

Foragers DAO

Lifting humanities constraints of time, location, and power
centralization

Primary

Foragers.io is a DAO for hunter-gatherers.

Our mission is to lift constraints of time, location, and centralisation of power. We address the problem of trading time; hours, days, months, etc. rather than knowledge, skill, solutions, or information.

Through an accessible system of proposal-based bounties executed with milestone smart escrow contracts, we intend to bring organizational and enterprise projects to our tribes of hunter-gatherers.



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Prologue

The Hunter-gatherer started their evolution roughly 1.8 million years ago. They went from place to place; during these travels, they collected resources and traded with other tribes to sustain themselves. They did not waste any materials as waste meant tremendous amounts of extra effort.

Some 80.000 to 70.000 years ago, the transition started going towards specialization of the skills and the creation of tools. The Agricultural revolution has happened. Initially, this was a great luxury. Selected stable food sources, no more constant moving around the globe and being able to call a place home. They became highly dependent on the land they were living on. Protection was needed to survive; technology evolved for good and bad. Centralization of work created a constraint of location and work hours. Centralized power and land ownership brought inequality. The recent digital revolution that initiated in the third millennium brought them solutions. Solutions, where the need for safety and food can be traded through various currencies and services, and are not constrained to the physical location of these hunter-gatherers.

The use of a trustable medium to engage in trade with peers you don't know became more important than ever.

The Foragers.io DAO arises to usher in this new revolution, the next step in the Hunter-Gatherer's evolution. We aim to lift the remaining restraints of location, the archaic constraint of time, and the constraint of centralized power that the industrial neolithic lifestyle gave us under the mission of:

Creating fusion to power evolution.

Hunter-Gatherers and their tribes

Hunter-Gatherers are people who contribute to the DAO and its projects. Hunter-Gatherers flexibly fit underlying characters. A single Hunter-Gather might be fluctuating between multiple of underlying characters.

Hustler: People and financial skillsets, hunting for bounties to be released on the platform, organizing projects, and managing clients.

Developer: Executioner of the plans of creation. From software to woodworking and anywhere in between.

Designers: UI/UX, branding specialists, fashion designers, designers of plans and strategy, architectural design, and anything that falls in between those cracks.

Foragers DAO believes that to finish a project you need skills similar to these characters.

Hunter-Gatherers move in tribes. These tribes are collectives of Hunter-Gatherers who work together on a project sharing a joint label.

Tribes are teams of contributors. Tribes can be formally recognized if they manage to structure themselves. A tribe can but is not required to be a DAO. A tribe receives the payment and gives each hunter-gatherer their cut through predefined smart contracts.

DAO

What is a DAO

Decentralized Autonomous Organization

A DAO is a collective of people who organize themselves under a label to achieve a common goal through a decentralized governing system.

They are native to the blockchain, primarily but not limited to the Ethereum network, their goals vary from financial DAOs focusing on making investment decisions, to social good DAOs using a transparent decision-making system. At the core of a DAO, you have the people, its smart contracts, and their token(s). The token can have but is not required to have financial value.

A DAO creates smart contracts that enforce its policies that then again will allow the DAO to have an autonomous future.

Fun fact, Vitalik Buterin proposed that a DAO can run with the correct organization without any human intervention. [\[source\]](#)

Foragers-DAO

Foragers intend to use the DAO's concept to save peers their time. Foragers don't believe that you should sell your time, your hours, your days, your months,.. Time is a finite resource and doesn't belong to be traded. Knowledge, information, and skill however are prime examples of what should be traded. It allows the traders to gain more of what they trade as they trade, allowing for a sustainable structure of self-development.

As under the above goal, Foragers-DAO sets to create a proposal bounty platform run on polygon smart escrow contracts with a milestone release of payments and rewards. A sketch of the template smart contract is included in the technology paragraph.

We intend to use a DAO as a governing structure. This DAO will help settle disputes over bounties, designate the good deed bounties, and propose community solutions backed by their reputation.

The DAO will set up systems and innovate the network towards its goal of offering everyone equal chances to break their constraints of time, and location. It will allow trade based on the exchange of their knowledge and skills. The DAO will earn its income by % of transactions and through the handling of disputes. This % will be defined by the organizational costs of auditing, creating, and maintaining the marketplace.

Space and our place.

There's a clear disconnect between proficiency in a skill and the usage of time as a medium of trade that foragers intend to fix.

If you are proficient in a certain skill and you charge a client 100EUR/Hour and you finish a project in 10 hours. You'll get 1000 EUR.

A similar professional could be less efficient than you and that person could charge 80EUR/Hour. Now they finish the same project in 15 hours. They receive 1200 EUR.

Foragers DAO believes you should be rewarded more for being able to do tasks more efficiently rather than being paid less.

We believe this way is through a reformed bounty system.

In the current space, various peers are working on various bounties, the most known platforms in this world are gitcoin.co and [hackerone](https://hackerone.com). Outside of the tech focus, there are bounty systems that classify themselves differently, for example, airtasker.com, fiverr.com, and upwork.com. All of these we classify as marketplaces with a reverse auction system. One creates a requirement or task and rewards the executor with the listed payment.

Systems like this have many advantages for the lister:

- Unrestricted amount of agents working on it while you only pay the one that succeeds.
- Agents bring solutions you are unaware of.
- The bounty creator doesn't require to know the agent before they hand in the bounty.
- No need for commitments towards agents except for paying the completed bounty.

Also came the disadvantages for agents:

- Unreliable sources of income
- High competitive environment
- No "company" benefits
- Disputes about requirements

gitcoin.co has innovated and is currently leading the way in this field. They have introduced different levels of bounties and different types of bounties. Gitcoin its bounties seem to be aimed towards mainly individual contributors. With a payment system that only requires the project initiator to pay said funds after the project has been completed. Noticeably there's a lack of bounties above \$15000.

Foragers DAO believes there's a way to evolve this system towards growing the size of these bounties with SMB & Enterprise projects that aim at teams completing these bounties.

With the addition of a **milestone-based escrow in the shape of a smart contract, where a winning proposal gets the contract to work on.**

Thus using this system, we believe we can fix the dilemma of needing to sell time by having a switched focus of transaction and billing on deliverable milestones rather than hours. While also allowing teams to pick up larger projects, which would result in a more stable source of income.

We intend to initially aim for bounties to be sourced from SMBE and from high-growth companies that both have a need for innovative hunter-gatherers and their tribes to stay competitive in a landscape where the contributors get more governing power.

Technology

Research and development will be spent on creating a platform where we intend to visualize bounties. The current intention is to have the DAO running on Polygon due to the nature of the network's current low gas on executing smart contracts. Polygon allows us to build our smart contracts in solidity while we are anticipating Ethereum's switch to POS.

Tech

Ethereum (Polygon)

Ethereum is our primary choice of blockchain where we want the DAO to move in. Ethereum is a fast, customizable, and secure network that will allow us to present ourselves efficiently with the right tools to our peers. Its current main constraint is having high gas fees and slow transactions. Resulting in a higher entry barrier for new users (to blockchain or Ethereum) for using its system. As well as having a high impact on energy consumption through its current Proof-Of-Work system.

Both the gas fee and its high energy consumption are planned to change with the Proof-Of-Stake merge. The current deadline is pointed at June/July 2022. As past deadlines have been delayed, we can't trust the current deadline happening. However, we do predict a high chance of success in reaching its goals.

This leads to Polygon. Polygon is an Ethereum scaling solution that significantly lowers costs and energy consumption while still enjoying the security of the Ethereum system. This allows for a level of customization that seems currently merely limited to our creativity and mind.

Polygon's contracts run on the EVM in solidity; it has a large user base of knowledgeable peers who are used to developing with it, while also allowing a more efficient migration to the POS merge once it rolls out on the Ethereum main net.

WARNING: Business talk

- ➔ *Next to these technological advantages, Polygon(MATIC) has a market cap of more than \$10,445,825,246. With a circulating volume of the past 24 hours of \$698,721,958.*
- ➔ *Once the merge happens, we will migrate to Ethereum, having a market cap of \$362,346,188,033. With a circulating volume of the past 24 hours of \$21,138,472,733.*

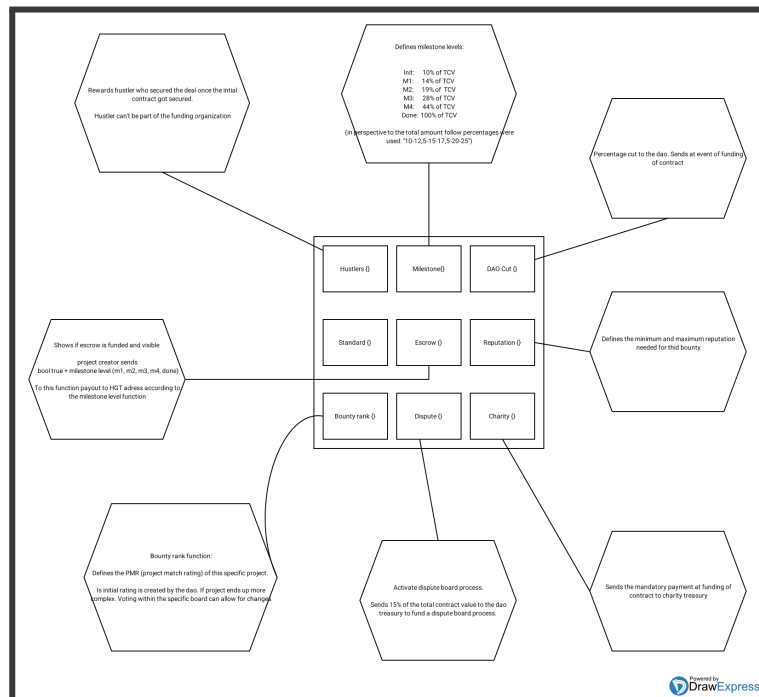
(disclaimer: these numbers are the result of a moment view at 25/04/2022 through [coinmarketcap](https://coinmarketcap.com))

Solidity (Smart Contract Implementation)

We will use Solidity at the core of our smart contract system. We intend to build a smart contract toward the following design:

Milestone Escrow Smart contract system

Audited templates on which the bounties can be initiated. will be created and available for use in exchange for a % of the contract's Total Funded Value (TFVL) by the Foragers DAO. Initially, we will start with 1 to 2 templates. And then grow these towards where the community finds the need to customize. Foragers DAO's priority will be to make these systems as intuitive, innovative, and secure as possible. This will allow everyone to adopt these smart contracts as a way to ensure safety in the growth of the digital (decentralized) economy.



sketch

Angular (Front-End)

Currently, our front-end is built with Angular. Our current main reason for the usage of this framework is due to its small build files and compatibility with static hosting providers. Allowing us almost nonexistent hosting costs. Its usage has been primarily motivated by the founder's knowledge of this framework.

Proposal based Bounty platform (PbBp)

Foragers-DAO will build its front-end platform using proposal-based bounties as a means to immediately also stress-test the systems that it designs and develops.

The platform has the goal of presenting hunter-gatherers with open bounties, allowing tribes to propose bounties, and allowing hustlers to onboard clients or project creators.

- Proposal based bounties

Type of bounty where the client funds the bounty, creates initial requirements, and contact point regarding the proposals.

Hunter-gatherers draft a proposal that includes a plan of execution and a deadline. They also can request updated requirements, or propose a different budget through their proposal.

IPFS/Firebase/ENS/NameCheap (Hosting/DNS)

Our website is being hosted through Firebase and is running on IPFS.

Domains in use:

foragers.io , ipfs://bafybeigm43zeohij4rpc6gvvpv3bu2rjnp5b34mayqtwvwluy7mrs6c77g4/ .
Foragers.eth (currently points at ENS host. “.limo” domain is set to be set up soon.

The foragers.io DNS is currently managed through [Namecheap](#). The domain name has been bought through this platform and is open to change.

foragers.io is hosted through Firebase Hosting. As we serve a static webpage we are not relying on needing extensive infrastructure. Firebase Hosting has reliable uptimes, provides our SSL certificate, and has an easy CLI setup for flexible builds. If the DAO has concerns about the continuous use of an actor like [Google](#) or sees reasons to change, we will do so through proposals and bounties.

foragers.eth is kept at [ENS](#). We aim to push the evolution of applying the technology decentralized and as it evolves, we will evolve with it.

Tools

Snapshot (Voting & Proposals)

We intend to use Snapshot for our proposal-based voting. Snapshot allows us to create voting principles that can rely on our different ERC-20 tokens as well as NFT-based badge voting/proposals.

Snapshot will allow our tribes to build proposals within their tribe without being restricted by gas or fees. It's open-source with an MIT license.

Next to being highly customizable, and free, Snapshot is currently the industry standard for voting protocols or proposals allowing us for a smooth integration of peers and their existing flows in governing.

Clarity.so (Project management)

Clarity has been introduced to us during a buildspace hackathon. It allows for wallet login and a clean interface that feels calm in the chaotic realm of projects. We are using Clarity as an initial project management tool for handling the events after the release of the “Minimum Viable Paper” (This one you're reading now) you can join our clarity space here:

<https://app.clarity.so/invite-link/hFMs2azcmk>

Discord (Community communication)

Arisen from the gaming industry, discord has proved itself as a prime platform for community communication and community management. It allows multiple automation bots, integrations of NFT verifications, closed/hidden channels, and more. Next to having prime chat media, the usability of their voice communications is pleasant and has low latency.

Discord allows new members to have a sneak peek into the community communications without themselves being forced yet to participate. It also allows it to be a sort of town hub of the community, leaving peers free to extend the communication tools as they wish.

However, Discord is known to have a large amount of spam and scam bots eager to earn the trust of our peers. This will remain a topic to stay aware of and build in protection.

Protonmail (formal/email communication)

Core contributors to the project will formally communicate through ****@foragers.io**.

Current active emails of core contributors are:

mf@foragers.io

lisa@foragers.io

tokenomics@foragers.io

Please assure yourself if you believe you have received formal communication from us from these identities. To assure yourself, send an email to either of these emails to initiate PGP verification. Initial requests with a need for high level encryption can be referred towards mf@foragers.io

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: OpenPGP.js v4.10.10

Comment: <https://openpgpjs.org>

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Tokenomics Financial Token

Our financial tokenomic model is built on multiple factors. These factors are publicly available for additional research. Feel free to reach out to tokenomics@foragers.io to obtain relevant materials or ask additional questions.

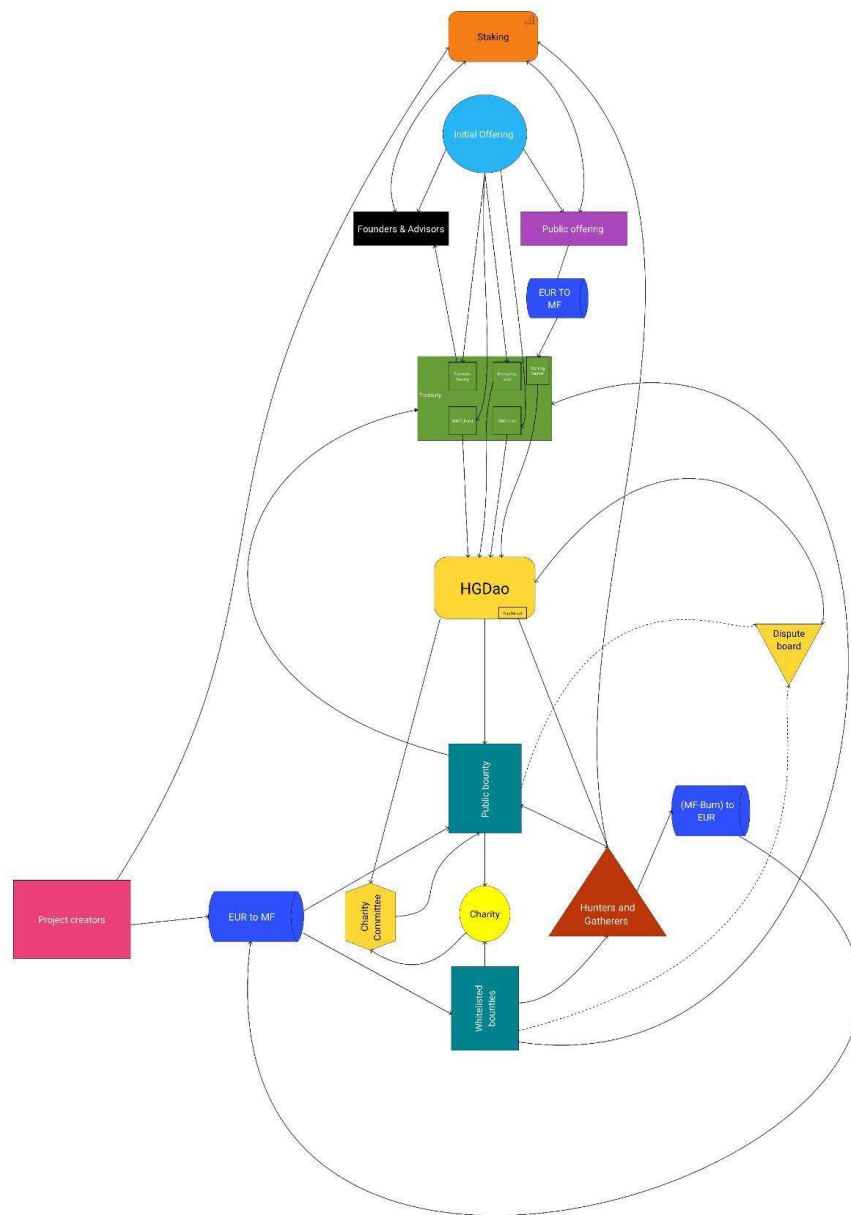
Current TODOs or steps that can be done to help:

- Tokenomics simulation

Tokenomics subcategories:

1. Tokenomics Flow
2. Distribution
3. Staking
4. Burning

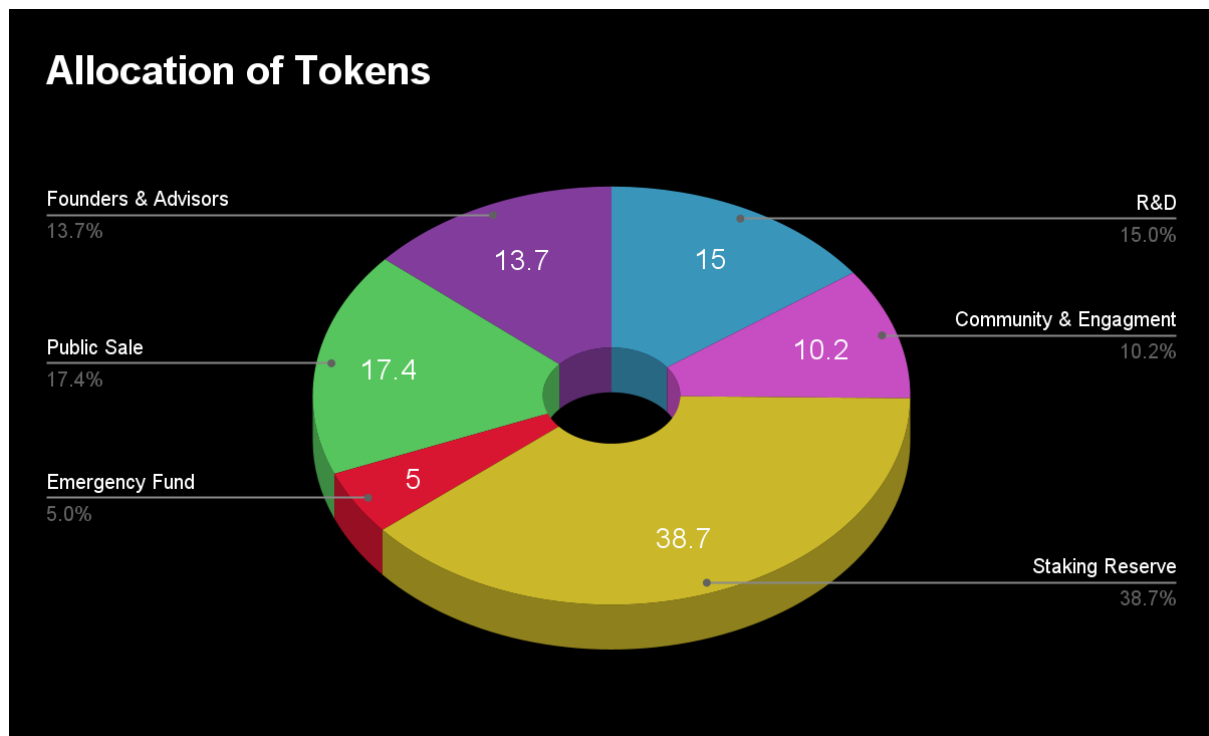
Tokenomics Flow



[Click here or on the image for larger hires view](#)

Distribution

There is a capped supply of 100.000.000 tokens.



R&D(15%) Research and Development. These tokens are reserved for the creation of the platform that will host the bounties, the creation of smart contracts in regards to these bounties or the governing of the DAO, payment to initial R&D contributors, etc.

Founders and Advisor(13.7%) tokens will be kept aside for founders and advisors who have made this process possible. 10% of this will be available directly. The other 90% will have a linear release of 18% per year, equaling 1.5% per month until all of these initial tokens have been distributed.

Public sale allocation(17.4%) will be available in rounds through public and investors using an increased pricing token sale model. The underlying infographic shows the distribution of this model. The exact pricing per token is subject to change according to the needs of the DAO in its then-current tokenomic flow.

di

Community & Engagement(10.2%) tokens are reserved for community rewards, engagement, or marketing for attracting peers.

Emergency Fund(5%) will be kept in an emergency fund utilizable by the DAO to address problems that haven't been accounted for.

Staking(38.7%) will be reserved to reward staking. Peers will have the option to stake their financial tokens for an annual yield on their tokens. See the next headline for more information regarding staking.

These tokens will become available to the DAO for growing the platform and building its place in space. By the end of year 6, there will be no newly added tsputetokens towards the circulating supply except for a potential emergency fund usage.

By then the platform should be able to return a positive flow and be completely independent.

Staking

Initial staking rewards will equal inflation rates to ensure that early contributors and their tokens are kept safe during the token emissions. Staking rewards will be released simultaneously per contract. Specifics will be defined in the relevant staking contract. The emission of tokens is the largest in the initial year due to initial public token sales. Eventually, we will also release the engagement tokens, development tokens, and founder tokens throughout following their linear emission curves.

The exact APY will be calculated dynamically based on how much of the total network is staking, the calculated risk of inflation, and the remaining staking supply.

The APY will decrease over time, linked with the decreasing amount of released tokens into the circulating supply

You can follow these initial calculations in our model spreadsheet here:

[pcloudlink](#)

Pre-Elected Board Creator

One who has the function of repeatedly creating dispute boards will be required to stake tokens to assure their honesty during disputes. If ever proves they are malicious the DAO takes control of these stakes and takes away all reputation and badges of this person

Burning

To ensure that the token will stay valuable, the DAO will have the option to utilize burning mechanisms. The burning mechanism will be manually usable through proposals from the tokenomics department of the DAO.

Its main priority will be to stabilize the financial token or create changes in the circulating supply.

Foragers DAO revenue model

The DAO will earn a % of each transaction, as seen in the token flow this will directly end up in the charity and be available to sustain the platform.

Volatility during escrow lock

To protect our creators when they fund a project.

Their financial DAO tokens will be swapped with USDT while they are in escrow.

When an amount of tokens gets released, it will be transferred back as per the live rate of the DAO's financial token before peers get paid in the financial token.

This will protect the assets while they are locked and are waiting to be released to the right tribe or individual hunter-gatherer.

Govern Token

To obtain a Govern Token and be able to make decisions or vote on decisions, one needs to have participated in a bounty, and have verified themselves according to KYC standards. ((Passport check/tap) We are in conversations with potential partners who are building a system that would allow the usage of “scan and tap” passport verification technology.)

Peers can claim the Govern Token once they are verified and their initial token will be based on the boolean of the success of the last bounty. The more bounties they are involved in, the fewer tokens they receive per bounty. This allows for an emission curve that will reduce the chance of vote manipulation. The exact emission curve will be presented to the DAO and receive votes through its early contributors.

Peers can delegate their vote if they choose to. A delegation can have a maximum of 5% of the total amount of voting power of the network.

Different levels of proposals need a different level of minimum present votes. A proposal will be proposed for the governance of the DAO. It will then decide on the minimum allocation of votes that is deemed necessary. The absolute minimum percentage of votes to be present is 25%

Reputation

Our reputation token is a utility token that rewards the completion of our bounties. Reputation is linked to 1 wallet and cannot be transferred nor traded. Reputation can be taken away through the DAO in case there's malicious behavior from the actor or it has lost a dispute.

There will be 3 different verticals of reputation badges under which one will be able to show its competency-based on its specific skill set. The 3 verticals will be characterized as Hustler, Designer, and Developer.

Successful completion of a project will reward you with reputation tokens. Achieving certain amounts of reputation will allow you to level up inside your character. Having achieved a certain level of character might be required to propose on certain bounties. This is to allow bigger projects to be taken up by those who have a history of successful contributions to the community. But also to allow lower-level bounties available for entrants inside the system.

The Reputation token will have a decaying aspect to guarantee the user's recent activity on the network.

Hunter-Gatherers have a level, with a badge NFT visualizing their level.

Certain bounties might have a minimum or maximum reputation to apply for it.

A reputation matching system will define how much reputation a hunter-gatherer or tribe will receive per successful bounty.

Individual Hunter-Gatherers Reputation

Individuals earn personal reputation on their personal wallet.

Using the zero-knowledge proof concept as a philosophy, professionals will be able to show their skills and past (disputed) projects. It will allow for proof of expertise without having the constant maintenance of recent projects additions to your portfolio,

Tribe Reputation

Tribes working on bounties will level up as they complete bounties. The higher level of a tribe the more reputable the completion of projects. Some of these projects can only be available to tribes, and they can require a minimum tribe level before a tribe can propose a solution.

Disputes

Throughout the history of completing projects, hunter-gatherers have faced tremendous amounts of disputes, between themselves, between their tribe and other tribes, and many more places where people tend to disagree on topics.

Due to the nature of smart escrow contracts, the financial value will be forever locked inside the system unless both parties reach a consensus. To protect smaller tribes from larger tribes and project creators, there's a chance to escalate the project towards a dispute board.

Before projects get escalated through a dispute board there's an option both parties agree to have a mediator present. The mediator does not have any governing power and is not appointed by the DAO. However, it provides both parties an initial chance of resolution where the mediation fees are much lower than having the dispute board activated. Mediation fees can vary and are subjective to both parties. Typically we expect mediation fees in case of initial disputes to arise between 1-10% of the total value of the contract.

We believe that it is good practice to have a dedicated "client" or "people" person who is to step in ahead as account managers or client managers to avoid early onwards disputes. They could claim a % from the side they present just as how a designer would receive a % for their efforts.

Foragers DAO is responsible for composing aboard and their tools to handle each dispute. Each board will consist of 5 unique stakeholders who have credibility, reputation, or relevant subject matter expertise.

The board will exist out of:

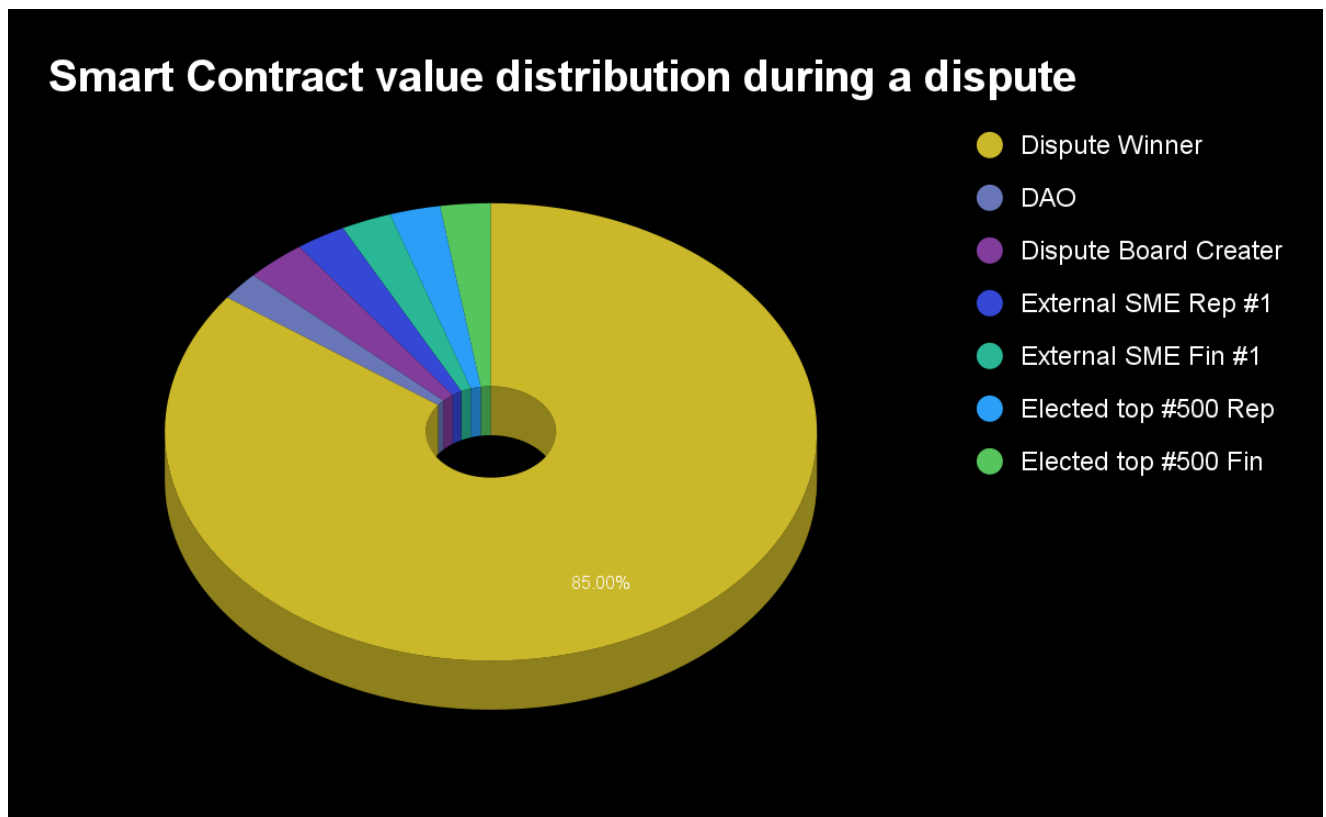
- Pre-elected dispute board creator
- 1 elected from the top 500 reputation coin ranks
- 1 elected from the top 500 financial coin ranks
- 1 external. brought in by the reputation side.
- 1 external brought in by the financial side.

As payment for their effort, they and the DAO will receive in total 15% of the dispute's total locked value left inside the smart contract. Each party will receive 2.5% for their efforts in the dispute board process. Foragers-DAO will receive 2% for organizing this dispute board and providing its tools.

Pre-elected dispute board creators are elected in advance by the DAO after having proved themselves credible and capable of handling this task. These creators are responsible for finalizing the dispute accordingly and managing the process. They will be paid by the DAO

in advance an extra 0.5% of the total project value as a prepayment to set up the dispute efforts. Once the dispute has been settled, the board members each receive 2.5%. Before the dispute board creators receive their 2.5% from the DAO. They will go through a feedback round regarding the system, potential changes, or comments.

Pre elected dispute board creators will be expected to stake a relevant amount of tokens without APY until they don't carry the function anymore. This is to ensure in case fraudulent actions have been found, the DAO can use those staked funds to pay damages towards its potential victims.



The dispute board is not allowed to have any ties to the project or any of its shareholders to avoid a conflict of interests.

If at certain stages a board isn't available, this will be outsourced to ensure the ability to handle disputes. Potential parties for outsourcing or using initial systems till we have our build system: [court.Kleros.io](https://court.kleros.io)

Missing Deadlines

Missing deadlines is a common dispute between parties that creates tension and also creates instability inside the project management cycle. Missed deadlines will cause the loss of some reputation tokens.

It's also possible for the project creator to have a %fee in case milestone deadlines are missed.

Charity:

The charity system is a way to give back to the community through all of our actions of good deeds. Each smart contract transaction will have a set % (Decided by the DAO) that will be transferred to the GoodDeedWallet (GDW). The funds in the GDW will be used for projects that support humanitarian and educational goals. Projects like local soup kitchens, homeless shelters, LGBTQ+ support, educate or re-educate peers,...

These projects will be launched as bounties that require certain milestones to be met before the full reward will be shared with the executing tribe. Milestones will define certain levels to reach to be able to bring these deeds to completion.

Completing good deeds, creating initiatives for good deeds, and governing these will be subject to earning reputation points next to also have the financial backing for funding the necessary resources.

The initial rate will be 1% per transaction. This does not involve staking or the initial public token sale. This does involve exiting out of the network, on the bounty system, or any place where profits will be made.

Charity Board

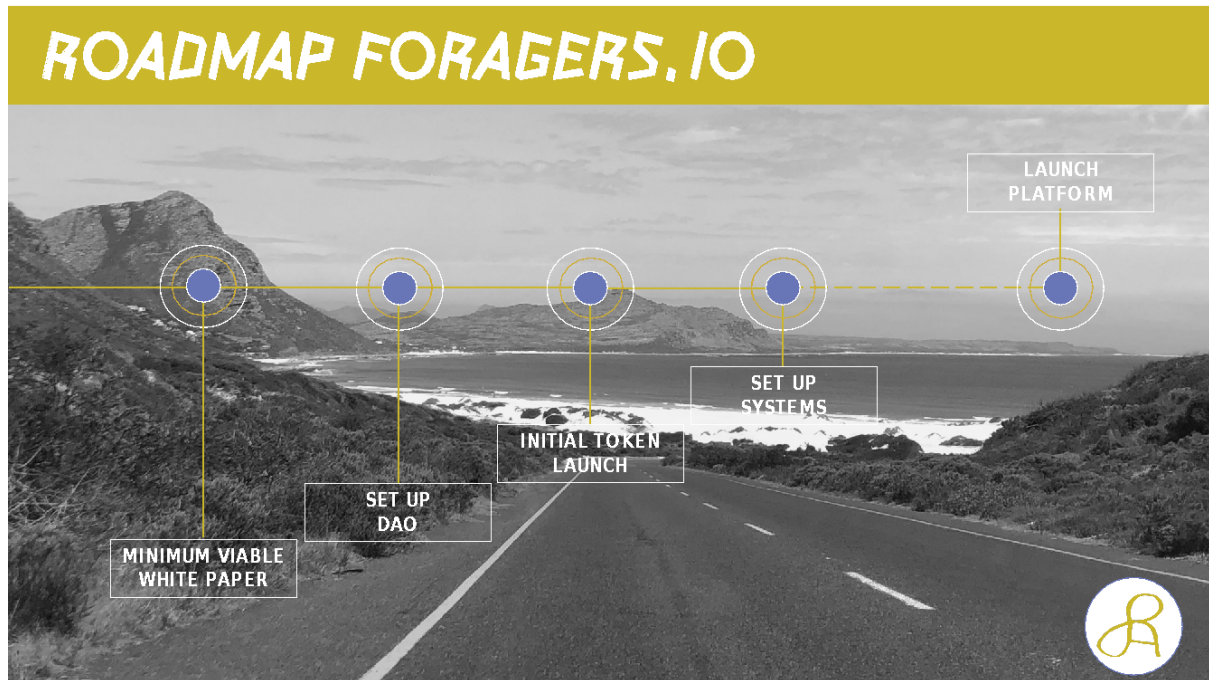
A charity board will be elected through the DAO and receive a badge accordingly. They will be able to lead charity initiatives and set up partnerships for the charity funds. They will vote and create proposals on what to do with the funds inside the charity treasury.

The charity board will act through a system where they bring proposals involving the funds of the charity treasury. Foragers DAO votes on these proposals or budgets and governs accordingly.

The Foragers DAO and its tribes only have access to the funds of the charity treasury in case of an 80% agreement of the charity board. Charities should be executed through the DAO's bounty system. This will allow hunter-gatherers to earn reputation and bring a social change in the meanwhile to the world. Its bounties should have as much local aspect as possible to the people who execute the bounty. Rather a bounty to organize a soup kitchen than fund a soup kitchen.

The DAO will return the profits it earned from those charity contracts. It will deliver proof that can be audited by peers at any request.

Roadmap



Creation credits: Lisa, [click for high res file](#)

MVP – MINIMUM VIABLE WHITE PAPER

- ~~Publish concept Paper on 26 April 2022 latest by 26/04/2022 23:59:59~~
(done)
- Revision paper
- Publish MVP

SET UP THE FORAGERS DAO

- Community

INITIAL TOKEN LAUNCH

- Tokenomics
- Launchpad

SET UP SYSTEMS

- Audit smart contracts

LAUNCH

- Launching customer

Criticism is welcome, contributions even more :)

mf@foragers.io

