



tokenrotter

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Whitepaper 1.0

**The first Travel2Earn App**

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## 1. Introduction

# Traveling reinvented.

# TokenTrotter

01

A social network that combines **traveling with a crypto-based economy** powered by the community.

02

A new movement called **Travel2Earn**.

03

The new reference in the **tourism industry**.



# Mission

Help people have fun and educate themselves **while traveling**. **Generate emotions** and give people and families a way to keep an indelible memory of their trips as well as **giving them rewards as they travel**.

# Focus

Create new experiences for the users, introducing a **new and innovative way of traveling**, a custom planner for your city tour with the feedback from the community. **Tokenrotter is full of content** like favorite sites, trip proposals, audio guides and games, and all of them rewarded for their use.

# Philosophy

As a **decentralized and community first dapp**, our doors are wide open to content creators who want to create content through in-app features while **keeping ownership of their creations** and receiving royalties for them. The more you give to the community, the more you will receive from it, allowing you to even **make this a way of living**.



## 2. Motivation

**A new way  
to generate  
revenue while  
traveling.**

## 2. Motivation

Since the pandemic, traveling is becoming **more expensive and complicated**, and it's increasingly difficult for businesses that live from tourism to survive.

As a **tourist**, as the offer of different places increases, it becomes more difficult to optimize your time traveling around a new city. It's quite difficult to **discover the correct spots** depending on your travel preferences, and find the right tours, museums, events, restaurants, pubs, theaters, concerts, etc.

A lot of other traveling applications exist, but the lack of good and updated content is the main reason for their failure. None of them are supported by an **involved community**, receive feedback, additional content, customized experiences or offer gamified experiences or rewards. This obsolete business model is not scalable as it's very **expensive** to provide good content without having an active community behind it. Searching for every secret spot, updating information, and creating new entertaining opportunities is time-consuming and not attractive **if you are not rewarded for it**.

As a tourism related **business**, as our competition increases, optimizing the success rate of new advertising campaigns is becoming more necessary. The **extra cost** added by the intermediaries is also a known problem.

We are overprotected by governments and banks as we are **not custodians of our own assets**. However, the entry barriers into the crypto world are huge for people who are less familiar with new technology. Having to backup private keys is still something strange for many people, not to mention using decentralized exchanges and DeFi protocols.

Connecting our two great passions, **traveling and cryptoeconomics**, we decided to find the optimal financial formula to tackle these problems, we then started looking for a way to **generate revenue while traveling**. Looking at the ecosystem, the success of Play2Earn gave us the light.



### 3. Value Proposition

**The first  
Travel2Earn  
App.**

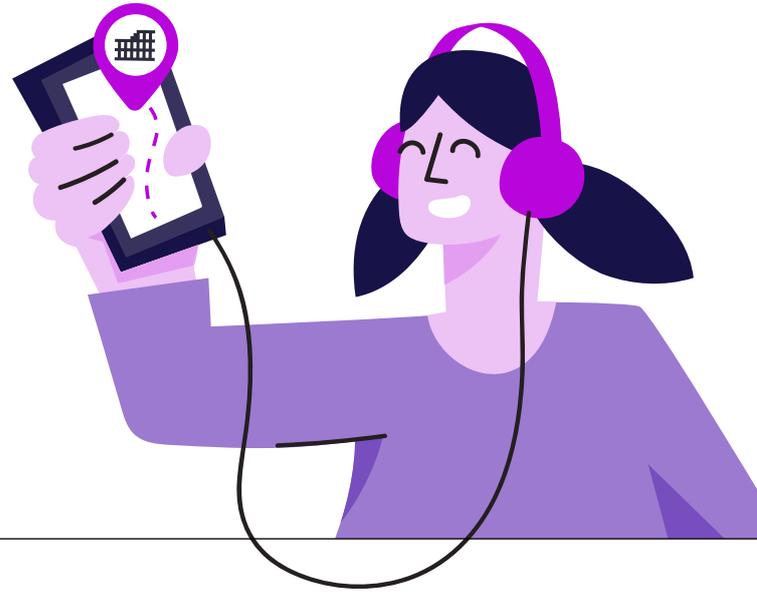
# Reinventing traveling for a digital generation

Travel more, travel better, improve your experience with Tokentrotter

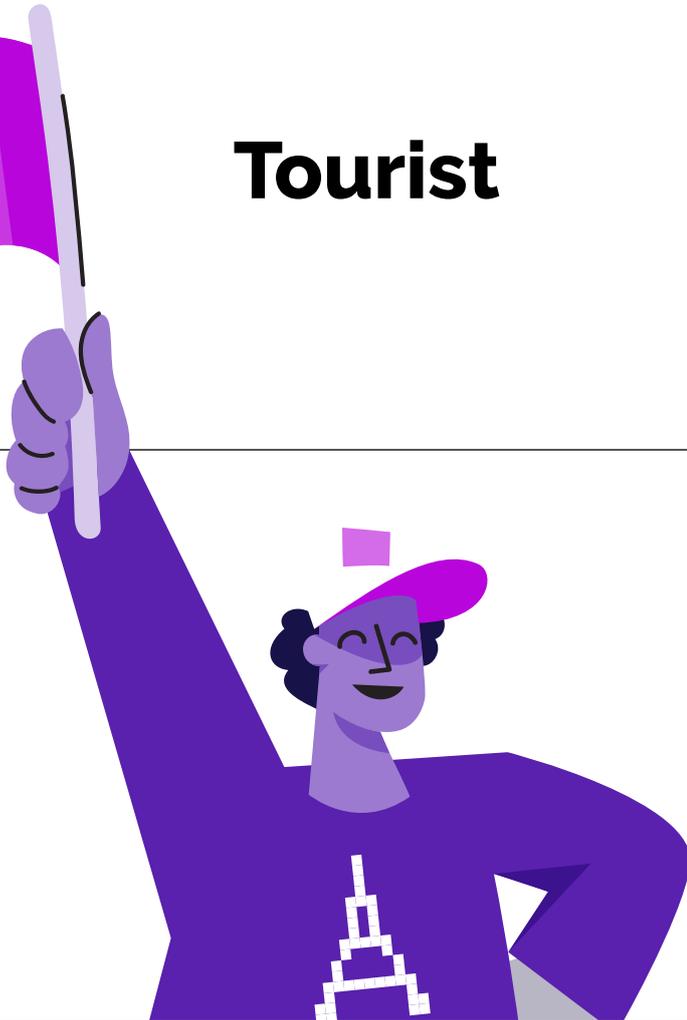
- Enables tourists to travel more and better, **optimizing their time spent in the city**, saving them money, and generating a more complete and fun experience.
- Allows city guides, city residents, history and tourism experts, revelers, gamers, etc. **to share their city knowledge and monetize** while creating content for the community.
- Works on **strong relationships and sponsorship agreements** directly with the main city administrators and most important features in tourism-related businesses, like travel agencies, hotels, airlines, museums, event organizers and others.
- Provides a targeted and segmented **real-time communication channel** through which publishers can increase the ROI of their advertising campaigns, allowing them to create their own campaigns and offers, thus eliminating intermediaries.
- Turns tourists into an **asset of the company**, besides offering them a service, it allows them to **earn rewards**. In return we leverage the community as a segmented communication channel.
- **Helps businesses increase sales**, reduce costs and collect privacy data with consents, building customer loyalty and avoiding having to create countless fidelity programs.
- Improves the 'consumer to business' experience through **immediate delivery** and the possibility of immediate exchange of the tokens and NFTs received for tangible rewards.
- User **friendly entrance** into the cryptocurrencies world. We provide a frictionless system in which we act as custodians of funds and NFTs until you are ready to fly to the decentralized world. In case you are a crypto expert wanting to earn additional revenue with your assets, you may also synchronize an external wallet to our dapp.



**Tourist**



**Content creator**



**Business**



# Tourist

The app helps you as:

**Planning tool** to help you building your ideal itinerary based on your personal and community preferences, a complete day to day itinerary: funny, cultural, with family, a couples trip or solo adventure; 1, 2 or more days; walking, by bike, by car, by public transportation...

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**Audio-Guides**, visit awesome places while listening to entertaining and unique audio-guides full of anecdotes and historical facts.

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**Community. Receive tokens** while completing your proposed tour and challenging tasks. Share your content, add places, anecdotes or comments. All content is rewarded.

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**Participate, play an earn**, complete challenges and earn rewards, Play2earn. You could earn tokens and NFTs by finding hidden points using Augmented Reality features. Fun scavenger hunts, solve amazing puzzles, learn historical trivia, and much more.

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**Cash out your tokens.** Tickets, discounts, lotteries and special offers for hotels, flights and other traveling experiences. Or just exchange for other crypto. It's Web 3.0!

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**NFT Tokentrotter Passport.** Your trips are worth remembering. Track your travels, rediscover, and show off everything you love about your itinerary and companions. Map pins reinvented!



# Content Creator

Taking advantage of the power of Web 3.0 we have created a new profession!

**Passive income system.** Add value to the community creating NFT-powered audio-guides. Every time a tourist enjoys your contribution, you will be rewarded by our TokenTrotter tokens.

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**Keep the property of your creations** and their associated rights in your wallet.



# Business

**Segmented sales channel.** Publish ads, sponsor games or tours directly inside our dApp in a non-intrusive environment for the user, by generating and distributing NFTs or AR contents.

Users can exchange their tokens for NFTs that represent tickets, discounts or local offers. Additionally and hunting pokemons like, users can play through AR mode capturing NFTs scattered throughout the city.

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**Optimize your budget.** Our ML (machine learning) classification algorithms and geolocation technologies will capture the right customer at the right time.



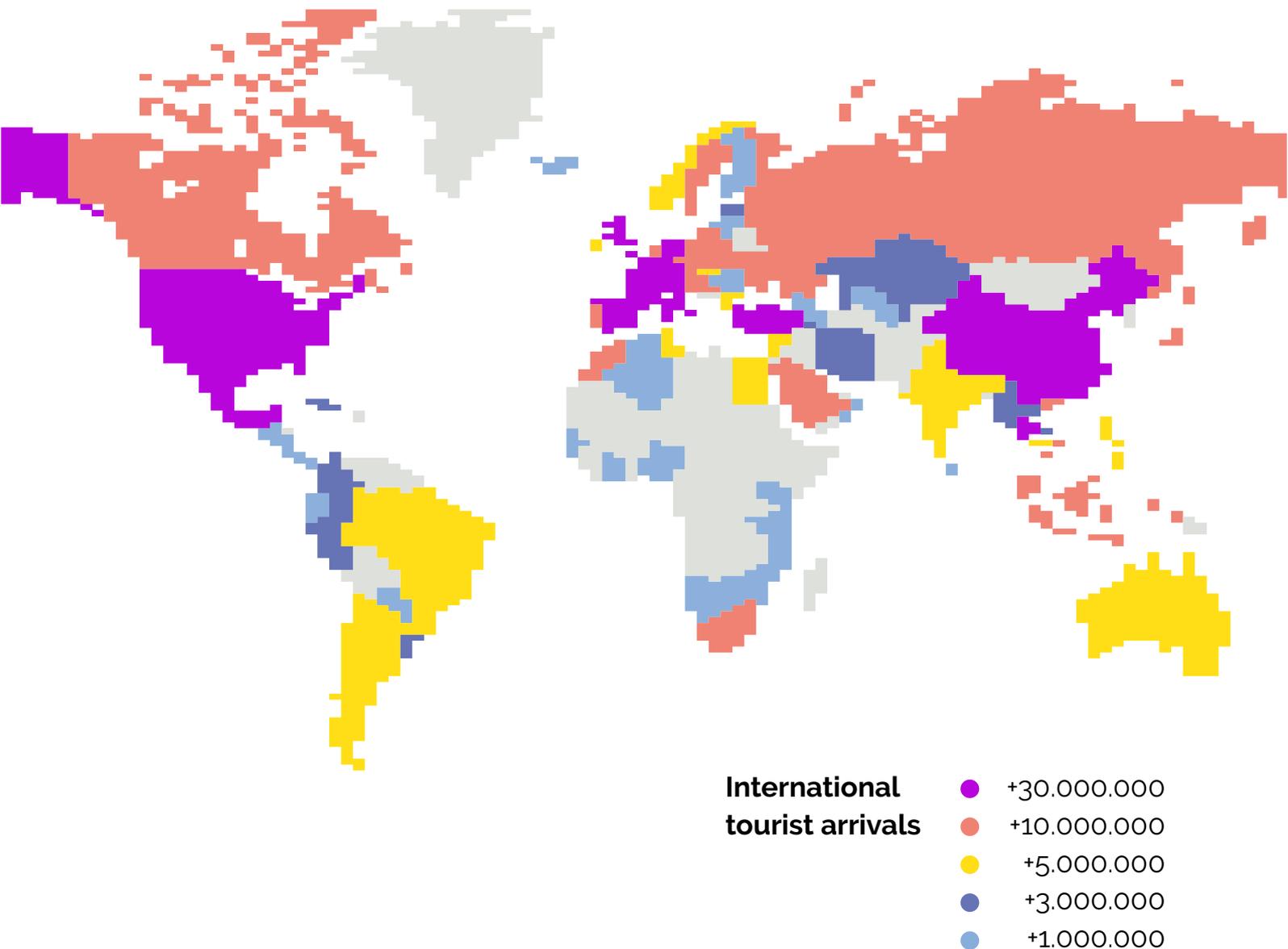
## 4. Market Analysis

**A new  
business  
model starts  
here.**

## 4. Market Analysis

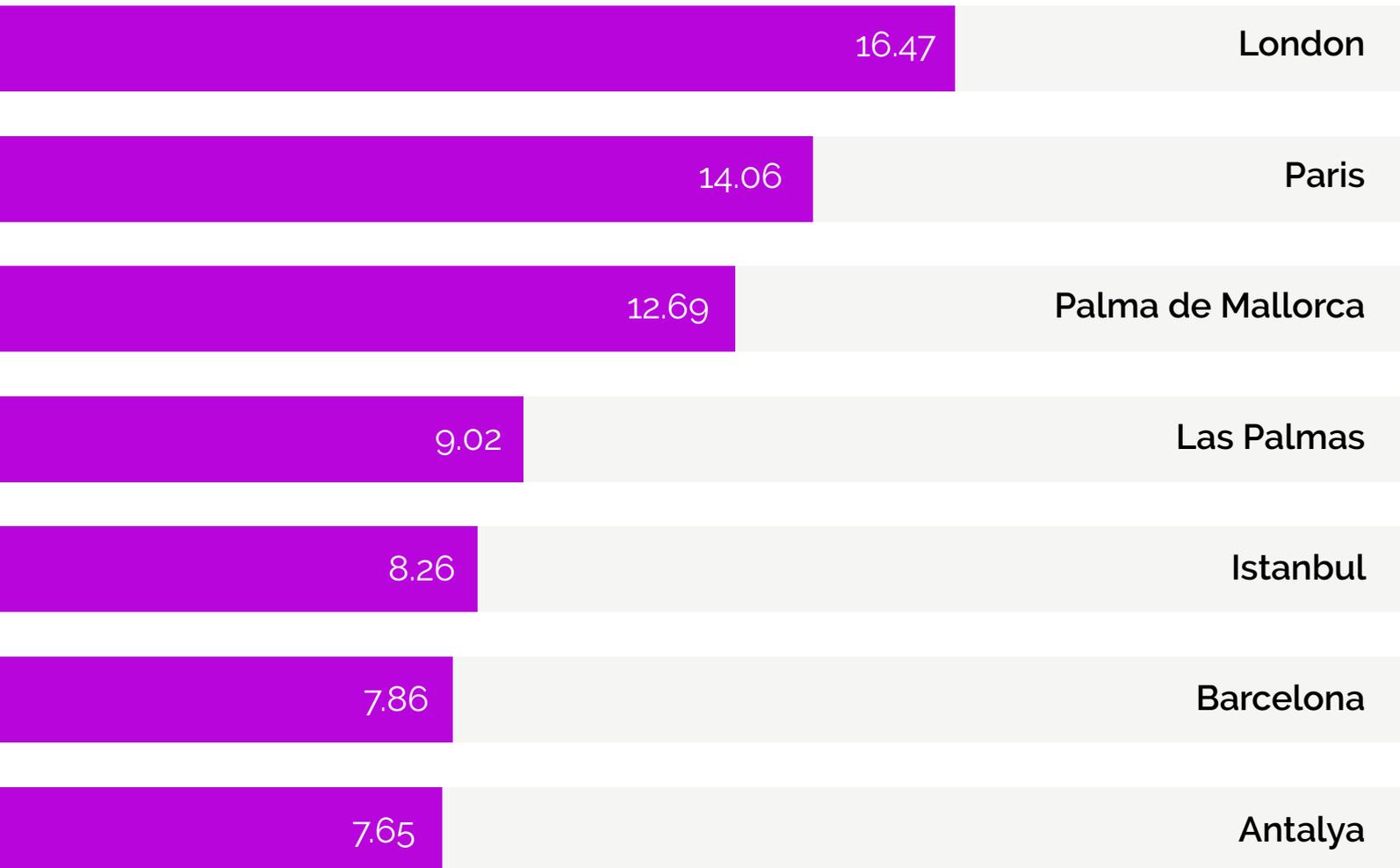
The World Tourism Barometer reports that around 21% (1.500 million) of the world's population traveled to international destinations each year before the pandemic, with the EU receiving 50% of the total number of tourists. Last year, even with restrictions, the number of tourists traveling abroad was around 415 million (67% came to the EU), with a growth of 4% in 2021.

**Source:** [https://es.wikipedia.org/wiki/Anexo:Destinos\\_tur%C3%ADsticos\\_mundiales](https://es.wikipedia.org/wiki/Anexo:Destinos_tur%C3%ADsticos_mundiales)



## 4. Market Analysis

According to statista.com, leading cities in international visitor spending (in billion dollars) in Europe are:

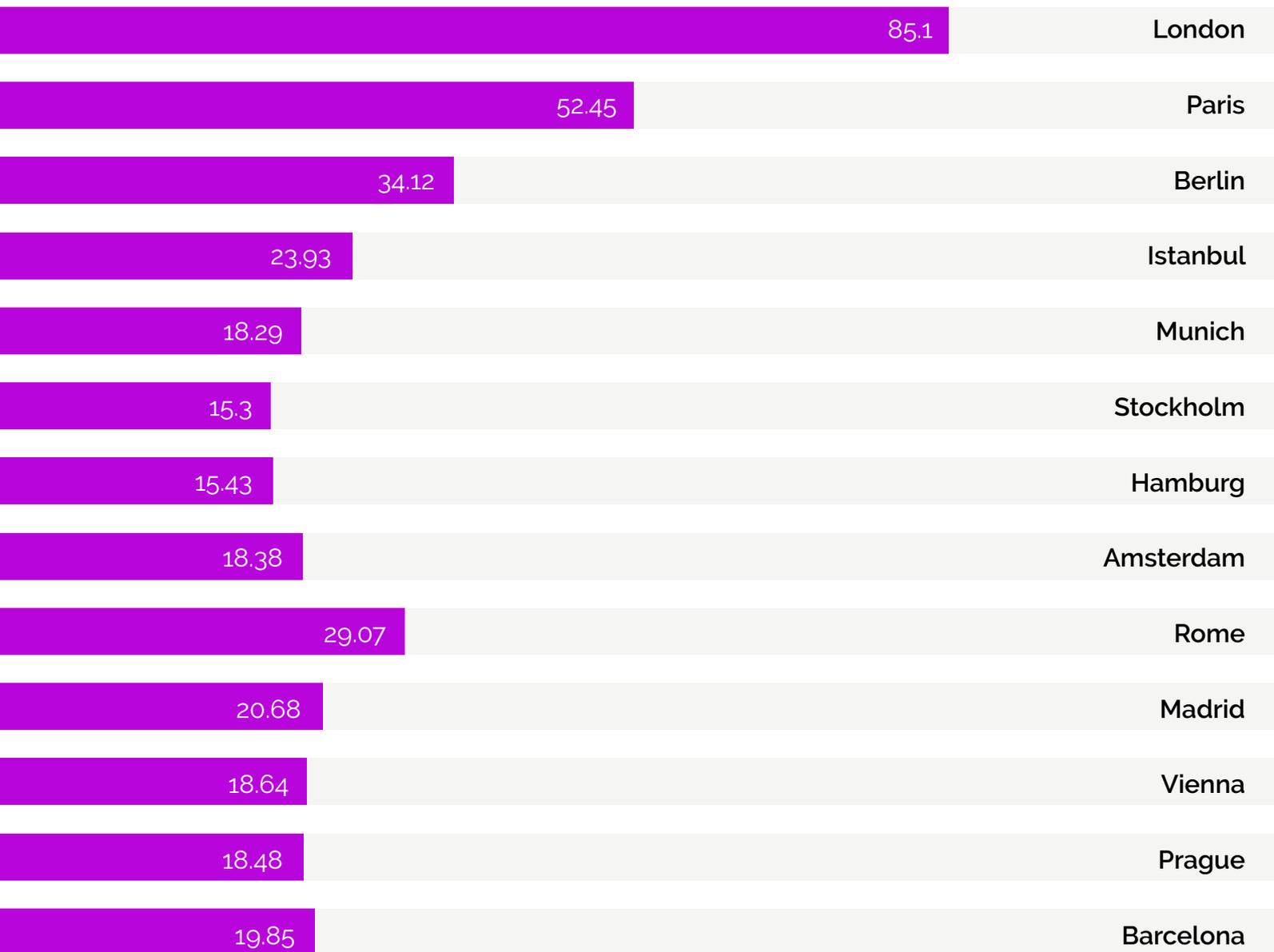


London is the European city with the largest international visitor spending with more than 16bn US dollars. It is also ranked the fifth leading city in terms of international visitor spending globally.



## 4. Market Analysis

The leading European city tourism destinations, by number of bed nights (in millions) are:

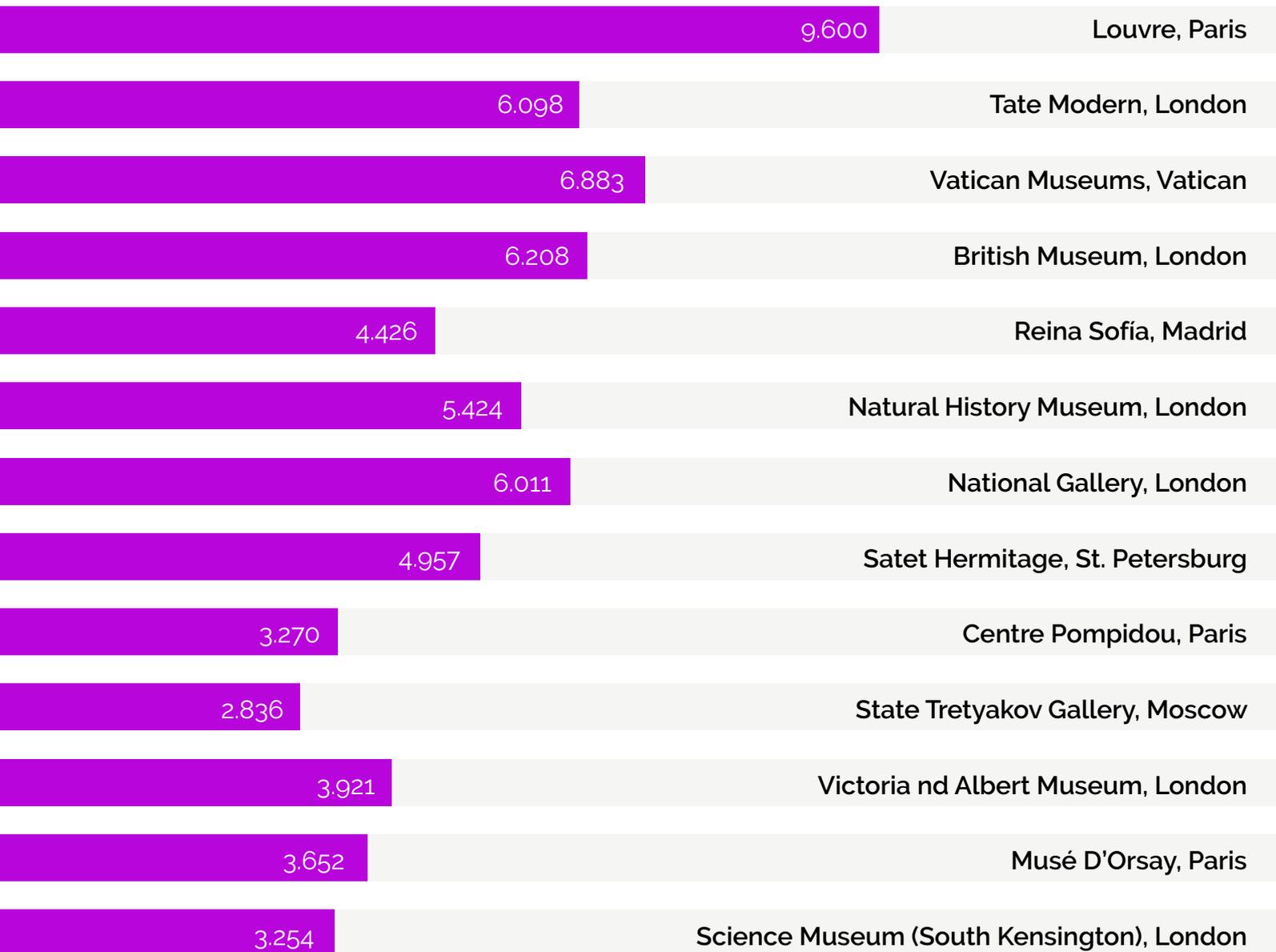


With London leading again with more than 85 million bed nights in 2019 (pre-pandemic figures).



## 4. Market Analysis

The leading museums in Europe, based on attendance (in 1.000s) are:



## 4. Market Analysis

Tourism is expected to **take off again** soon reaching pre-pandemic figures, but the family budget is greatly reduced by the general increase in prices.

**Europe receives 50% or more of world tourism.** TokenTrotter is a project developed in Spain (EU), so Spain and other countries within Europe will be the first markets in the initial soft launch. Afterwards, we will **expand our activity worldwide** to where our community requires it.

Our sales channel is a great opportunity for wholesalers to **optimize their advertising campaigns**. They will have a perfectly segmented audience according to profiles, preferences, location and spending habits.

TokenTrotter will attract not only investors, but also large hotel chains, airlines and travel agencies from around the world to reach agreements and in-app sponsorships.

As technology is implemented around the world a **new business model based on blockchain** will allow players a chance to generate revenue by participating in games. **Players create value for other gamers and developers** by engaging in the in-game ecosystem and are rewarded with TokenTrotter assets for their contributions.

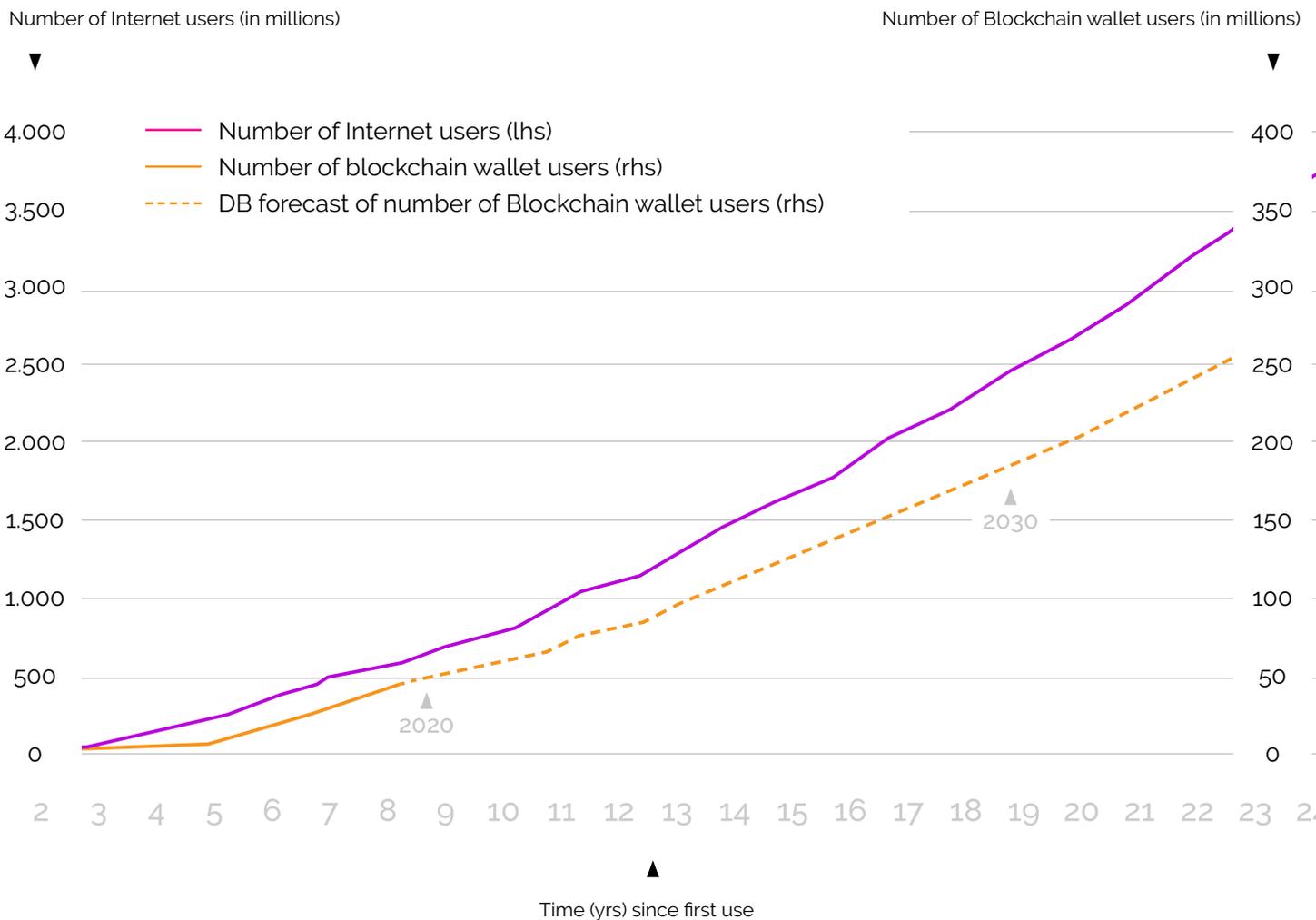
In addition, NFTs on the platform offer users the possibility to acquire ownership over their assets and eventually **resell or distribute them at their will**. The value of virtual assets can also be preserved by setting a limited number of them through the **use of smart contracts**, which also guarantees the authenticity of non-counterfeit assets.

The boom in NFTs is giving birth to a **new generation of revenue streams** inside the blockchain world, and it might not be long before it surpasses every other major industry.



## 4. Market Analysis

Increasingly, a larger population is making use of cryptocurrencies and is more familiar with the use of tokens and NFTs. The adoption rates of cryptocurrency users follows the same uptrend as the one experienced by the number of internet users in the past. *This data leads us to think that Web 3.0 is going to be very present in our day to day life in a very short time.*



## 5. Tokenomics

**When  
the crypto  
economy  
meets an  
opportunity.**

• Token name

**Trotty**

Token ticker

**\$TTR**

• Token Supply

**500.000.000**

Token Standard

**Polygon**

EVM-compatible



\$TTR is a utility token that moves the economy of our dApp and community. This token serves three distinct purposes: **governance, staking and access to the dApp and market.**

# Governance

TTR token holders are able vote on existing proposals relating to the Rewards Distribution Pool.

# Staking

The protocol will reward long term holders and active participants over short-term investors.

# Token usage

In-app movements should be done with \$TTR tokens, rewards, NFT mintings and movements, royalty payments,...



# Token distribution

The initial distribution of the tokens is fixed in the following way:

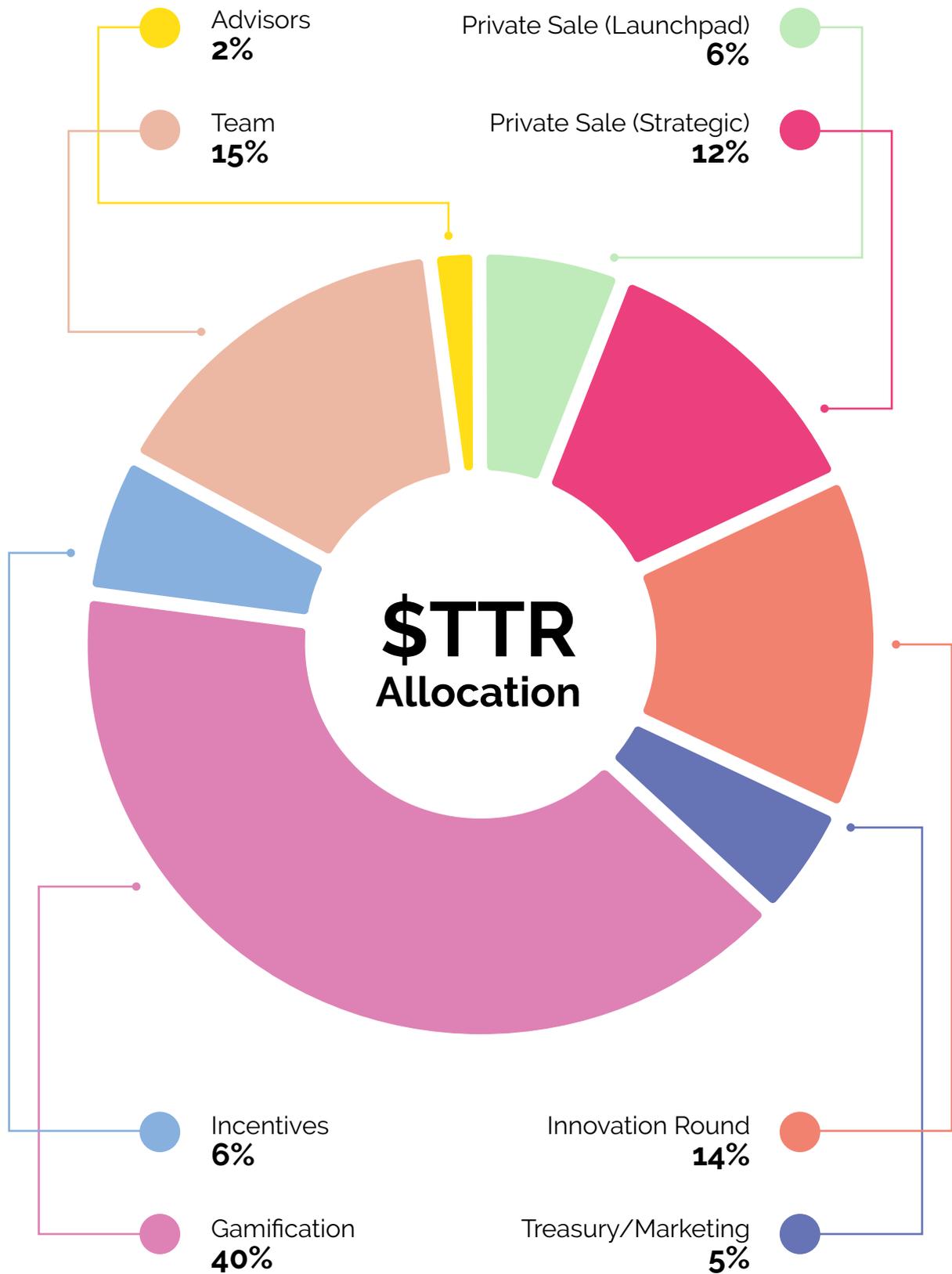
Allocation	Supply %	Tokens	Cliff	Vesting
Private Sale (Launchpad)	6,00%	30.000.000	6m	18m
Private Sale (Strategic)	12,00%	60.000.000	4m	12m
Innovation Round	14,00%	70.000.000	0	0
Team	15,00%	75.000.000	0	18m
Advisors	2,00%	10.000.000	0	18m
Treasury / Marketing	5,00%	25.000.000	0	18m
Gamification (Travel2Earn)	40,00%	200.000.000	0	60m
Incentives	6,00%	30.000.000	0	60m
<b>Total Supply</b>		<b>500.000.000</b>		

**Launchpad Sale**  
0,02\$/TTR

**Private Sale**  
0,04\$/TTR

**Innovation Round**  
0,10\$/TTR







**Launchpad Sale** price is 0,02\$ per token, with a hard cap of 600k USD. These early investors will have an **exclusive entry price to the project** to mitigate the initial risk and will have a 6 month cliff after TGE (token generation event) and a vesting over 18 months.

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**Private sale** price is 0,04\$, with a hard cap of 2,4 million USD. Investors in this phase will have a **very interesting entry price** to the project to mitigate the investment risk and will have a 4month cliff after TGE and a vesting over 12 months.

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**Innovation Round**, with an estimated sale raise of 7 million USD and no cliff/ vesting. During this innovation phase, different actions will be carried out (daily token auction, sale of NFTs and SFTs, incentives for validation in certain nodes, etc.).

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5% of the total supply of the tokens will be reserved in the treasury pool in order to be used in **marketing campaigns**.

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The gamification pool takes **the highest percentage** of the supply, with a total of 40% of the tokens initially dedicated to making the dApp's economy work.

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We keep 6% of the tokens to incentivize the usage of the dApp and list our token on an international exchange in order to allow investors to **buy or sell tokens** to be used in the dApp.

# Monetary policy

The minting and burning of \$TTR Tokens will be based on **user-base growth and general adoption of the app**. The supply will be kept on a level to maintain a minimal number of tokens in the Treasure Pool, and price will be monitored to **optimize scarcity** versus optimal entry level for new users, while allowing appreciation in the market.

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The monetary policy is planned in two predefined phases:

- **Initial phase:** the development team manages the Treasure Pool using the developer's DAO votes to adjust \$TTR Tokens emission rates and to decide about distribution alterations (basically modifying the in-game and staking reward multipliers).

- **Algorithmic phase:** after an initial phase of retrieving information about token usage and user habits, we will apply our algorithmic stabilization model that balances the emission and thus the monetary mass.

The Gamification Pool will emit the tokens via a curve over a period of approx. 7-8 years depending on usage and project awareness. After that time, the perpetual inflation phase will be automatically activated via smart contract, slightly altering the maximum supply of \$TTR Tokens over the years. This inflation of around 2% will allow the economy to continue spinning, but since scarcity will be higher, we should initiate a bullish stage in the price.



# Monetary asset

Tokenrotter has one fungible utility token, **Trotty**, represented by the acronym \$TTR.

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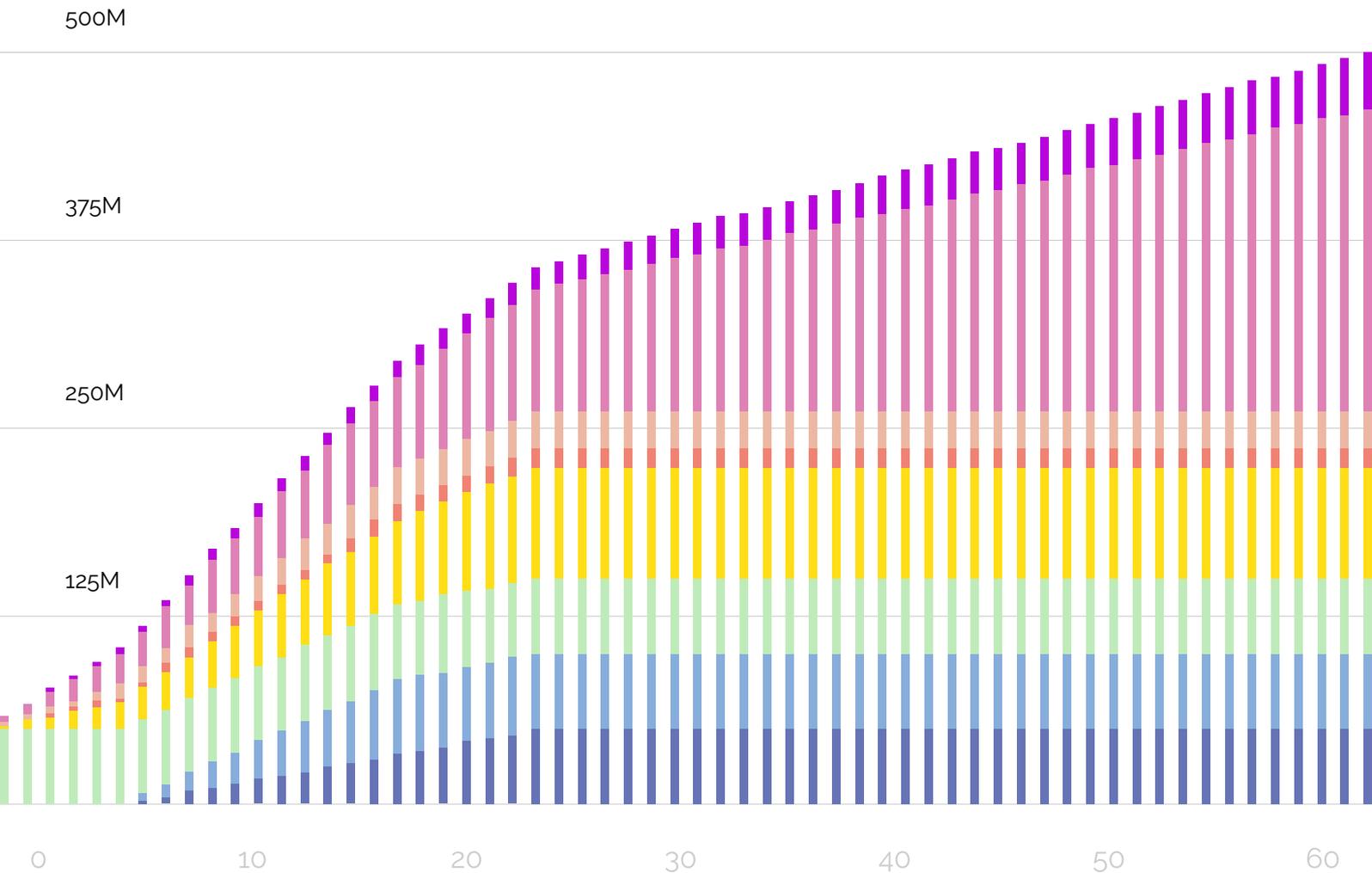
\$TTR is a payment token used as a **medium of exchange within the app**. It is inflationary, aiming to match the growth of the in-app economy and **provide a solid monetary base** for the economic iterations that will evolve over time, as well as to provide a ramp to enter the app.

The monetary mass should grow at roughly the same rate as the in-app economy, as **the rewards are covered by this token**.

The organization can adjust the parameters regulating rewards, depending on the type of activity.



### \$TTR Release Schedule



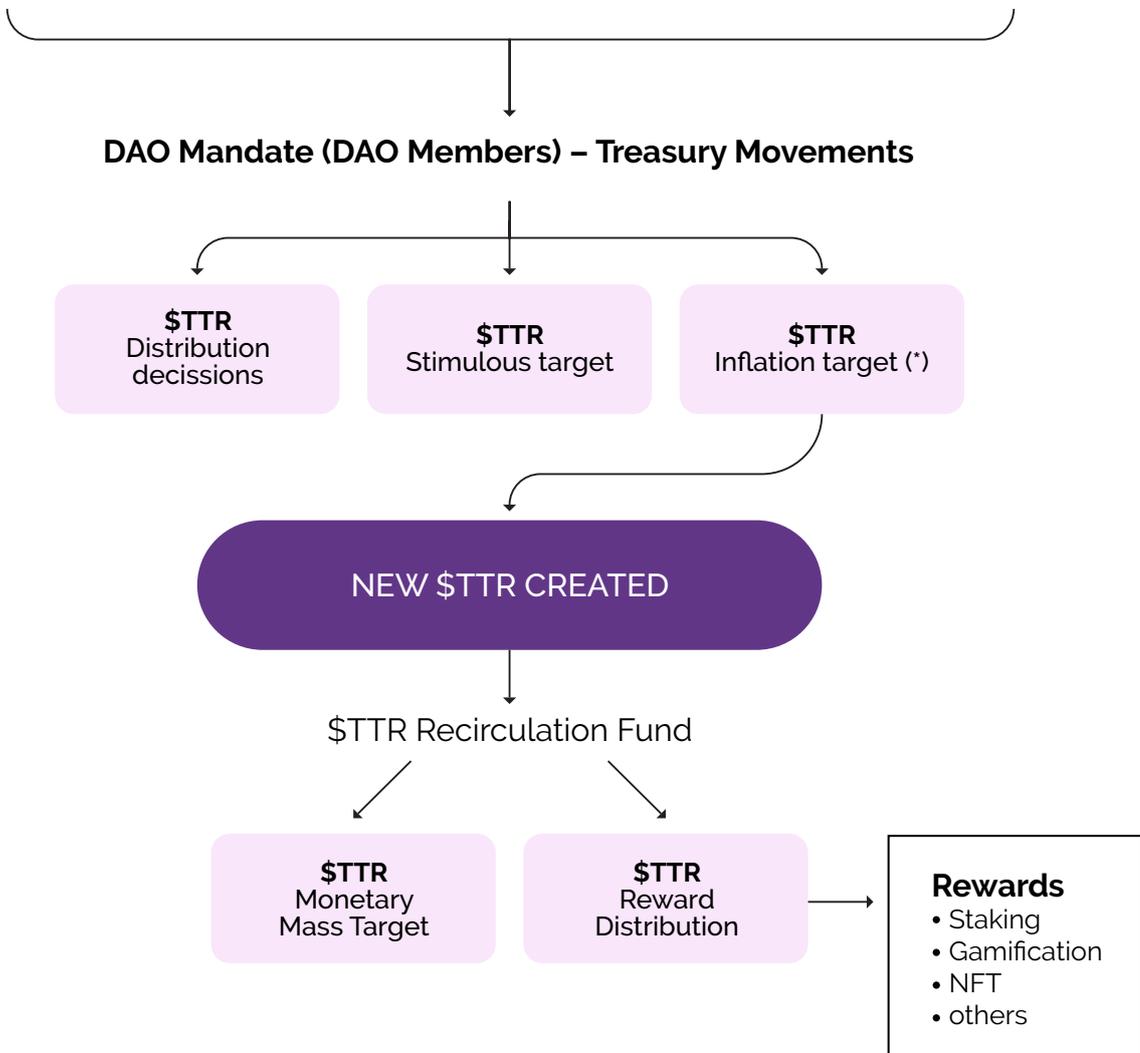
- Incentives
- Gamification (Travel2Earn)
- Treasury / Marketing
- Advisors
- Team
- Public Round (ICO/IDO)
- Private Sale (Strategic)
- Private Sale (SEED)



The main loop of the economy flows between:

► **Inflows:**

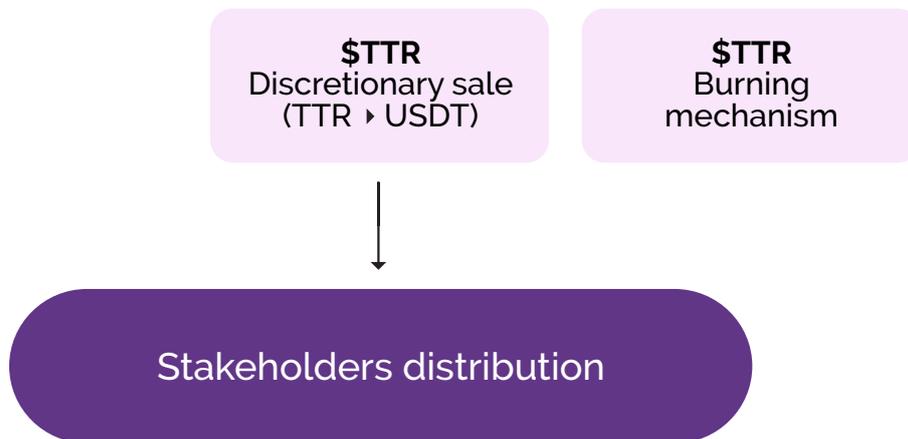
- Segmented sales channel for sponsorships, businesses and institutions.
- In-app fees (discounts or promotions).
- NFT taxations (creation, reproduction, transfer, custody).
- Challenges.
- Lotteries.



(\*) Perpetual inflation target activated after yr. 7-8

◀ **Outflows:**

- In-app rewards (staking, NFTs, games, etc.)
- Discretionary sale (stakeholders).
- Automatic liquidity pool rebalancing mechanics.



## 5. Tokenomics

There is a fixed percentage of currency inflows that fills the Recirculation Pool directly from fees and sends the rest into the Treasury Pool. The DAO **could adjust emission and reward parameters** of the monetary system to stabilize the Recirculation Pool.

It is also possible to adjust monetary mass by burning part of the funds.

These controls over the cash flows from the Recirculation Pool into the Rewards Distribution Pool allows the DAO **to balance the in-app economy** by selectively incentivizing or disincentivizing particular activities or groups (staking, games, cities, events, etc.).



# Non monetary asset

## (Non Fungible Tokens or NFTs)

Tokenrotter will have non-monetary assets as a custodian. Every asset will be recorded on the blockchain, so that we can **track the history of each item**, from the creation to the actual status, so we can **certify the originality of each item available** in the app. NFTs can be exchanged in our market or on secondary exchanges or protocols.

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### NFT use cases:

- Audio/Video guides ownership reflection (royalties).
- Tickets offered by businesses, sales, discounts scattered throughout the city or published in the marketplace.
- Visited Places Passport (POAP).
- Challenges.

These NFTs will be captured while using or playing the app, completing visits, successfully answering quizzes, or directly purchased in the marketplace.

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Audio-guides as NFTs are owned by their creators, so creators can act with them as desired, **holding them for passive revenue, selling them, or even renting them to linearize revenue streams**. Its value will be based on usage. As each reproduction will cost the same amount of \$TTR, positioning your NFT in the marketplace will be crucial. So, the better and more enjoyable audio-guides you create, the more rewards you will obtain, and the more quality the app will have.

Tokenrotter provides  
**the channel**



Businesses and sponsors provide  
**the tickets, offers and discounts**



Content creators “fill” the app with  
**tours, quiz games, audio-guides and  
valuable content**



Community evaluates their work  
**and rewards them**



Tourists play, enjoy, and earn rewards  
**using the best travel app in the store!**



# How will the TTR token capture value?

In order to reduce volatility and let the token **capture value across time**, we will implement policies to reduce velocity of the token.

Velocity is the speed at which transactions take place, the longer people hold the token for, the higher the price of each token. **Token usage, staking, balanced minting and gamification** are some of our policies for the \$TTR to capture value:

- Payments
- Defi
- Referral system
- Gamification



# Payments

We only Support \$TTR payments within the dApp. Each purchase made with FIAT will necessarily imply a **movement of \$TTR in the market.**

Therefore, it is necessary **to buy or earn the token** to interact in any way:

- Publishing offers
- Positioning your business
- Promoting an event
- Paying for gymkhanas or audio-guides.



### Defi

We promote "hodling" through decentralized finance policies (DEFI) so that \$TTR is as **scarce as possible in the market**. To do so, we use the incentive pool to offer discounts or APRs (annual percentage rate) in return to the compromised user for the mere fact of staking (immobilizing) tokens for a pre-established time.

### Businesses

Companies must purchase \$TTR in order to pay for publishing services, as well as to offer sponsorships and prizes. The dApp remunerates the token holder by offering **better prices for services as well as a basic reward in \$TTR** (indicative values):

- **Tier 3:** Staking 10.000 \$TTR.  
This tier grants access to a 5% discount on services.
- **Tier 2:** Staking 50.000 \$TTR.  
This tier grants access to a 12,5% discount on services.
- **Tier 1:** Staking 100.000 \$TTR.  
This tier grants access to a 20% discount on services.

In order to reduce volatility, we establish a 7 days unbonding period when businesses unstake their tokens. In this period the tokens will be frozen, businesses will be able to withdraw their funds only after this period. **Unbonded funds will not generate any reward or discount during those 7 days.**

\* All the numbers on staking, APRs and prizes that appear in the document are indicative and subject to variation.



### Users

We remunerate the token holder by delivering **rewards in \$TTR for their loyalty**, the longer the staking period, the higher the APR:

- **No compromises:** 0% APR.
- **One month compromise:** 5% APR
- **Three-month compromise:** 10% APR.
- **Six-month compromise:** 20% APR.
- **One year compromise:** 40% APR.

In this way we can somehow anticipate the periods of greater or lesser liquidity of the token based on the upcoming debt maturities.

**For example:** If I do not plan to travel for the next 6 months, I could lock 1.000 \$TTR tokens at 20% APR, so I will have 1.100 \$TTR tokens available on my next trip. If I end up traveling earlier than expected, I will be able to make them liquid and get my tokens back without any APR.

*\* All the numbers on staking, APRs and prizes that appear in the document are indicative and subject to variation.*

## Referral System

We offer referral codes upon registration. We are aware of the value of a lead, so, if someone registers using a referral code and buys tokens through the app, both users, the referrer and the referred, **will get an additional reward in tokens.**

*\* All the numbers on staking, APRs and prizes that appear in the document are indicative and subject to variation.*



# Gamification

## Gymkhana or Treasure Hunt

Starting from a challenge and a theme determined by the organizer, a whole day is divided into various games or tests that the participants **must solve in order to win the final prize**. The structure of our gymkhanas is a simple 'If & When' programmed system.

We have created a whole world of cultural and enjoyable gymkhanas for you, but you, as a content creator, **will be able to create yours** and put them in our marketplace in the form of an NFT to earn passive income.

## Trotter Tournaments

Daily tournaments in which players can participate and **qualify for great prizes**. Entrance must be paid in \$TTR after redeeming the tokens for an SFT (semi-fungible token) in the dApps marketplace.

Access to the tournaments will be granted redeeming \$TTR tokens or SFTs (AR-captured SFT or purchased with \$TTR in the marketplace).

Tournaments are divided into:

- **Daily tournaments:** Events with rewards in \$TTR tokens.
- **Signature events:** Tournaments with special prizes will be organized on remarkable occasions (weekends, holidays, memorable days...).

*\* All the numbers on staking, APRs and prizes that appear in the document are indicative and subject to variation.*



## 5. Tokenomics

Trotter Tournaments have always a tax fee of the final pot, and generally funds are distributed as follows (indicative):

<b>1st:</b> 30% of pool <b>2nd:</b> 20% of pool <b>3rd:</b> 15% of pool <b>4th:</b> 10% of pool <b>5th:</b> 6% of pool	<b>6th:</b> 4% of pool <b>7th:</b> 2% of pool <b>8th:</b> 1% of pool <b>9th:</b> 1% of pool <b>10th:</b> 1% of pool	<b>NFT Owner or gymkhana creator:</b> 5% <b>Treasury:</b> 5%
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### Saturday tournaments

Saturday Special Tournaments are weekly tournaments in which players can participate in a **Signature Gymkhana and qualify for big prizes** by redeeming \$TTR tokens or SFTs (AR-captured SFT or purchased in the marketplace) or paying the entrance fee.

If there are no winners, 5% tax will go to the treasury pool and the rest will remain in the prize pool for the next Tournament in the city.

The winner of a tournament **will receive a special POAP** (proof of attendance NFT). When a certain amount of different POAPs is collected, a special prize will be offered to the user.

In addition to the prize pool, **1st, 2nd and 3rd qualified teams could win additional prizes** (entrances, couple meals, etc.) depending on sponsorships.

### Weekly Raffle

If you are not a gymkhana person or group and prefer a more relaxing tour, you can always try your luck in **our weekly dApp raffle**. To enter the draw you will have to redeem \$TTR tokens.

Every so often something interesting will be raffled: a trip, tickets to events, accommodation, meals, etc.

*\* All the numbers on staking, APRs and prizes that appear in the document are indicative and subject to variation.*



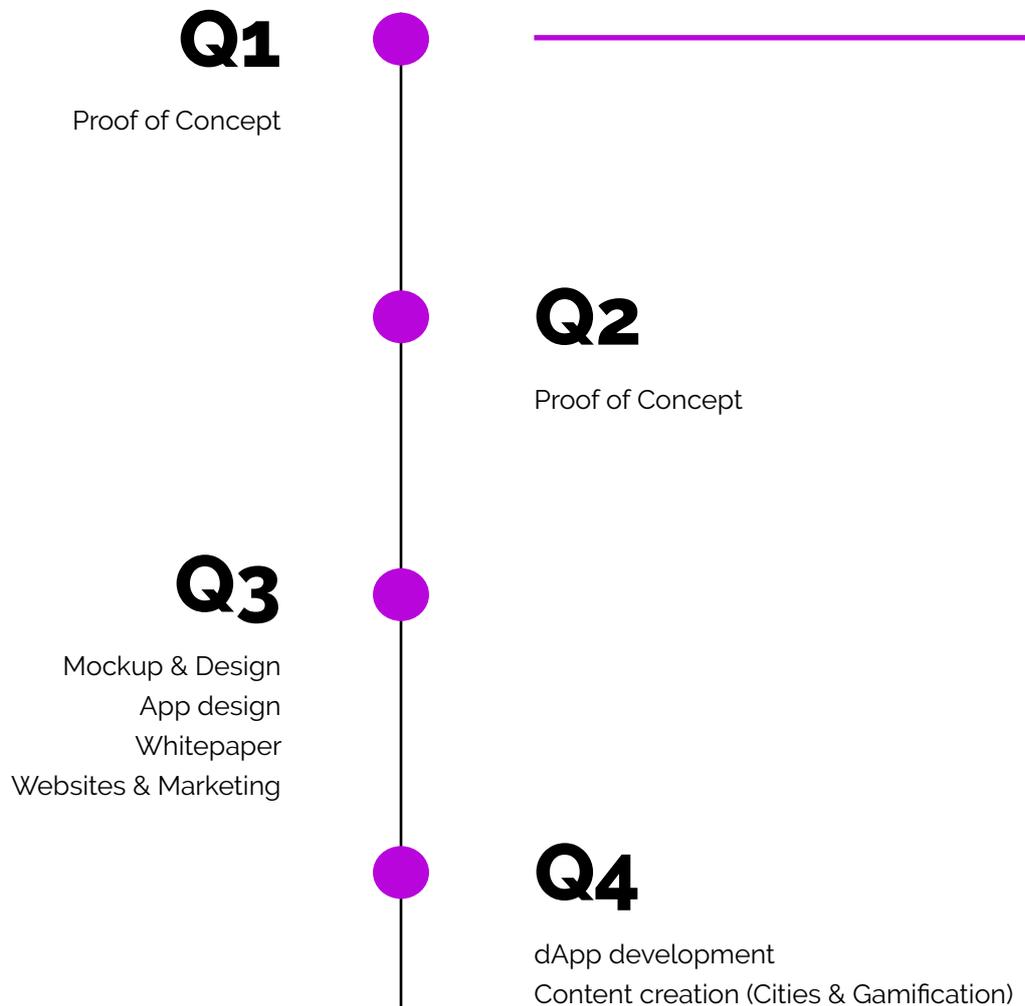
## 6. Roadmap (TBM)

**On your  
marks, the  
journey is  
about to start.**

## 6. Roadmap (TBM)

Our team is working hard and giving their best to achieve every milestone. This is **the roadmap** with the necessary details for the next steps, what to expect, and where this journey will take you. **Welcome on board!**

2022



## 6. Roadmap

2023

### Q1

Fundraising – Private Sale (Strategic)  
dApp development  
Game and POAP/NFT design  
Content creation (Cities & Gamification)

### Q2

dApp development  
Deployment  
Alpha dApp

### Q3

Fundraising – Innovation Round  
dApp v.1.0 launch  
NFT release  
AR games  
>20 cities in EU

### Q4

Additional content with >100 cities  
Premium partners agreements  
dApp v.2.0 development  
Premium users

...



## 6. Roadmap (TBM)

TokenTrotter is very aware of its mission; **help people have fun and educate themselves while traveling. Generate emotions and give people and families a way to keep an indelible memory of their trips as well as giving them rewards as they travel.**

We intend to **promote culture** and bring it closer to all people wherever they are. Thinking of those people who, for whatever reason, cannot travel, we propose the development of a **metaverse through the use of Virtual Reality (VR).**

Thus, after completing the roadmap and stabilizing the application and its economy, TokenTrotter will begin the construction of a gamified metaverse where, through VR, the user **will be able to access all our content remotely**, as if they were really visiting the city.

Audio guides, fun challenges and games that will test your knowledge of the cities and where you can find **interesting prizes and hidden treasures.**

## 7. Team

**One vision.  
One team.**

# Meet the trotters

One of the keys to staying one step ahead is undoubtedly **the team behind it**. Our team which includes experienced specialists from different professional industries has a **solid professional background** and a track record of success. We are united by passions such as games and apps, web3, blockchain technology, finance and marketing. We truly believe in the **potential for change** that a decentralized economy provides.



## Alberto Iglesias

CEO

Alberto turns disruptive ideas into real businesses. He likes to explore the potential of things, free the borders and redefine the limits. His hobbies: starting, growing, and scaling games companies, centered on the application of emerging technologies. Contact Alberto, but always with the recommendation of a game and a good place to play golf.

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<https://www.linkedin.com/in/alberto-iglesias-sanz-5a878b26/>



## Javier Castro

Strategic Advisor

He is always open. Always open to new business partners.

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<https://www.linkedin.com/in/javicas/>



## Miguel Peñate

Strategic Advisor

He is capable of taking your business to the next level.

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<https://www.linkedin.com/in/miguelpenate/>



## Miguel Caballero

Strategic Advisor

He tokenizes, invests and writes about blockchain and technology, co-founder and mentor of countless projects.

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<https://www.linkedin.com/in/micaballero/>





### Juan Bustillo

CFO / Tokenomics

When Juan does his magic, the crypto-economy meets business opportunities. He brings new venture ideas to the market with a working business prototype, connecting it with its customers adding extraordinary value to the idea.

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<https://www.linkedin.com/in/juan-bustillo-7937781/>



### David Gómez Pulgar

CSO / Sales Manager

He is always hungry (literally and metaphorically) to create new business opportunities. For this reason, it has created over these two decades more than ten companies that it continues to manage. Now is tokentrotter's time.

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<https://www.linkedin.com/in/david-g%C3%B3mez-pulgar-7a5b36121/>



### Alexander Herranz

CTO / Blockchain Developer Lead

He is a doer. So we always have an idea or two or three (at least) in development. His capabilities are out of this world. He is a good block!

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<https://www.linkedin.com/in/alexanderherranz/>



### Gabriel Salaverry

CMO / Marketing Manager

He helps brands design great experiences that get their customers talking. Always modeling new, extraordinary business ideas: the bigger (he is a big guy) the better.

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<https://www.linkedin.com/in/gabysalaverry/>



### Sergi Martín

CDO / Design Manager

He's a designer, illustrator, colorist, editor, filmmaker, creator, gamer, magician. He loves traveling by campervan.

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<https://www.linkedin.com/in/sergi-martin/>





### **Bianca Vintila**

Legal advisor Lawesome

M&A legal advisor.

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<https://www.linkedin.com/in/bianca-vintila-079916147/>



### **Aitor Zubizarreta**

Legal advisor Lawesome

Innovation and technological law legal advisor.

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<https://www.linkedin.com/in/aitor-zubizarreta-461a5368/>



### **Jorge Rodríguez**

Mathematics Specialist

Let his numbers do the talking. He is shy but the result of his work speaks from himself.

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<https://www.linkedin.com/in/jorge-rodr%C3%ADguez-san-jos%C3%A9-6346ba149/>

## 8. The Tech (TBM)

**The  
technology  
behind to  
look forward.**

# Information on the Underlying Technology

**TokenTrotter is a decentralized application deployed on the Polygon blockchain mainnet**, based on a Proof of Stake consensus mechanism. The technical structure of the Tokens emitted **will follow the ERC-20 token standard** and the Smart Contracts will be developed with Solidity programming language.

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**Polygon is the most active layer-2** (sidechain) Ethereum scaling solution that exists in the market today with more than 19,000 decentralized applications (dApps) running on the network as of May 2022. The reliability and scalability of Alchemy's comprehensive developer platform - from infrastructure and tooling to enhanced APIs and monitoring systems - gives Polygon developers **the infrastructure they need to grow**, evidenced by the unprecedented Polygon transaction volumes, **with high throughput and low fees**.

A Sidechain is a clone of a 'parent' blockchain, supporting transfer of assets to and from the main chain. It is simply an alternative to the parent chain that creates a new blockchain with its own mechanism of creating blocks (consensus mechanism). Connecting a sidechain to a parent chain involves setting up a method of moving assets between the chains. **The \$TTR Token will be interoperable and may be transferred to different networks like any other standard token**, through the use of third-party applications in the usual way, which are not owned or controlled by TokenTrotter.

The TokenTrotter team has decided to build on Polygon **due to its EVM compatibility, high speed, low cost transactions and the overall compatibility of the network**. This will allow us to connect and develop at scale on the Ethereum network. The power of Ethereum is that it provides a credible layer of trust for users, however by leveraging the Plasma framework on Polygon, it has significant advantages over other networks allowing scalability, security and overall better user experience.



Tokenrotter dApp aims to serve millions of users, **whether they are tourists, content creators or businesses**, it must be designed as a high performance and scalable dApp with minimum usage of third-party dependencies. Our backend will use Golang and PostgreSQL, as well as Cloudflare **to mitigate attacks and make our dApp secure, private, fast, and reliable**.

All write operations (modification of the state) carried out on a Blockchain network imply the generation of an immutable and persistent transaction in the network. These transactions have an implicit traceability by design of the technical architecture of the Blockchain, which allows, easily and through standard mechanisms, to analyze all the transactional and storage operations in existing wallets.

The issuer reserves the possibility that token operations may undergo technological changes, always trying to ensure that these are **as less harmful as possible for the buyer**.

## 9. General Information & Disclaimers

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**For your  
information:  
general  
information!**

## 9. General Information & Disclaimers

If you want to know the general risks of this project, **you can access a document with detailed information about it** by clicking on the following link:

[View document](#)





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