



ILCOIN

Road Map ILCOIN Blockchain Project

The Road Map, officially formulated by the ILCoin Development team, does not include all developments of the ILCoin Blockchain Project. Most of the upgrades on GitHub are not part of the Road Map. The developments in the Road Map are structured in a logical manner, which is primarily expressing the technological and game developments of the ILCoin Blockchain Project. The ILCoin Development team reserves the right to change the timing in consideration of implementing developments.

2014

AUGUST 2014

Crypto Source Code

We are starting to code the first Source Code with SHA-256 PoW.

OCTOBER 2014

First Mining Pool

We are setting up the first mining pool and ensuring correct operation.

2015

JANUARY 2015

First Crypto

We are successfully mining the first block of our recently developed SHA-256 PoW cryptocurrency.

MARCH 2015

First QT Wallet

We are developing the first QT Wallet in order to catch up with the basic necessities of a serious cryptocurrency.

AUGUST 2015

Block Explorer

We are creating the first block explorer (beta version) for our first cryptocurrency.

2016

JANUARY 2016

Block Explorer

We are releasing our first created block explorer after several months of testing.

MAY 2016

Android Wallet

We are developing the first version of our Android wallet.

SEPTEMBER 2016

Web Wallet

We are creating the web wallet to have a more serious development in terms of our assets.

2017

JANUARY 2017

Full Nodes

We are installing full nodes to make the communication of the blockchain optimal.

MAY 2017

Upgrade of the Source

We are upgrading the Source Code according to the new modifications and needs of the technology, solving mostly communication ports.

JUNE 2017

Android Wallet 2.0

We are developing a brand-new Android wallet, with a new design and better UX and UI.

JULY 2017

Web Wallet 2.0

We are increasing the security level of the platform, creating a new design, and improving UI and UX.

AUGUST 2017

Windows QT 2.0

We are upgrading the old Windows QT to accommodate for the updated source code.

SEPTEMBER 2017

OSX QT

We realize that not only is it necessary to have a Windows QT but also to have a QT for OSX.

NOVEMBER 2017

Block Explorer 2.0

We are upgrading the old Block Explorer: new design, easier to use, the ability to check the amount in crypto and in fiat, link to the BTC Block Explorer.

2018

JANUARY 2018

ILC/BTC Android Wallet

We are developing the new Android wallet: multi-address and multi-wallet, (the best part) it's a cold storage so the owner of the wallet is the only one who has the private key.

FEBRUARY 2018

Mining Pool

We are creating our own mining pool software, with the possibility to connect mining equipment with SHA-256 Algorithm for PoW cryptocurrencies.

MARCH 2018

Experiment in SHA-256

We are beginning a project to improve the SHA-256 PoW blockchain. First, we take a closer look at solving the scalability issue; a situation that concerns everyone in the crypto-world. After, we start to look for a way to add another layer to the basic and reliable blockchain.

2019

MARCH 2019

C2P

We are inventing a new security protocol which fully prevents the 51% attack issue for PoW cryptocurrencies.

APRIL 2019

Audit of the C2P

C2P technology is getting audited by PALO ALTO Networks Partner, confirming the excellence of C2P.

JULY 2019

DApp competition

The ILCoin Development team is announcing a DApp development competition on the ILCoin Blockchain system.

First Mobile Game

In order to deliver a new and exciting platform to our community and also to attract interest in our technology, we decide to release a mobile game.

AUGUST 2019

First VR game

We start the development of the world's first blockchain-based VR game. The goal is an adaptive examination of the blockchain technology in terms of VR and AI-based utilization opportunities.

2019

SEPTEMBER 2019

Clash agreement

We are signing an agreement with one of the famous game developers to produce a "clash" game (one of the world's most popular mobile game genres). This will begin joint game development and strategic co-operation where one of the objectives is ILCOIN's further integration into the mobile game market.

OCTOBER-NOVEMBER 2019

Rift Protocol

We continue to upgrade our blockchain and develop a new cutting edge technology; a protocol for data transmission.

NOVEMBER 2019

5GB on the live net

The 5GB block is being verified for the first time in the world by the ILCOIN Blockchain Project, which can be seen on the ILCOIN blockexplorer: 310280 block height.

DECEMBER 2019

First step of smart contract

We are constructing the development steps of the smart contract system with respect to the functionalities of the RIFT Protocol and DCB. The adaptation of the system is the most important objective, whose basis is the use of the Solidity programming language.

PoS terminal

The PoS terminal – as a direct result of the DApp development competition – is available in the Google Play Store.

2020

JANUARY 2020

Update of our Mobile Game

Bigger and meaner: The game continues to gain levels with more exciting and difficult challenges. Also, new functionalities are coming with the update of this app.

ILCOIN Paper Wallet

The ILCoin Paper Wallet created by an external DApp partner becomes available to users. As a result, the number of partners developing for ILCoin further increases.

FEBRUARY 2020

Audit of the RIFT

RIFT technology is getting audited by PALO ALTO Networks Partner, confirming the excellence of RIFT.

Web Wallet 2FA

We are launching a security upgrade of the Web Wallet2.0, which includes the 2FA function.

First step of DCB

DCB developments begin while taking the adaptive approach into account while considering the smart contract developments that take place simultaneously. DCB's technological adaptation plays a primary role in the implementation of the platform; therefore, the use of Solidity of smart contracts would provide a proper foundation for widespread adaptation.

APRIL 2020

Specification of smart contract

We start to define the second steps of the Smart Contracts. As the Smart Contract system is based on the Solidity programming language, the possibility for efficient technological adaptation to other systems is given.

2020

MAY 2020

Second VR game

We are starting the development of its second VR-based game whose goal is a more complex technological examination from an adaptive utilization standpoint.

AUGUST 2020

VR game on

ILCOIN launches the world's first blockchain-based VR game, which not only brings about enjoyment, but it is also important in terms of efficient information gathering about the technological adaptation of the blockchain, which can be realized through using the games. Utilization parameters experienced while playing games support the potential for the technology's future adaptation.

New Mobile Game Release

One game only is not good enough for our community! With that in mind, we decide to give them another one. They can enjoy great graphics while also having the possibility to use our crypto as an in-game currency, so they can get mean stuff from our store.

NOVEMBER 2020

Data storage testing on the live chain

We are starting tests for our new upgrade: the possibility to upload a large amount of data. This includes a new set of rules in the blockchain and new block size, too.

DECEMBER 2020

Data interface testing and on-chain development

After successfully uploading the data to our blockchain, the next step is to create an interface so that all of our users can enjoy great user experience.

Tokenization system of DCB

We are starting the developments regarding the tokenization system of DCB.

2021

JANUARY 2021

Clash of ILCOIN

The ILCOIN brand and one of the famous game developers launch "Clash of ILCOIN" as joint development. "Clash" is one of the world's most popular mobile game genres.

MARCH 2021

Final tests of DCB

This is the phase of DCB finalization and bug testing. Once the interface is finalized, our attention is focused on cleaning the system from bugs so we can deliver a complete, state-of-the-art technology.

APRIL 2021

Releasing DCB

We are releasing our new tech so the community can use it and enjoy all of the possibilities that DCB offers. DCB gives us a substantial leap in blockchain technology.

Smart Contracts launch

We are launching the 5 pre-determined Smart Contracts, giving the possibility for compatible utilization. This step helps open up new dimensions for ILCOIN's technological adaptation and practical utilization.

MAY 2021

Utilization of smart contracts

With the help of the ILCOIN Blockchain technology, users are provided with the possibility to build their own Smart Contract systems.

JULY 2021

New Mobile Game

Two is very good, but three is far better! We know that everyone likes to play games and also win money while playing. As with the first two games, everyone can enjoy our faucet game with a great story surrounding it.

2021

SEPTEMBER 2021

Application test for DCB DApps

Bigger is better! Since the idea of uploading your data in the most secure way ever is not enough for us, we are also creating DApps for our new system.

OCTOBER 2021

Partner Node system

We are launching the Partner Node system on the DCB system with the aim to offer rewards for running DCB for partners that run FULL nodes.

PoW in AI-based experiment

The PoW-based approach of the ILCOIN technology does not only apply to coin mining. Along with secure block generation, the ILCOIN Development team is taking research and development steps for AI-based experimental adaptation of the POW consensus.

NOVEMBER 2021

Second VR game on

We are launching the second VR-based game that still has the objective to explore blockchain-based technological opportunities and their integration into AR and VR developments.

2021

DECEMBER 2021

DCB industrial integration tests

Our ambition is not only to make a great technology for ILCoin but also to offer an improved, richer experience while using the blockchain. The essence of technological adaptation is that ILCoin, thanks to Solidity, can be adapted to technological solutions like the Microsoft AZURE, Amazon AWS, or SAP.

Test of tokenization of DCB

We are testing the DCB tokenization system and the development of utilization-related specifications.

World Tournament of Clash

We are introducing World Tournament by the support of Clash. We ensure full utilization of the ILCoin cryptocurrency amongst Clash users via an announced competition where every Clash game participates and players have the chance to acquire ILCoin through the game.

2022

JANUARY 2022

Data token is launched

The opportunity for the generation of the world's first DATA Token becomes possible. Token may not only be used as a financial product but also as a data storage possibility by the creator of the Token. This is a very unique approach that no other project possesses in the world.

MARCH 2022

Industrial Integration of DCB

We are completing DCB's full economic and industrial integration process; the efficient integration of on-chain and off-chain based data storage, and all related tokenization processes, into other blockchain systems.

APRIL 2022

PoW utilization

The adaptive introduction of AI-based utilization possibilities of the POW consensus on the ILCoin system is taking place.

MAY 2022

DCB upgrade

AR & VR – You can easily create and run browser-based 3D, augmented reality (AR), and virtual reality (VR) applications.

JUNE 2022

DCB upgrade

Blockchain – It allows for easily building scalable blockchain and ledger solutions – Tokenization2.0.

DCB upgrade

We are introducing Developer Tools – host code, build, test, and deploy your applications to DCB.

2022

AUGUST 2022

DCB upgrade

Internet of Things – We are delivering IoT services for industrial, consumer, and commercial solutions.

OCTOBER 2022

DCB upgrade

Machine learning – We are putting machine learning in the hands of every developer.

DECEMBER 2022

DCB upgrade

Robotics – We are simulating and deploying robotic applications at cloud scale.

2023

FEBRUARY 2023

DCB upgrade

AI + Machine learning – We are creating the next generation of applications using artificial intelligence capabilities for any developer and any scenario.

DCB upgrade

Analytics – You can gather, store, process, analyze, and visualize data of any variety, volume, or velocity.

APRIL 2023

DCB upgrade

Containers – It lets you develop and manage your containerized applications faster with integrated tools.

JULY 2023

DCB upgrade

Identity – You can manage user identities and access to protect against advanced threats across devices, data, apps, and infrastructure.

SEPTEMBER 2023

DCB upgrade

Internet of Things – You can bring IoT to any device and any platform, without changing your infrastructure.

NOVEMBER 2023

DCB upgrade

Media – You can deliver high-quality video content anywhere, anytime, and on any device.

2024

JANUARY 2024

DCB upgrade

Mixed Reality – You can blend your physical and digital worlds to create immersive, collaborative experiences.



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