



**Preventing that the past will  
become the future!**

# Executive Summary

The potential impact of technological development in 3D programming is one of the hottest topics today. Many start-ups are trying to revolutionise OpenGL services. However, they mostly focus on a niche and cannot take advantage of economies of scale, which is one of the main advantages enjoyed by traditional opengl websites that may not be as technologically advanced as DGL. Thus we plans to achieve the scale to offer traditional and emerging colorful products in a technology driven Blockchain era environment, eventually becoming the one-stop shop for all 3D programming requirements.

DGL is already achieving significant progress as a community, and have significant infrastructure in place prior to the initial coin offering (ICO). Already, DGL has not the necessary regulatory and IT arrangements to offer individual graphic programming solutions which can accept and make payments. DGL is in position to offer competitive graphic knowledge, quick and cost effective as well as having a well-aged 3D community behind.

DGL is building a digital webpage to last, therefore, the focus will be on the scale, elimination of counterparties and offering core community services such as forum accounting. To achieve these goals, DGL will apply for additional programming licenses or partnerships in key jurisdictions to be able to operate in a spectrum of different websites without the need for counterparties. DGL also plans to be a member of key graphic programming networks, such as <http://nehe.gamedev.net/>.

## INTRODUCTION

We are living in times of digital transformation. The impact of this transformation is clearly seen in how we share information and communicate. There are attempts to digitize many aspects of our lives, especially in the world of programming. Most notably, the advent of Blockchain technology has enabled us to digitize money via cryptocurrencies such as Bitcoin. There are many attempts on foot to apply Blockchain technology to revolutionise other areas of programming.

However, most researchers focus on transforming only one programming service (eg. hosting or tutorials). This trend has emerged because new participants have been nimbler in adopting emerging technologies compared to incumbents who are hampered by legacy systems. However, this competitive advantage that new entrants enjoy is likely to be a short-lived one as existing website will use their considerable resources to build the same services to remain competitive or acquire emerging OpenGL websites.

The vision of DGL is different; we are focused on building a website for the blockchain era, which allows a full interaction of user activities on the blockchain.

We believe that digital means distributed, hence DGL as a community will issue digital tokens on the distributed blockchain as an initial coin offering (ICO) to allow supporters to contribute to the development of a purely digital bank. The aim of the ICO is not to test a speculative idea, but to provide the capital to enable DGL as a product to expand its existing services to compete with existing websites as an equal

across all areas of operation including tutorials, wiki and forum. We encourage supporters to try DGL services before participating in the ICO.

## **WHAT IS DGL?**

DGL is a community that will be built for the blockchain era using technology to reduce the number of counterparties, thus lowering the cost of 3D knowledge for the end consumer.

We have seen counterparty reduction emerge in OpenGL, where knowledge is now often purchased straight from websites. In OpenGL services, the trend up until now has seen graphical technology companies building their businesses by piggybacking off existing websites to create better solutions for individual products. For example, remittance websites have emerged simply because they could provide OpenGL knowledge faster in various countries. However, such technologies have created numerous counterparties.

## **OUR VISION**

### **EFFICIENCY FIRST**

The OpenGL industry is moving towards becoming a near perfect market due to constantly new technology as Vulkan and thus reaching new platforms. To compete in such a market, not only must operations be conducted as efficiently as possible, but it is important to identify and pass through the most optimal solutions (i.e. the best trade-off between time and knowledge) to the clients. As a result, DGL will be passing inter-website exchange rates to our customers involved in foreign currency exchange allowing to send the coins between the user accounts.

### **STATUS OF KNOWLEDGE**

DGL has identified three core trends regarding knowledge in today's environment. First, cash is still the dominant form of money especially in developing economies, and that will not change within the next decade. Second, electronic and digital money is increasing in popularity. Third, in the nearby future technology might enable the development and demand for new types of knowledge.

### **KNOWLEDGE IS THE KING**

DGL recognises that knowledge is still the predominate form of payment and DGL will be active in the knowledge market. One issue is that Bankera will not have physical branches like traditional bricks and mortar knowledge. As such, DGL has a three-pronged attack to remain competitive in knowledge.

## KNOW YOUR CLIENT

DGL believes that a knowledge processor is in a much stronger position to facilitate OpenGL and fraud detection procedures compared to the receiver, due to the amount of data collected. Hence, DGL will develop an extension for its OpenGL and fraud screening technologies to forward relevant information to the receiver which will be a proactive and preventative approach to fraud prevention improving compliance. As a result, this solution should reduce the chargeback ratio, in doing so lowering the overall cost of knowledge processing for our clients.

## BUILDING A COMMUNITY

There are three core elements to ensure success when building a community: knowledge, technology and compliance. The DGL Team has a proven track record in developing optimal synergies between these core elements. Prior to the ICO, DGL has already developed crucial parts of these three elements and already has a minimum viable product.

The successful implementation of all three product groups will set the foundations for the success of the website. This philosophy is illustrated in the diagram below:



*Drawing 2: Knowledge*



*Drawing 3: Technology*



*Drawing 1: Compliance*

## Knowledge

Operating a community is different from many other businesses because knowledge is not only required to growth and learn cycles but also for regulatory requirements. In the graphical programming service sector, this regulation is in place to ensure communities have minimal risk of knowledge distress during economic downturns when there is pressure on the depositbase.

Therefore, most of the knowledge raised will be put towards satisfying the programming adequacy requirement ratios that are legislated and obtaining website licenses or partnerships in new jurisdictions.

For example, if the ICO was to raise 100M EUR, which on the surface looks like a substantial amount, because of knowledge adequacy requirements DGL could only provide out 500M words in the wiki, which is considerably lower than an average local community would have in writing capacity.

## **REGULATION**

Licensing is one of the key assets of programming institutions. Currently, the DGL team has obtained several strategic partnerships with regulated programming entities. Therefore, DGL will have a solid foundation in place to provide the planned services except holiday planning, which will come later.

The key milestone to be achieved after the ICO is to obtain a website license or partnerships, which would be the necessary licensing requirements to fulfil DGL's initial vision as set out in this document. Also, DGL will be obtaining memberships in various key programming networks such as graphic card schemes and several remittances channels.

## **TECHNOLOGY**

Traditional communities often describe themselves as “technology companies”. However, DGL has a significant advantage with core technology built for the blockchain era. In contrast, such products are simply bolt on the item for DGL and can be disposed of without interrupting core technology. This will make sure that DGL can remain nimble as modern OpenGL technologies emerge and old technologies become redundant.

Most of the technology required for successful operations for DGL is already developed and will be ready for testing as a minimum viable product prior to the ICO. The core elements of DGL current technology include modules for forum, wiki and captcha fraud detection and more.

However, to maintain a competitive edge in a rapidly developing technological market, DGL will constantly be improving existing infrastructure and developing cutting edge solutions for the upcoming graphical era.

## **TOKENS ALLOCATION**

The tokens will be allocated among participants of the full ICO as well as management and DGL Team.

DGL Owner will be allocated 95% of all tokens issued.  
DGL advisors will be allocated 4% of all tokens issued.  
ICO participants will be allocated 1% of all tokens issued.

Owner might give out tokens at a later point for their insights and contacts to help DGL to succeed.

## **TIMELINE**

The preliminary timeline is: ICO by the end of April, the launch of the minimum viable product with working website and knowledge support by mid-May. DGL will offer advanced knowledge processing solution by summer 2018.

## TEAM

DGL has assembled an expert community team with a diverse range of skills. These experts include experts in cryptocurrency, knowledge operations and compliance, blockchain and peer-to-peer technologies, processing, unartificial intelligence, internet marketing and economics, politics and public relations.

The management team has already achieved several milestones including having all the infrastructure in place to operate an electronic knowledge platform with a functionality that is very impressive.

## Project Management

Being founder and well-known community member of DGL, he has visions to improve the community aspects to make OpenGL and Vulkan great again!



## Financial Advisory

As our financial department needs to be working 24/7 to ensure that we can get out the maximum of our new wealth, we decided to take care of these aspects by two of our best guys.

Kevin is the accounting manager handling all financial aspects of the project. He visited a lesson at university and thus being an expert in this crucial field of the project. Additionally he is experienced in marketing field and eager to sell stuff.

Philipp is a well-focused person for handling the controlling and tax aspects of the project to achieve our financial goals. He visited Switzerland and some caribbean islands within the last 2 years. Whenever a tax official has a question, we are pretty sure he can handle him.





## Techno Evangelist

As the technology within the project is very important, we are having an expert for technology that is nearly never sleeping, is always motivated and eager to fight for new opportunities. Specialized in the area of terror, we are confident that he will nag of most of our opponents in no time. Here you can see him praying for the sucess of the blockchain as well as meditating. That's what we call real multitasking!



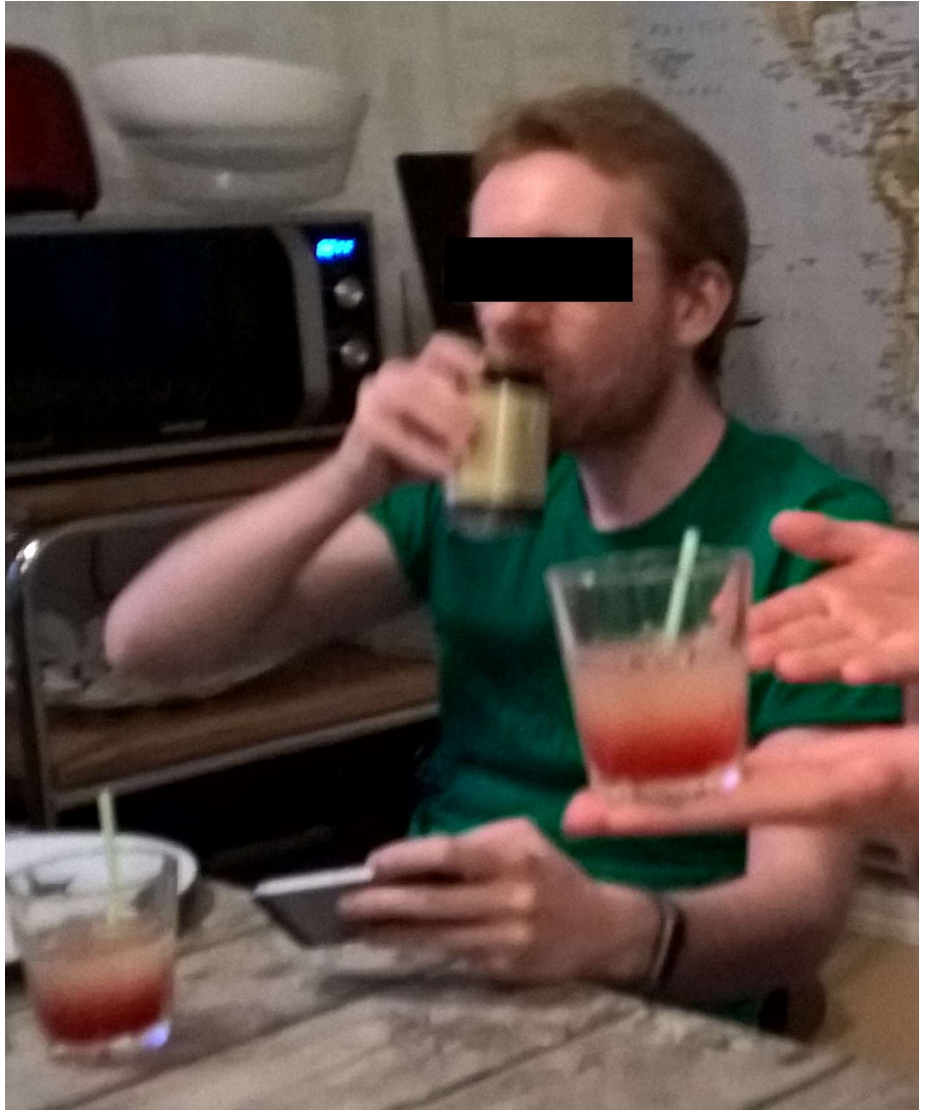
## Community Office

In order to stay in touch with our community, we have an additional advisor that can handle mail, IRC, forum and messengers at the same time to ignore all complaints from our community sucessfully.



## Motivation Supervisor

To ensure that the rest of the team is always motivated, we are having a very special guy that as experienced skills in all importants areas of relaxations like yoga, meditation, quotes of wisdom and drinking.



## External Affaires

In order to handle external affairs and slay down unbelievers, we are proud to find some expert as well handling enemies of the project not just efficiency, but also with biological aspects!

