Epics White Paper

v2.1.0

January.2023

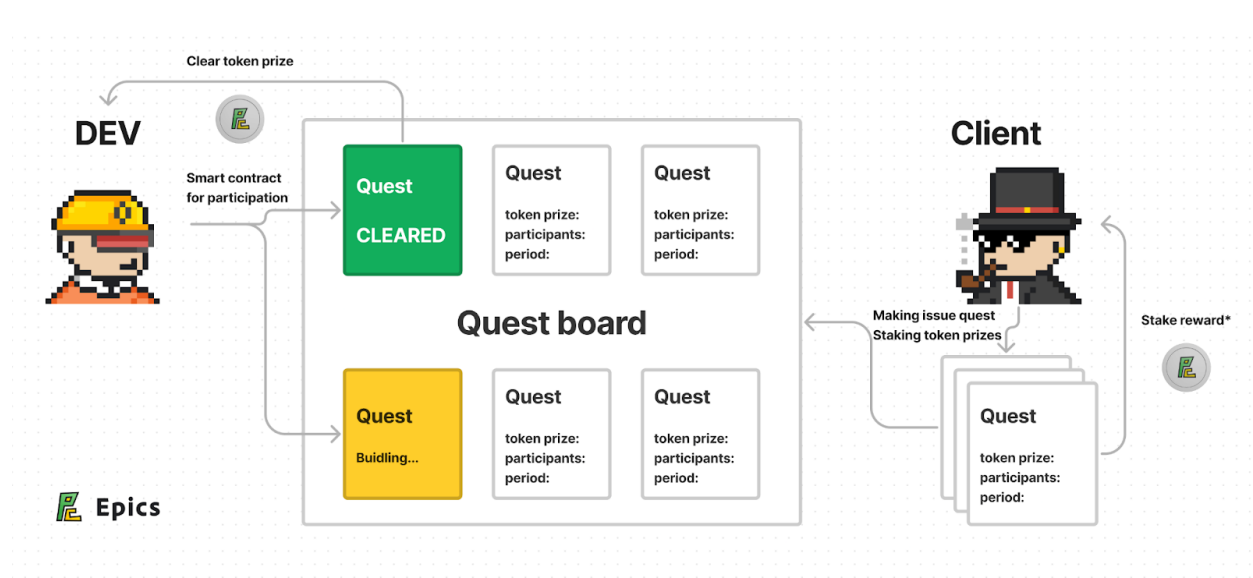**Epics DAO**

Contents

1. Executives Summary

Epics is a decentralized crowdsourcing platform for incentivizing open source software development.

Clients can set up a GitHub issue as a Quest (Smart Contract).

Developers can receive token prizes by solving issues (quests).

This ecosystem makes developers focus on problems in their expertise.

Also, clients will be able to solve more advanced problems.

The more token prizes, the more attention to be solved issues.

As a result, open-source software grows faster in quality.

Epics solves resource imbalances in software development.

For developers, we can realize a world where they can fully demonstrate and develop their expertise, and for clients, we can realize a world where open source software can be used more safely.

We will realize further development of open source software as a more reliable and high-quality software asset.

2. Background

About 10 years after it was said that "every job becomes a program". Computer performance improvement has become the basis of all evolution in the world, and in the last 10 years, every company is essentially becoming a software company. AI and big data have a great influence on thinking and problem-solving approaches, and are producing revolutionary results every day.

Open source software is now the mainstream of commercial software development and the engine of innovation. In "The 2021 State of Enterprise Open Source: A Red Hat Report" published by Redhat, digital transformation has become one of the top use cases for open source software. It has also been pointed out that the reasons for using open source software are more innovation drivers and security than cost, and the reason for using open source software in all industries is migrating from low cost to the driving force of innovation.

Neither Apple nor Google can innovate without open source software, because Xcode LLVM and Android are used in many software developments. Excellent security is also an important merit of open source software, and open source software is the most important for successful software development, not only for general enterprises.

Open source software development may be led by companies such as Google and Meta and have their own open source software development teams, but it is often developed by communities and organized by volunteers. Most developers devote their leisure time to open source development while working for a company. With considerable sacrifice and altruistic spirit, their source code is open to the public, free for anyone to use, and free to modify and redistribute.

Maintenance is essential for software. Also, as it is used everywhere, the response to edge cases (such as bugs that occur in some cases) is increasing, and the complexity of the code continues to increase. Developers are struggling to solve issues every day, but they are overwhelmingly lacking resources for ever-increasing problems.

3. Legacy corporate development

There are stages in the services provided by companies. Innovative development work is possible at the stage from service launch to release, and when it enters the maintenance stage after that, it is difficult to make major innovations for various reasons. After the release, stability is often required, so it is necessary to work with a different idea from innovation.

The liquidity of a company's development resources is not that high. Even developers with innovative work rarely change their workplace with each release of a service. Development resource mismatches occur here.

Even though the world is seeking innovation, companies are wasting their innovation resources at some stages as they mismanage their development resources. Imposing unwilling recruitment, schedule management, and chores on valuable people with high skills who can improve open source software has led to global losses.

And now that innovation is happening on open source software, we need to free this unwillingly wasted, high-tech developers and allow them to focus on innovative code.
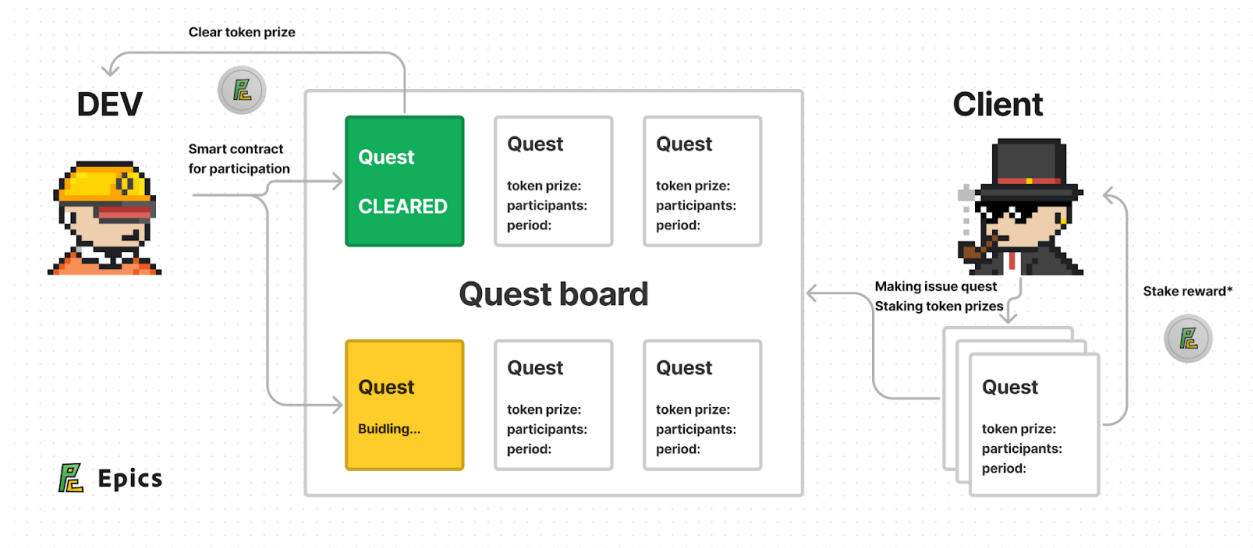
4. Workstyle as a developer of new era

Ambitious developers should focus on innovation. As we have seen and felt, there seems to be no limit to what even a single developer can do. Simply, in order to innovate more, more developers need to focus on their areas of expertise in the best possible environment.

Developers have a wide variety of skills, and each person has a different field of performance. Open source development works with developers around the world, so you can join your favorite timezone and community. It is possible to thoroughly pursue each technology that developers are interested in.

By realizing "a world where you can become financially independent by contributing to open source" in this way, the efficiency of software development resources in the world will dramatically improve.

5. What We Create

Epics is a decentralized crowdsourcing platform for open source software development. Clients can set token prizes for GitHub issues as quests (Smart Contract). Developers can receive token prizes by solving issues (quests).

Benefits as a developer
Developers can get token prizes by participating in and clearing their favorite quests from among the prize quests. This means that you will be able to invest 24 hours in sharp technology.
In the business of an existing company, it is necessary to be involved in a wide range of services to be provided, so developers with a wide range of general-purpose technologies are easier to handle and have a great advantage in nurturing, so the environment is specialized.

As a decentralized crowdsourcing platform, Epics can contribute to the development of various projects while optimizing developer resources so that each developer can

concentrate on his or her favorite and strong fields. We will create a world where we can make a living from the token prizes.

Benefits as a client

Clients (individuals to businesses, DAOs, open source software communities, etc.) can partially get the help of highly skilled developers around the world. We sometimes encounter difficult problems in service development, but in many cases it is related to the library (open source software) we are using, and it is often impossible for the team to do anything about it.

As mentioned above, the existence of open source software has become indispensable in software development. It is no exaggeration to say that we are now creating software with a combination of open source software. When using such a lot of open source software, problems occur, such as a slight mismatch with a use case or a bug in the part being used. Developers have to make the choice to fix the source software or stop using it and look for other solutions (this kind of modification is very annoying due to the wide scope of source code).

If you find a bug in open source software, you can publicize it as a GitHub Issue and ask for help. However, due to the nature of donations and good intentions, it is difficult to raise the priority of your own issues, and if you can not solve it yourself, what you can do is wait for an influential person to be troubled by the same problem and solve it.

As such, many developers have been forced to engage in very annoying refurbishments. This represents a lack of funding for the importance of open source software. Promoting Issue resolution as a bounty instead of refurbishment costs will result in lower maintenance costs. In addition to that, the promotion of issue resolution improves the quality of open source software, so a virtuous cycle that also improves the quality of all software that uses it will occur all over the world, and all users including clients will be able to do so. We all will enjoy the benefits.

About getting GitHub issues data

All communication regarding issue resolution and software development takes place on GitHub, but Epics needs to verify whether GitHub issues have been resolved from the Solana chain. This is to ensure the correct selection of developers to receive compensation. In order to obtain GitHub data from the chain, it is necessary to use Oracle (a program used to obtain external data on the blockchain).
In November 2022, we completed joint development with DIA(https://www.diadata.org/), a multi-chain oracle platform, on mainnet.

Article about joint development from DIA Core Team:

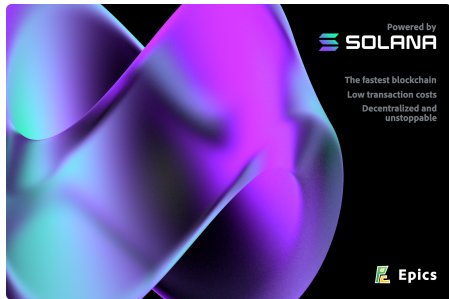https://medium.com/dia-insights/partnership-with-epics-ee78f20fd725

About Builders Collective NFT Staking

Builders Collective NFTs can be staked for quests that both developers and requesters are participating in. During the stake period, you can receive rewards with an interest rate according to the rarity. If you're participating in multiple quests, you can still stake 1 NFT for each, increasing your rewards.
(Buidlers Collective NFT: https://buidlers.epics.dev/en/)

6. Why Solana?

Solana is the fastest blockchain in the world, the fastest growing ecosystem in crypto, with thousands of projects spanning DeFi, NFT, Web3 and more. Previous blockchain challenges were high transaction costs and slow transactions, both of which Solana has solved. We chose the fast, low cost Solana chain to improve the user experience and sustainably develop the community.

The fastest blockchain

Speed is paramount to Solana. Boasting a block time of 400 milliseconds, as hardware accelerates, so does the network. Speeding up has a positive impact on the user experience.

Low Transaction Costs

Solana's scalability ensures that both developer and user transactions stay below $ 0.01. Blockchain innovation needs to have low transaction costs to become widespread.

Decentralized, non-stop

Solana is not only super fast and low cost, but also censorship resistant. That is, the network remains open for applications to run freely, and transactions never stop.
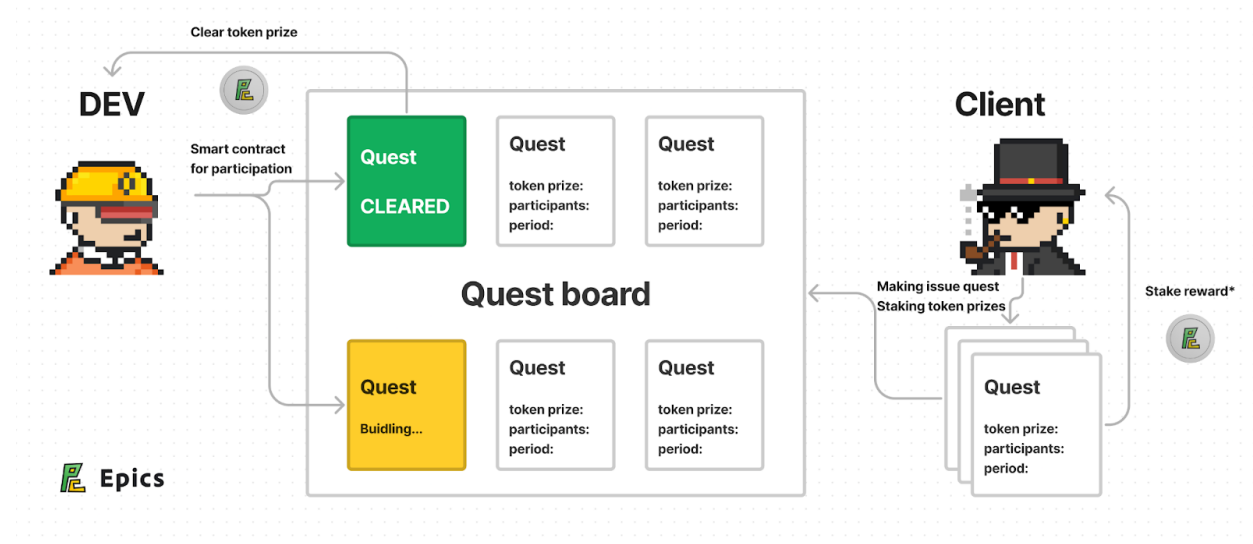
7. Markets we create

It has changed so that it can be built on top of open source software projects. Improvements in open source software projects lead to improvements in all related software. As a result, companies are increasingly taking the lead in investing money, creating project foundations, and devoting more resources to the development of open source software, but the reality is that there is still not enough.

With global technical debt, what we can do to address it is to consolidate the challenges and develop and disseminate open source software to solve them. Technical debt often stems from reinventing the wheel, where no one knows how to maintain it. Open source software also helps to standardize routine tasks and contributes to improving the liquidity of developers.

We will build Epics, a decentralized crowdsourcing platform, to provide sufficient liquidity for the human resources and funds needed to drive innovation in open source software development.

Epics - Decentralized Crowdsourcing Platform

Clients create quests and set token prizes for the GitHub issues they want to resolve. If there are other clients who want to resolve the same GitHub issue, they can also set additional token prizes for that quest. The client will stake the set token prize amount for the quest. (It will be processed as a token prize by the smart contract at the time of clearing) The minimum posting period is determined by the set token prize amount. Developers announce their participation in quests through smart contracts. At the time of clearing (resolving the GitHub issue), the token prizes will be distributed by the smart contract to the users who adopted the pull request. In order to reduce waste such as unnecessary Commit count operations, we will completely split the numbers of the users who made the pull request merged.

For 63 months after the service is launched, the reward will be paid for the staking of the prize set by the client to activate the market. (See *-> 8. Token Economy "Buidl to Earn")

The token prize transaction has a 3% fee, but there is a fee discount for possession of the token below.

1. EPCD

1 EPCD = 0.3%

2. Buidlers Collective GENESIS NFT (https://buidlers.epics.dev)

Number of Rarities = %

3. Epics GENESIS Hodlers premium membership NFT

Bronze: 3%

Silver: 5 %

Gold: 8%

Platinum: 10%

Black: 12%

About the fees

33% of the fee will be burned. (Burn until 900,000,000EPCT burned. It will be used for Epics platform events after burned 900,000,000 EPCT)
67% of the fee will be the commission.

80% of the commission will go into Epics Treasury and will be used to operate the platform and DAO.
20% of the commission will be pooled as insurance money. This insurance money will be used in the unlikely event that a problem that develops into a lawsuit occurs.

For example:
・The requester sets a high reward, gathers developers, and makes them commit. Once you have a commit from the developer as a pull request that resolves the issue, copy the source code. Instead of using the original developer's pull request to close the GitHub issue, another developer later submits a pull request using the copied source code and resolves the GitHub issue there. Then, the reward will not be passed to the developer who should have originally received the reward.

We trust the open source software community, so we believe that this kind of thing will not happen. But when it happens, we have to fight against it. The budget for that will be this insurance.
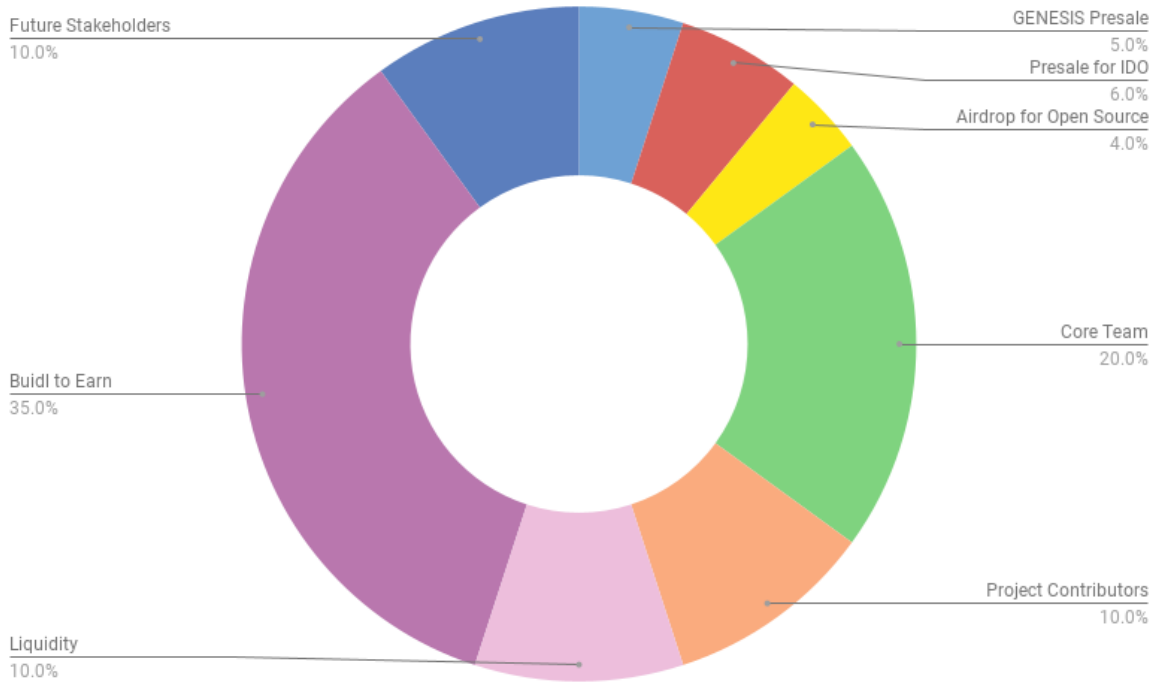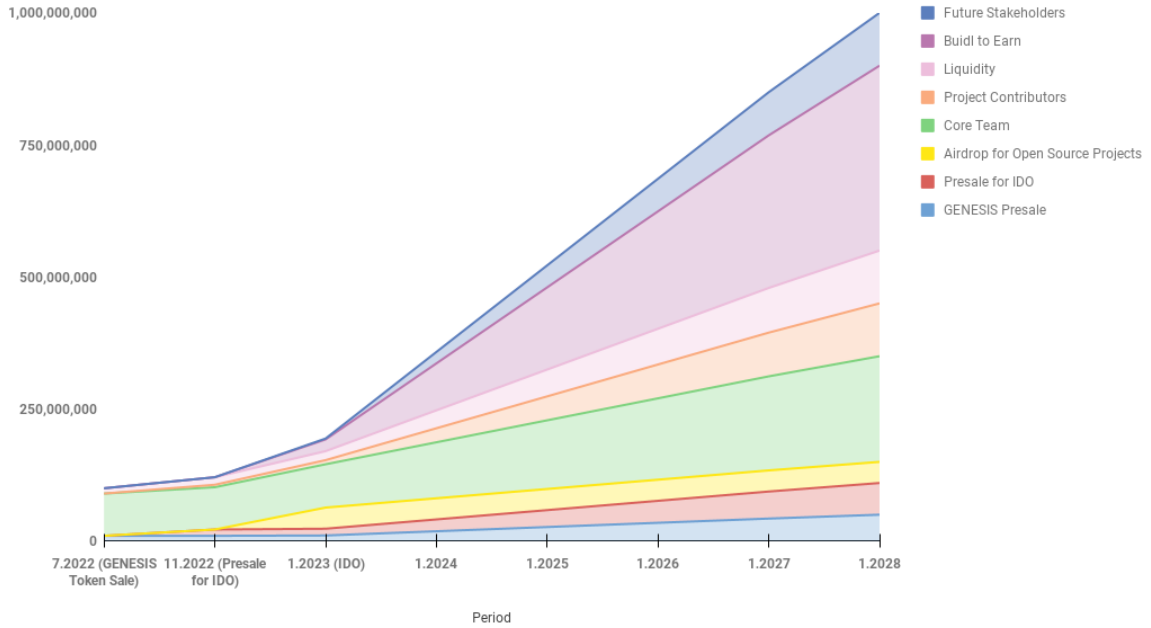The use of insurance money will be confirmed by Epics DAO governance and decided based on voting.

On the one hand, we are very happy about using algorithms to address this problem. If a developer comes along who implements a smart contract that solves this problem, we will adopt it, and from then on half of this insurance money will be treated as a reward for that developer. Please buidl it and let us know about it.

8. Token Economics

EPCT Token Economics

Legend:
- Future Stakeholders
- Buidl to Earn
- Liquidity
- Project Contributors
- Core Team
- Airdrop for Open Source Projects
- Presale for IDO
- GENESIS Presale

Y-axis values: 1,000,000,000 / 750,000,000 / 500,000,000 / 250,000,000 / 0

X-axis: 7.2022 (GENESIS Token Sale), 11.2022 (Presale for IDO), 1.2023 (IDO), 1.2024, 1.2025, 1.2026, 1.2027, 1.2028

Period

- Future Stakeholders — 10.0%
- GENESIS Presale — 5.0%
- Presale for IDO — 6.0%
- Airdrop for Open Source — 4.0%
- Core Team — 20.0%
- Project Contributors — 10.0%
- Buidl to Earn — 35.0%
- Liquidity — 10.0%

EPCT: Utility Token

Token Name: Epics Token

Ticker: EPCT

Total Supply: 1,000,000,000 (After burned: 100,000,000)

Token Address: CvB1ztJvpYQPvdPBePtRzjL4aQidjydtUz61NWgcgQtP

Allocation

GENESIS Presale($0.005 / EPCT, raise $250,000): 5%

20% at GENESIS Presale, 60 months linear schedule with 6 months cliff

Presale for IDO($0.01 / EPCT, raise $600,000): 6%

20% at Presale for IDO, 60 months linear schedule with 2 months cliff

Airdrop & Grants for Open Source Projects: 4%

100% at Airdrop for Open Source Projects

Core Team: 20%

40% at TGE, 60 months linear schedule with 6 months cliff

Project Contributors: 10%

64 months linear schedule with 2 months cliff

Liquidity fund: 10%

10% at TGE, 64 months linear schedule with 2 months cliff

Buidl to Earn (Ecosystem incentive for the community): 35%

63 months linear schedule with 3 months cliff

Future Stakeholders (Burn if unnecessary): 10%

60 months linear schedule with 6 months cliff

EPCD: Governance Utility Token

Token Name: Epics DAO Token

Ticker: EPCD

Total Supply: 30,000

Token Address: 6TTYS8E8ziSkyPZ7NHzhUe6vr8qXRBf8RKLUBXxmpBVW

You can get 1 EPCD with locking 1000 EPCT. You can get Epics fee discounts and participate in Epics Governance.

9. Governance

DAO directions and all important decisions regarding the exchange of money are made through online voting. Voting will be done with 1 EPCD as 1 vote. For open governance formation, anyone with 1 EPCD can propose a proposal.

*EPCD will be available for exchange after the release of the dedicated swap DEX in March 2023.

Governance URL:
https://app.realms.today/dao/EPCT

10. Roadmap

2022.6 – Epics Lite Paper, Token Generate Event

2022.7 – Epics GENESIS presale ($0.005 / EPCT, raise $250,000)

2022.8 – Epics White Paper v1

2022.9 – Epics Alpha launch, Solana Summer Camp Hackathon 5th prize in DAOs track

2022.10 – Presale for IDO ($0.01 / EPCT, raise $600,000)

2022.11 – Solana Breakpoint, GitHub issue Data Oracle Collaborative Development (DIA)

2023.1 – IDO ($0.015 / EPCT), Airdrop for Open Source Projects

2023.2 – GitHub Account Name Service Collaborative Development (Switchboard)

2023.3 – Epics Beta launch, DEX for EPCD launch

2023.6 – Epics v1 major release

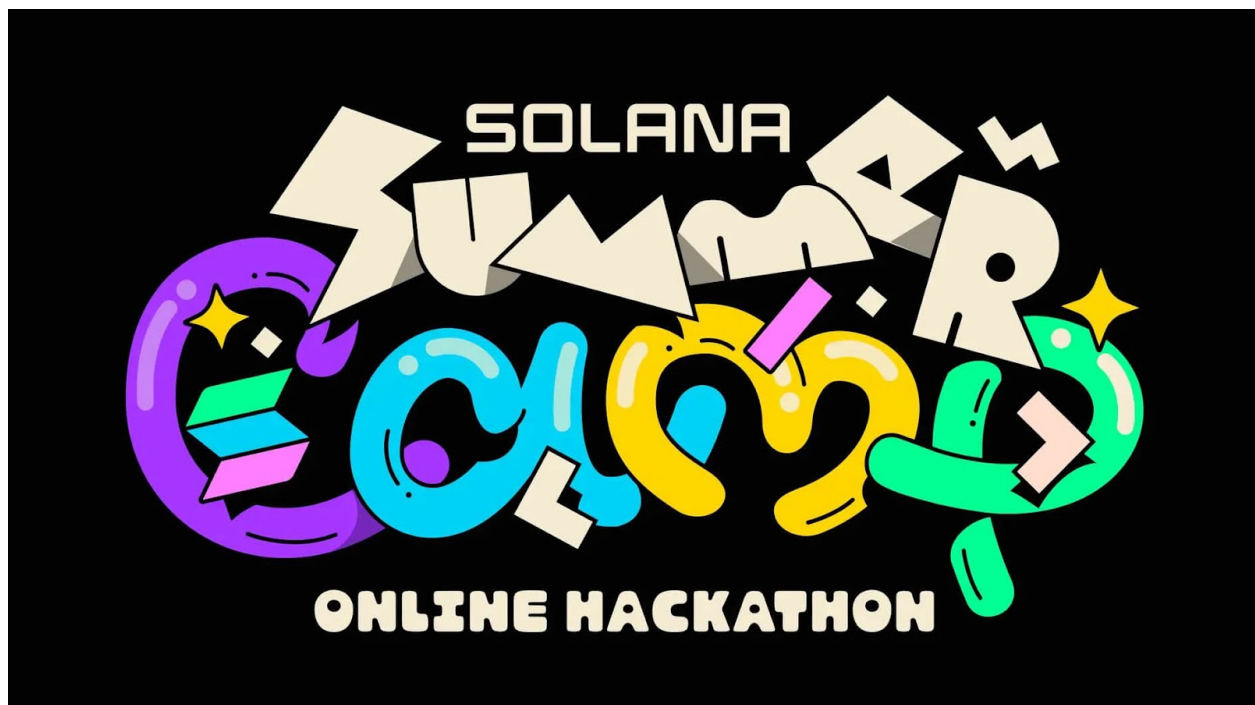**2023.7** – Epics multi-chain integrated development started (From Sui Blockchain)

Epics DAO won 5th place at the Solana Summer Camp Hackathon

Epics DAO won 5th place out of over 18,000 applicants in the DAOs track at the Solana Summer Camp Hackathon held July 11–August 16, 2022.

The Solana Foundation announced the results of the Solana Summer Camp Hackathon on September 14th. This is a global competition focused on bringing the next wave of high-impact projects to the Solana ecosystem.

Solana Summer Camp Hackathon Results Announcement:
https://solana.com/news/solana-summer-camp-winners

11. Team

Fumitake Kawasaki
Co-founder

He has been involved in the software business from various positions, from sales to research and development, for more than 10 years, and has developed the serverless framework "SOULs" to solve problems in the field. The project has been certified as an advanced research and development project by the Dutch government. He has strengths in cloud infrastructure and smart contract development from the back end. He is also good at improving the efficiency of development work, and he has invented many tools.

Shota Kishi
Co-founder

He has been engaged in software product design, development, design and marketing for 10 years. We have strengths in front-end development, and he is good at creating multi-platform compatible (PC, tablet, smartphone) apps with excellent UX due to human-centered design. Since he can participate in cloud infrastructure and smart contract development from the back end, he can design and develop Web3 applications while considering the overall balance. He is also a contributor to Solana Labs.

James Neve Yasui
Technical Advisor

He is an AI researcher with a PhD in machine learning and has published eight academic papers so far. He has been engaged in research and development of recommendation engines for marriage matching apps, and has a track record of greatly improving the matching rate between users. He has a wide range of knowledge from back-end to front-end to machine learning and can solve the challenges of the team. He can maximize the quality of his products with a multifaceted approach.

12. Partner

Partners

13. Links

Epics DAO Website

https://epics.dev

Epics Alpha (App)

https://alpha.epics.dev

Epics DAO Governance

https://app.realms.today/dao/EPCT

Epics DAO Community Discord

https://discord.gg/GmHYfyRamx

Buidlers Collective NFT Website

https://buidlers.epics.dev

Buidlers Collective NFT Market (Open Sea)

https://opensea.io/collection/buidlersc/

Buidlers Collective NFT Market (Magic Eden)

https://magiceden.io/marketplace/buidlersc

Epics Token (EPCT)

https://explorer.solana.com/address/CvB1ztJvpYQPvdPBePtRzjL4aQidjydtUz61NWgcgQtP

Epics DAO Token (EPCD)

https://explorer.solana.com/address/6TTYS8E8ziSkyPZ7NHzhUe6vr8qXRBf8RKLUBXxmpBVW