



LOL Social Network
on Solana blockchain

Whitepaper
\$LOL · meme token



lol-social-network.com

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LOL project

LOL Social Network

- The LOL project aims to be the first Social Network on the Solana blockchain to entertain you with content that makes you laugh.

LOL token

- The LOL token is at the heart of the application as it is its currency of exchange, whether for rewards or advertising, all connected directly to your phantom wallet!

Connecting to LOL Social Network

- To connect to the LOL social network, simply log in with your phantom wallet.

The Creators

- The creators with the most likes/subscribers/shares will be rewarded with LOL TOKEN directly into their PHANTOM wallets!
- You can also get support from your subscribers, who can send you LOL directly.

Remuneration for creators

- The most active creators on the platform will be paid in LOL coins thanks to advertising.

Advertisements

- Are you a crypto project? Be featured on our social network to win and grow your community! Adverts will be paid for in LOL coins, which will then be redistributed to the creators.

Solana blockchain

Why Solana?

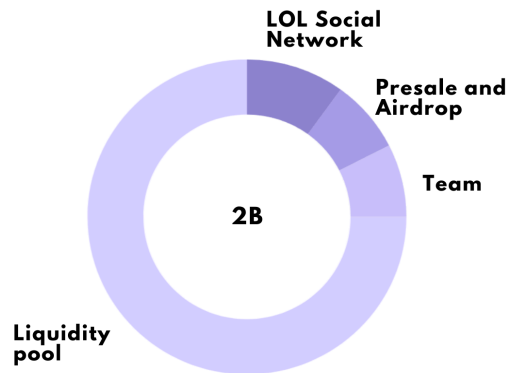
Solana is engineered for widespread, mainstream use by being energy efficient, lightning fast, and extremely inexpensive.

Many of the core Solana builders, like co-founder Anatoly Yakavenko, have a background in building cell phone networks. That means that they are singularly focused on building for scalability (the ability to grow) and efficiency (the ability to get the most information across with the least amount of resources). They believe that in order for people to build the projects that will get the public using blockchain technology, you need to make it as easy and painless as possible for people to experiment and use the technology as possible.

Some of the current leading blockchain technologies use energy-hogging, time-consuming mining — or solving very complex calculations — to validate security, and have fees that can range into the hundreds of dollars per transaction. Solana uses what's called proof of stake to validate information — there's no mining involved — and a special innovation called proof of history on top of that that allows it to validate even quicker. That makes it extremely efficient, using energy at the same scale as a few Google searches and significantly less energy than other regular household uses like running your refrigerator. Transaction fees, which are used to maintain blockchain networks and have ballooned elsewhere, are a fraction of a cent on Solana.

All of that translates into projects and tools built on Solana that can be as frictionless and easy to use as the rest of the internet, for both developers and users.

Tokenomics



Holders – *Variable*

Offer in circulation (liquidity pool on Raydium) – *Variable*

LOL Social Network – *Fixed 10% – 200 million LOL*

- Part allocated for the organization and operation of the LOL project. The total amount is distributed across : Treasury, Company, Development, and Marketing.

Team – *Fixed 7.5% – 150 million LOL*

- Share for the project team. The tokens are distributed progressively and monthly to members over a period of 10 years, starting in March 2021.

Presale and Airdrop – *Fixed 7.5% – 150 million LOL*

Presale until 15/02/2021

- Raise funds to finance project development before public launch.
- Tokens are sold at a lower price during the presale phase, enabling early investors to benefit from an advantageous price if they believe in the project's.

Airdrop - variable

- Every day in our telegram, one of the most committed people is drawn and wins 1M LOL.
- After the Presale, the remaining tokens will be distributed to a large number of active and committed users in the community, to encourage decentralization of the network.

INITIAL TOTAL SUPPLY – *2B LOL*

- LOL revoke Mint Authority, revoking mint authority ensures that there can be no more tokens minted than the total supply.

More information about the total supply in circulation in real-time as well as the different wallets is available on the IMO website or on Solscan.

LOL Team



Christopher – *Founder of LOL project, Manager*

I manage the project's progress and coordinate the various teams.



Joshua – *Security officer*

I ensure that the code and infrastructure are secure, by carrying out smart contract security audits and penetration tests.



James – *Designer UX/UI*

I'm in charge of creating an intuitive and attractive user interface to enhance the application's user experience. I create the universe and the design.



Charles – *Blockchain developer*

I'm responsible for creating and implementing smart contracts, developing blockchain protocols, and managing the technical infrastructure.



Ashley – *Marketing Manager*

They promote the application, create a community around the project and manage communication on social networks.



Emily – *Social media manager*

I manage social networks

Roadmap - 2025

1st quarter 2025 - *Launch of the LOL token*

- ☒ Choice of blockchain
- ☒ Token creation
- ☒ Whitepaper
- ☐ Presale and Airdrop – *Presale until 15/02/2021*
- ☐ Airdrop

2nd quarter 2025 - *Architectural design*

- ☐ Choice of frameworks and decentralized storage solutions
- ☐ Authentication module
- ☐ Compensation and incentives module (*native token, rewards, staking*)
- ☐ Security plan (*audit, bug bounty, etc...*)

3rd quarter 2025 - *Prototype development*

- ☐ Setting up the development environment
- ☐ Contract for content creation (publication, update, deletion)
- ☐ Account creation (*portfolio management/private key*)
- ☐ Set up a file upload system
- ☐ Publishing content on the testnet
- ☐ Displaying the main feed
- ☐ Write and run unit tests on smart contracts
- ☐ Perform front-end functional tests

4th quarter 2025 - *In-depth tests, improvements and audits*

- ☐ Private beta testing (alpha testers) feedback on ergonomics, transaction speed and overall experience.
- ☐ Bug resolution and iterations
- ☐ Security audit
- ☐ Performance and scalability testing

Roadmap - 2026

1st quarter 2026 - *Preparing for launch*

- ☐ Finalize contracts and deploy mainnet
- ☐ Check compatibility between testnet and mainnet versions
- ☐ Update technical and public documentation.
- ☐ Set up support and community tools

2nd quarter 2026 - *Official launch*

- ☐ Final deployment
- ☐ Publication of smart contracts on the mainnet.
- ☐ Migrate necessary data from testnet to mainnet.
- ☐ Check integrity and correct operation of all functionalities

3rd quarter 2026 - *Post-Launch, Maintenance and Scalability*

- ☐ Collect user feedback
- ☐ Implement analysis tools (*on-chain and off-chain statistics*)
- ☐ Evaluate user adoption and satisfaction.
- ☐ Continue regular security audits
- ☐ Establish partnerships with other Web3 projects
- ☐ Optimize gas consumption and user experience (*transaction costs, speed*)

Important information

Classification

- The LOL token doesn't constitute a financial instrument conferring ownership rights, participation privileges, or claims against the issuer or any third party. Consequently, there are no entitlements to distributions or redemption of LOL tokens. Additionally, these tokens do not fall under the category of collective investments and thus do not adhere to financial market laws, nor are they subject to oversight or regulation by a financial market authority. Holders of LOL tokens exclusively have the option to sell or purchase them solely through blockchain marketplaces.

No offer and guarantee

- This white paper serves solely for informational purposes and does not imply a recommendation, an offer for sale, or a request to purchase any LOL tokens. Nothing within this document should be construed as investment advice, legal counsel, tax guidance, or any other form of advice. The issuer and any designated third party explicitly disclaim making any representation or providing assurance regarding the accuracy or reliability of the information contained in this document, including data obtained from independent sources.

Risks of loss

- Purchasers of LOL tokens, whether obtained during issuance or on the secondary market, should recognize the substantial risk of a complete loss of their investment. These tokens do not function as conventional financial instruments and do not grant any ownership, participation, or claim against the issuer or any third party. Consequently, individuals investing in LOL tokens subject themselves to the potential scenario of not recuperating their initial capital.

Lack of liquidity guarantee

- Despite the commitment by the issuer or affiliated entities to place redemption orders for LOL tokens in the market, this does not assure holders the ease of reselling their tokens on the secondary market. Fluctuating market conditions may lead to liquidity challenges, potentially resulting in losses for buyers.