT for rental purpose.
6. Rental income of land owners does not need to share with platform.
7. Minimum rental period is ONE week.
8. Land owners need to pay 5% transaction stamp duty on the rental properties.

NFT land owner leasing dividend

In XOOCITY's Metaverse, investors who hold "Land NFT" can directly enjoy the monthly rental profit of official land rental according to the subscribed land area, which is equivalent to the investor's shareholder equity. Managed by the official leasing system, the monthly official rental income dividends are given to investors!

After purchasing the land NFT, the investor needs to bind the personal wallet to the account and wallet of the platform, lock the NFT, and place the NFT in the official warehouse; during the lock-up period, the official will distribute the profit from the sub-leasing of the official self-owned land to the land owner every month.

For Investors, the dividend income will have different changes in the dividend rate depending on whether the land is leased or not. If the investor's own land is leased, the investor cannot participate in the dividend of the official land.

Tokenomics

XOO is a utility token used throughout the XOOCITY ecosystem, the basis for trading on the MetaMask/Trust platform. It is an ERC-20 utility token built on the Ethereum and Polygon blockchain. It will be used throughout the ecosystem by users of the MetaMask Trust platform, application developers and game publishers, allowing developers and players to exchange assets and games, and build a user-based rewards platform, while developing an ecosystem that allows development neutrality. Players share a variety of truly unique business, trade, entertainment and gaming experiences.

User-generated digital assets are represented as ERC-1155 tokens. To ensure permanent scarcity and verifiable scarcity of non-fungible items, we use the ERC-1155 token standard. The standard allows smart contracts to track token ownership at the individual token level: each item has a unique identifier and can optionally be stored as a unique attribute of metadata.

XOO Token

We always believed that only a good and complete product and scene content experience can create recognized value and pursuit for the platform itself, and a perfect service trade and entertainment system can maintain the XOOCITY metaverse through the virtual currency payment and settlement closed-loop system business dynamic and group loyalty. Users are looking for a sense of a second life experience and can feel the return of convenience, pleasure and benefit in this experience.

Before the official launch of XOOCITY globally (Late 2023), the platform virtual currency "XOO Token" will be officially issued. As one of the common currencies of the platform, XOO provides closed-loop transactions of payment for products and services such as commercial trade and entertainment games. This makes business transactions smoother. It lubricates the user's sense of experience, and also allows users to have profitable tools.

XOO Token is an important part of the XOOCITY platform, and we are building a key mechanism to form a closed loop with various commercial and entertainment activities on the XOOCITY platform.

XOO is an ERC-20 token built on the Ethereum and Polygon blockchain that serves as the basis for transactions within XOOCITY and has the following uses:

• XOO platform use closed loop business management, XOO Token in blockchain ERC-20 can use in their Avatar role. XOO can invest land and staking. XOO can enhance some business/sales service.
• Users can generate their Avatar role. Through land Staking, XOO land owner generates landing demand, business activities and selling service.
• XOO Token owner can use DAO structure platform to manager business decision such as voting right.
• XOO owner allows landing mortgage to generate much business opportunity.
• The platform will charge 5% for transaction fee. 50% of mortgage fee will contribute to the "Foundation society", which can support ecosystem of XOOCITY.

Virtual Assets Trading

In the XOOCITY metaverse, all virtual props (excluding platform land NFTs) that are generated, manufactured, constructed and collected by players belong to personal electronic virtual assets. All of these virtual assets can be traded between players' accounts, but according to the type of assets (whether it has been converted into an NFT item), it will be divided into "in-game auction transaction," "web-side transaction," or "market transactions".

• 3D game bidding business: Every game structure and virtual tools can be traded in auction system of XOOCITY.

• Website trading market: Every 3D game tools cannot trade inside games, only can use NFT to trade in WEB3 trading system of XOOCITY.

XOO stake-taking

We developed 4 stakeholder approaches to ensure the success of XOO. Therefore, we will set through smart contracts, the revenue generated through XOOCITY will be distributed to 4 types of stakeholders, supporting the ecosystem of creators and players, and providing the resources needed to grow the market and develop high-quality applications and game experiences.

1.   Foundation Pool: manages the business activity, ecosystem, income allocation. We use DAO/society solution to approach decentralization.

2.   Staking Pool: encourages Token owner fix in system in coming years to gain extra income.

3.   Company Treasury: encourages Token owner to sign 12 month contract to support company investment to gain extra income.

4.   Company Reserve: put 20% Token supply for reserve funding for company investment.

XOOCITY income sources

XOOCITY have 6 revenue streams. The income allocation will be as below:	
Land Sale	50% of the proceeds from land sales will be locked for 12 months and the proceeds will be turned over to the company treasury
Official platform reserved Land rent dividend	40% Dividends for land NFT investors (distributed in proportion to the total area) 30% Company treasury 30% XOO Staking Pool
Company NFTs Sales	25% will be transferred to the company reserve, with a lock-up period of 6 months;
User purchases services and technologies	25% will be transferred to the company reserve, with a lock-up period of 6 months;
Transaction fee = 5%	Transaction fees will be set at 5% of all transaction in XOO tokens, including but not limited to XOO transactions related to land sales and lease transactions, sales transactions of physical products and services, (from XOOCITY to players and from players to players). Players in the marketplace), NFT transactions (from XOOCITY to players and players to players in the marketplace), peer-to-peer in-game payments (eg, entry fees for game experiences), player subscription fees, advertising fees, and more.
	50% allocated to the Staking Pool as a reward for XOO token holders;
	50% allocated to the foundation
Advertisement Income	40% allocated to the Staking Pool as a reward to token holders
	60% allocated to the foundation

NFT Wallet

We use white list of NFT Wallet to reduce risk. Other wallet is cold wallet use in new contract and new platform, which can manage the system well.

For this cold wallet, we use 2/3 of multiple signature, https://github.com/gnosis/MultiSigWallet This wallet can be upgraded to our XOO Token.

Users can pay in following method：

- An ERC-20 based token (ETH), which is then processed by an on-chain smart contract, and the user will receive XOO directly into his wallet; and/or
- Pay with BTC, credit card, band transfer or cash. Process will be handled by third party to release XOO Token.

Security

XOOCITY Market relies on the security of Ethereum to run its smart contracts. The only wallet that affects our smart contract logic is our multi-signature wallet, which uses the gnosis MultiSig wallet and supports three hardware wallets. On our backend, we manage a repository that caches smart contract events to track ownership. Our backend also stores temporary assets. Responsibility in this regard is therefore minimal.

As for fiat payment hot wallets, we are designing daily automatic top-ups to ensure that only a minimum amount of tokens are present, thus minimizing the consequences of a breach.

Various scenarios and gameplay of the platform

Business area and special zone

Users will be able to combine different land plots together to form a commercial block or characteristic tourist area. In the future, the gathering of different commercial blocks can form a characteristic commercial center, such as science and technology parks, industrial parks, trade parks, bars and nightclubs and so on. Businesses with different national characteristics can also be gathered into a business center.

Exhibition and Conference Area

One of the very important features of XOOCITY is that we want to establish many types of exhibition areas, and hold trade exhibitions and various business conferences that are constantly changing themes for 365 days by industry. We want to promote the user accumulation and development of our virtual city by establishing various B2B and B2C business scenarios.

Higher education and training zone

We have reserved areas for universities and training institutions, and welcome universities, colleges, and training institutions from various countries to build their classrooms and provide various training courses on our platform. We provide vocational training for local enterprises, and also supply various talents for enterprises.

B2B/B2C shop

In XOOCITY, we provide plots of various industries for various businesses to settle in. Users can freely choose to participate in the purchase of plots in our industry malls or independently build their own flagship stores or stores.

Land investors' own land can be rented or sold to build department store space, whether it is a store, exhibition hall, concert, bar, etc. Merchants can set up an admission fee mechanism at the entrance and exit, and users need to use XOO coins to sell products or services. To conduct transactions, the platform charges a 5% platform transaction fee.

Career Training

To establish XOOCITY successfully, it will be necessary to provide a range of vocational training, career recruitment, headhunting, and other related services. In addition, we will need to offer technical support and services to build various professional platforms for these services. Users will be able to register as professionals in either the real or virtual world, and their user profiles will include their resume introductions. We will have multiple recruitment platforms to cater to different service content related to vocational training and recruitment. Our ultimate goal is to enable users to utilize our platform to find employment opportunities and earn a living.

Open for all NFT entrance

Every player in XOOCITY will have their own NFT independent product showroom. We hope to provide open virtual world for all NFT user. They can use this platform to decorate their product showroom.

NFT publishing and trading process

Users can issue their NFTs on our platform. Once they are converted into NFTs, they can only be transferred and traded on the primary (official trading market) and secondary (for example: OpenSea) trading markets on the web.

When the NFT wants to be listed on the primary and secondary market (Marketplace) of any transaction on the web side, the NFT must be moved from the wallet to the NFT warehouse to be locked. The web side will specify the NFT transaction to unlock the position before it can be listed on the web side.

3D games and entertainment

XOOCITY also has a platform-based game section. In this fully open world, players can have their own real estate, life skills, social skills, and resources to trade with each other. Diversity of content has always been an important integrated part to building this virtual metaverse city. In the XOOCITY game platform zone, there will be multiple independent game systems connected in series. You can go to the car racing course with your friends to bet on the ranking competition, and then enter the RPG world survival sudden death ranking competition, or participate in a concert together.

During the normal time, the game halls are always open. The annual regional festival season is coming, and you can also participate in the activities and complete the limited tasks in the designated areas.

Advertising System

In XOOCITY, all buildings have digital bill boards (including pictures, moving digital word, video) for 3D advertising, which are virtual and different from real world.

Virtual Scene and Decoration

We will invite various construction and technical service providers to enter our platform and provide various personalized services for users to choose from. As long as the building and real estate grade of each plot meets the construction conditions such as the number of materials and the requirements for occupational or skilled manpower, the real estate can be upgraded and rebuilt. Building's looks and feels can also be mixed and matched according to the player's favorite roof, exterior wall material, windows, and doors to create the ideal style.

Housing Exterior Appearance

For the appearance of the building, they can employ special service to design own characteristic / personal style of house / building appearance.   Land owners who have just bought a land and want to immediately change the appearance of properties of different classes, or to renovate the appearance of special buildings of the same level, all can achieve by hiring a real estate designer to tailor made.

Housing Interior Design

Users can design difference kinds of characteristic window and balcony. They can enjoy the sea view or live in village. The most attractive point is that they can create and change their living environment whenever/whatever they like.

Transportation

Transportation is important factor in city life. In XOOCITY, users have their own cars, motorcycles, sport cars, helicopters, or drones to enjoy the virtual metaverse.

Digital Person and Pets

In XOOCITY, users can talk with virtual person/assistant or to play with digital pets to enjoy different kind of personal relationship. They can also rent the digital personal assistance for working or as a soulmate.   We can provide digital or vitual pet (digital horse for racing, dog, cat, any kinds of animal）.

Conclusion

The XOOCITY decentralized platform allows players and creators to own virtual land and to create business activities and participate in governance and earn money. Players can create their second life in the virtual city. In the coming days, our experienced team will create unique games and business activities in the virtual city where you can play and earn money like you are doing business in the real society.

Core Team Members

Founder, Jason Wan is a multiple-startups and exits entrepreneur. He founded one of first Internet solution company in HK and sold his company to China.com in 1999. He then founded BusyTrade in Shanghai, leading global B2B marketplace. He raised 5 million USD in 2007 and acquired 5 million corporate members across the globe. He later had grown the company to over 500 staff members and 8 branch offices in China.

25+ years of 0-1 Internet business operation and management experience, marketing positioning strategy and business model development, sales and business development, multiple-exit entrepreneur, actively explore disruptive solution in new technologies and pragmatic applications to serve the business world. specialized in Internet application design, Metaverse, NFT, Defi, digital transformation and application, product design, user experience, B2B, B2C, SEO/SEM/Social Marketing.

Rutgers University
Major in Economics
Certified Novell Engineer

Jason
Chief Executive Officer

AT&T Fellow, Lead Network Architect.
Larry is responsible for designing AT&T Network Services including the global Internet backbone, core, edge, business and residential networks. Larry's team developed groundbreaking applications for the industry-leading SDN based offers.

In recognition for being a longstanding innovator and industry disruptor with outstanding contributions to the networking industry, he was awarded the honor of becoming the 66th AT&T Fellow in all 140 years of AT&T history.

In his forward-looking research, Larry is focusing on: Edge computing, IOT, computer vision, 5G, AR, VR, MR, Metaverse, blockchain, NFT and web3.0.

PhD Candidate: Rutgers University

Larry
Chief Architecture Advisor

Core Team Members

Lee
Chief Technology Advisor

Lee was CTO for many NASDAQ listed company such as China.com, double click and vipshop. He is specialized in but not limited to the following expertise, namely blockchain technology, Robotic Process Automation (RPA), High performance dotcom system platform architecture, Virtual Reality Mobile Research, Virtual Fittings, AI Research, Deep Learning and Applications, Logistic Algorithm Research and Applications, Mobile E-Commerce, Mobile e-Marketing, Mobile APP, LBS, O2O, SNS-B2C, Web User Behavior tracking and Data Analysis.

City University of Hong Kong
Master in Computer Science

Simon
Chief Product Officer

One of the core team members of the Hong Kong KCRC company to develop Octopus. Strong research background on electronic payment systems. He has many years of technical experience in start-up companies, and was responsible for product design and development in Sportasia, a subsidiary of China.com. He was a core member of the early technical team of BusyTrade.com, responsible for the product planning and platform construction of BusyTrade.

In addition, Simon has many years of experience in project management and solution sales for mobile phones and back-end electronics at Technokey. Responsible for the sales of mobile phone platforms and electronic products in multiple Asian regions.

California State University @ Fresno:
Major in Computer Science

Core Team Members

Eddie

Chief Business Development Officer

As a seasoned Business Development Coach and Innovation and Entrepreneurship Professor with over 40 years of experience in the ICT industry, Eddie has successfully launched Asia and China operations for leading global ICT vendors from the US and Europe to China. Throughout his career, he has achieved numerous breakthroughs in both the business and academic worlds. Eddie's extensive knowledge and expertise have been recognized by his 10,000 LinkedIn followers, who attest to his exceptional business development and leadership skills. A trusted advisor to his clients and partners, and Eddie takes pride in providing them with valuable insights and strategies that help them achieve their goals.

Hong Kong Polytechnic University
Master, University of Warwick, UK

Long

Game Product Director

With 14 years of experience in the internet industry, including 8 years devoted to game development and 6 years in game operation, Long had worked for reputable companies such as Shanda Games. During my tenure, he led the development of two popular 3D game engine projects, Unity and Unreal, and contributed to the development of the "Virtual World" project in 2008. One of his notable achievements was registering the top-ranking shooting game, "Fury," on the Storm Magic Mirror in 2016. Currently, he had also explored the various ways to integrate NFT with gaming products.

Shanghai University of Electric Power
Major in Industry Automation