



Global blockchain platform

Food delivery from the city's best restaurants
anywhere in the world

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SUMMARY

When Hungry is a global platform for ordering and delivering food, which combines the best restaurants in every city and in every country of operation. The platform, which unites the websites and the mobile solutions, is implemented on the basis of Internet and blockchain technologies.

When Hungry is not a start-up, it's an existing project that successfully works in different markets in different conditions in 100+ large cities in several countries of the world, and is completely ready for further equally rapid scaling.

The project is supported by heads of agricultural structures, medical institutions and universities. The platform will help to track the quality of food products that are delivered in restaurants and, accordingly, the quality of the finished food that customers order.

The company, which is the owner of the "**When-Hungry**" service, formed a team of professionals. The principles that are declared and strictly observed by the company:

- Transparency. Transparency to investors and the state. Implementation of legislation. Transparency of activities and transparency of decision-making. For the first time in ICO, the owners of tokens can participate in the development of the business if they want to;
- Readiness to cooperate with all interested people and organizations;
- Fairness- a fair payment to investors. Fair conditions for partners and employees.

COMPANY OBJECTIVES

Company objectives for the consumer

- To make the order of food simple and clear- in two clicks. The first click is to choose and add to the shopping cart, the second is to click on the “order”;
- To work with restaurants that receive only the highest consumer ratings for quality and delivery time;
- To make the delivery as fast as possible. We should make the restaurants do the cooking and delivery faster but not at the expense of quality;
- To reduce the minimum order amount with free shipping for our customers;
- To provide an opportunity to pay for the order, besides the standard conditions, by crypto-currencies and by **WHY tokens**;
- To make the order of prepared meals equal in terms of price to what the buyer would pay for the ingredients if he cooked himself. But in so doing, we save for the consumer the main thing - time for cooking.
- To provide an opportunity to order tasty food in all cities, regardless of population;
- To create for customers an atmosphere of hype and drive in order to make an involvement in “**When-Hungry**” trendy.

The international objectives of the company

- To open a service in at least 30 countries, both independently and with the involvement of partners within a year.

The technical objectives of the company

Great solutions! To create the technical solutions that would be difficult for other projects to replicate. First of all, to live up to the consumers' expectations, and to be convenient.

Objectives of the project for restaurants and delivery services

- To make the work of the restaurant with the project as convenient and profitable as possible;
- To increase the number of orders for restaurants on **When Hungry**. At the cost of the number of orders to reduce the cost of cooking and delivery of food.

Objectives of the project for partners

- To help the entrepreneur, regardless of financial position at the current time, quickly and cost-effectively create a food-delivery business anywhere in the world.
- To build such a model of interaction with the **partners**, which will allow all parties to a treaty to have a consistently high growing income.
- To ensure transparency of relationships and achieve mutual assistance, mutual support between **partners**, create clear channels of information flows.

Social objectives and global responsibility

When Hungry team pays a lot of attention to the whole food market, its development, the quality of ingredients and is concerned with the causes that directly affect the health, life expectancy of a person causes any disease or is an incentive for their progression, in particular, obesity.

Since **When Hungry** will be presented in the near future in most countries of the world, we will constantly monitor the activities of our partners on the **blockchain** platform in analyzing the production chain, the composition of products and the forms of its preparation and create the necessary functionality to identify the products and ingredients that varying degrees can affect human health.



We will make these studies public and free of charge, available to both health workers and the community as a whole.

We are currently consulting with leading experts in the field of healthy lifestyles and healthy nutrition. We are bringing in medical institutions of different countries of the world.

OBJECTIVES



Company objectives
for the consumer



The international objectives
of the company



The technical objectives
of the company



Objectives of the project
for restaurants and delivery
services



Objectives of the project
for partners



Social objectives
and global responsibility

PROBLEMS

An order of the prepared meals to home or offices in many countries has become the norm, however, there are fundamental concepts that point to the new opportunities, new solutions, and technologies.

Market readiness and lack of participants

Aggregators are developed in many, but not in all countries of the world and not in all cities.

At the same time, there is still no possibility of ordering food through the aggregator in many countries and in many large cities. This is due to the fact that the main participants of this market turn their attention to the large cities, and the second is due to the lack of the necessary financing for rapid growth.

The so-called dispatch method of taking the orders in specific restaurants is still the main way of working. The customer does not have the opportunity to conveniently and quickly compare offers, buy at a discount and choose special offers, receive bonuses and spend them on one site without having to collect dozens of discount cards of the restaurants offering different cuisine.

One of the problems is a high cost. Most of the prepared dishes are more expensive than cooking of the same dish at home even though homemade dishes are less delicious.

Disorganization of the market

Nowadays the market does not make any calculations using **blockchain**. However, with the beginning of our work in this direction, the number of such calculations will grow and it is in our power to contribute to this.

When Hungry drastically changes the market structure in a global sense by organizing a decentralized system of calculations based on the **blockchain**.

If you deal with the market itself, you can make a clear conclusion that the global automation that market has not yet received like other business areas. Even the basic analysis showed that all the efforts of the market are aimed at marketing, and not on the usability of the product - IT Solutions. At the same time, IT solutions are all made exactly the same and only slightly different in design.

The lack of transparency between market participants

There is no transparency between producers, suppliers, restaurants and delivery services, consumers. In this chain, the consumer doesn't know which product he has received and from which ingredients it's is made, who is the real producer and supp.

Security of payments

In addition to the possibility of payment in any form, the organization of settlements through the decentralized technology of the **blockchain** platform ensures safe payment and guarantees the fulfillment of obligations, including the provision of quality products.

The lack of data analytics

From the general information that we intend to receive from each order, we can derive a lot of benefits for all: from the producer to the consumer. We intend to go beyond the standard scope of logistics for a restaurant, wholesaler, producer, agricultural processor and move on to global work in this direction, receiving useful information for the above categories, packaging manufacturers, transport companies, restaurants themselves, courier services, etc.

Unclear establishment of the market participants rating

Currently, the rating of premium restaurants is determined by the Michelin stars. However, restaurants of other categories, including those involved in delivery, are cut off from real ratings and reviews. Today you can get reviews by "cheating" or you can just buy them.



SOLUTION

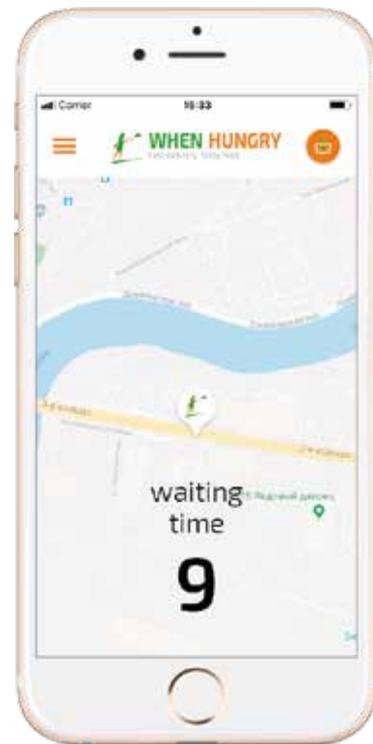
When Hungry solves the identified problems with the use of modern technologies and offers high-performance standards and full customer-orientation when the aggregator is associated with a website that has collected the best in any understanding. At the same time, the platform itself has the interface that is really convenient for them and not the one that is convenient for restaurants or owners of aggregators or just like designers and programmers.

Description of solutions:

1. To reduce the number of clicks.

We reduce at least 4 extra clicks immediately showing the person what he wants without linking him/her to a particular place of the picture.

2 CLICKS



2. To add a geolocation system.

No longer need to enter indexes and the addresses-the system itself determines where the person is and if he orders by his address he doesn't need to change anything or indicate.

In addition, by making an order the customer sees where the courier is and he does not need to call and ask when his order will be brought.

3. **Blockchain** technology.

*The **When Hungry** platform uses **blockchain** technology based on the Ethereum smart contract. **Blockchain** provides full transparency of the company's operating activities.*

*Payment system between restaurants, consumers, partners and franchisees through decentralized **blockchain** technology provides an ideal transparency and efficiency.*

The current stage of accepting payment by cryptocurrency is not very convenient, however, the situation will change and in the near future, it will become the norm to order pizza and pay it with cryptocurrency. The potential is huge and it's really a modern solution. Thus, one of the key aspects will be the ease of using cryptocurrency for all users.

4. With a large number of orders, restaurants are ready to reduce the cost of prepared meals to their proportionality at cost with the ingredients that could be bought at a nearby store.

5. Nowadays it is possible to find out where the product was produced, whether it corresponds to the declared quality. But to know what quality the finished products, for example, pizza, who was the supplier of ingredients is impossible. The implementation of our technology will allow, if desired, to find out which cucumbers put in a cheeseburger, what they are and whether they are overdue.

6. Work with bigdata. In our roadmap, there is a separate point about working with bigdata for market participants.

This will be an additional criterion for monetization and will start with the food-tech segment.

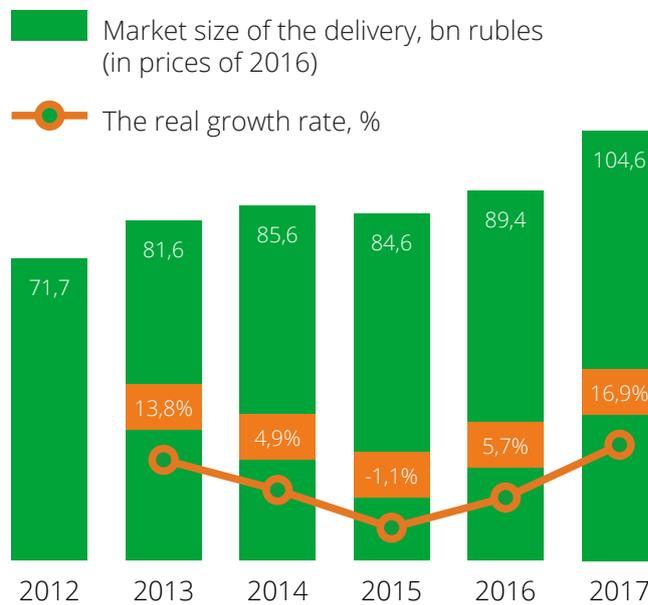
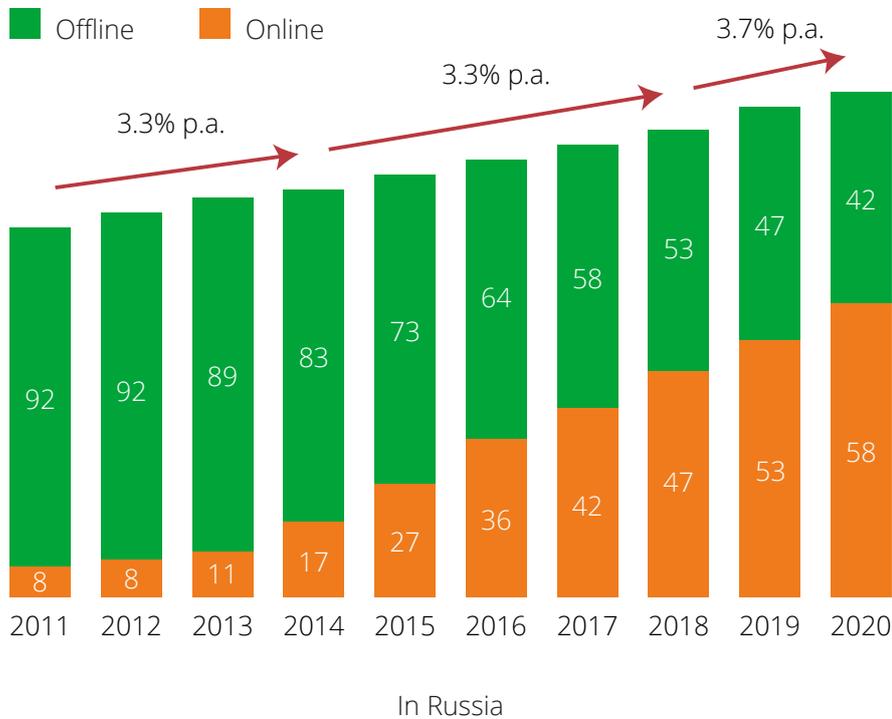
7. Ratings of restaurants that can not be changed and faked - on a transparent basis. The rating is based exclusively on reviews of a real consumer, it is not subject to cheating and other external influences and cannot be faked by the aggregator itself.



MARKET SIZE

The market for ordering prepared meals at home and in the office has impressive sizes all over the world and is one of the largest and fastest growing industries in the world.

Growth from offline to online is going at a serious pace to 3.5% per year on average, and in a number of countries has an increase of 25-45% per year. At the same time, the market itself accounts for 83 billion euros per year.



The lack of a highly competitive environment

However, in some countries, no more than 4% of residents use online food delivery.

This suggests that there will be no competition between aggregators for quite a long time and it will be necessary to compete with stores where people buy food and after that prepare their own food.

Investments received by similar companies.

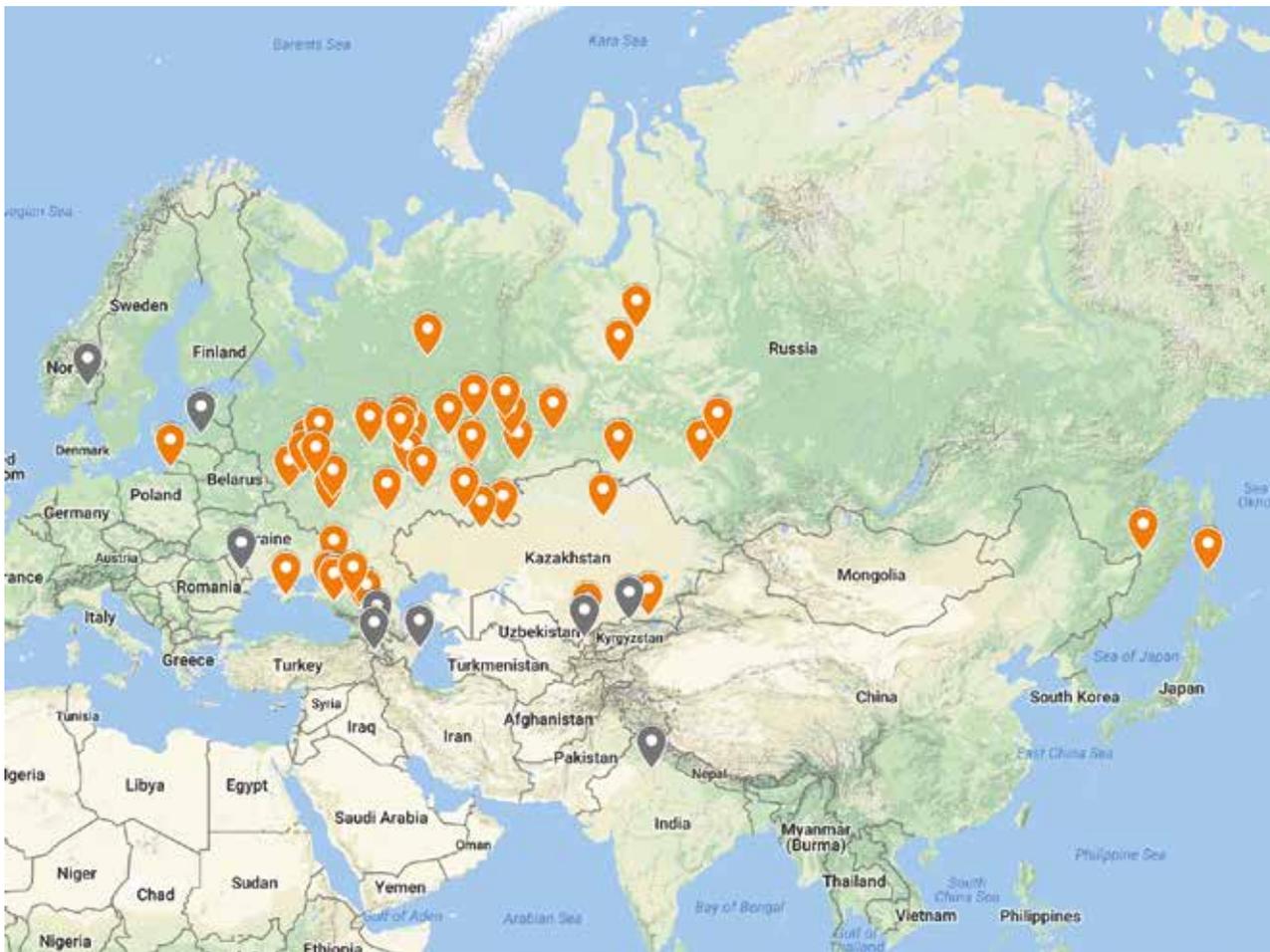
- FoodPanda – \$300 million;
- Russian aggregator ZakaZaka was bought by another aggregator Delivery Club \$20 million.

Market entry

When **Hungry** strategy is to choose the most profitable entry points in this or that country. The same applies to the countries themselves. Business start-up is always scheduled for the days of the most favorable entry to the markets with minimal costs. This ensures fast consolidation and stable projected growth of the project.

When choosing a specific country and a specific city, the legislative and tax specifics of the region, market development and the presence of competitors with an assessment of their marketing strategy and budgets are taken into account.

Russia, Ukraine, Belarus, Kazakhstan are selected as the countries of primary access.



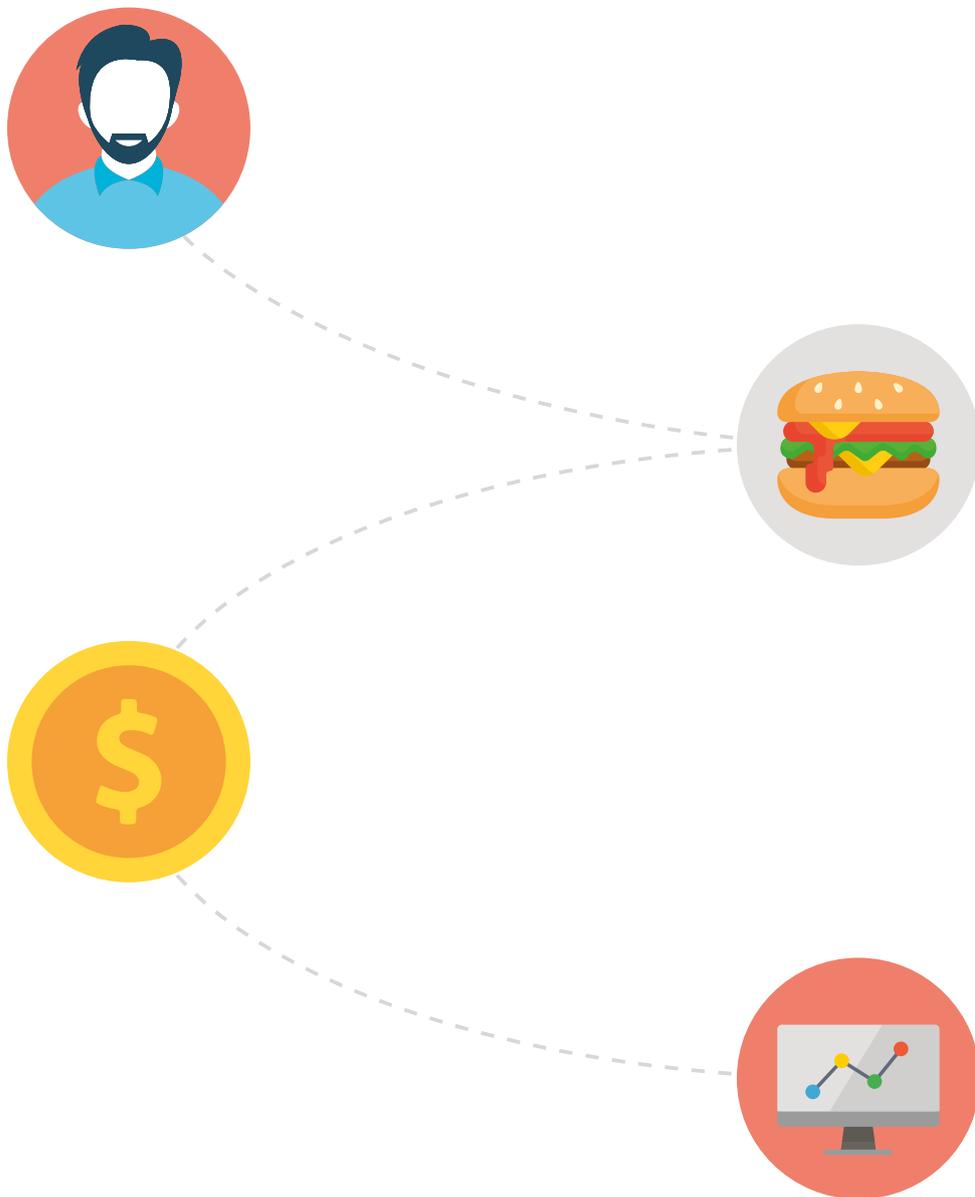
BUSINESS MODEL

The project has a simple and understandable system of monetization due to a commission. Depending on the region, the size of orders is applied to a dynamic commission, which is from 5 to 20% of the cost of production and up to 50% of the size of the tip. There is no fixed payment per month from restaurants.

We are not just free for people ordering food, but also beneficial for them, because we are trying to get the best offers and stimulating promotions from our restaurants.

The service is always open to mutually beneficial cooperation. A special affiliate program has been developed. All platform users take part in it. The project provides an opportunity to earn real money for everyone. All that is needed is to attract new customers to the service and we will give 50% of our profits from each order. Everyone will earn as much as customers.

For user purchases, they receive bonuses that can be spent on subsequent purchases or gifts from service partners.



ROADMAP

The Main Service has been developed and is already achieving high rate in the active markets.

The subject of investment and challenge of development:

World Expansion and Development.

2018 – Start of operations in the countries: Ukraine, Kazakhstan, Belarus, Russia, Armenia, Azerbaijan, Uzbekistan, Moldova, Latvia, Kyrgyzstan, Turkmenistan;

2019 – Technical work. Implementation of **blockchain**;

2019 – Start of operating activities in the countries: Hungary, Poland, Austria, Qatar, Germany, Brazil, Belgium, Romania, Montenegro, Slovakia, Italy, Spain, China, USA, DPRK, South Korea, Vietnam, India, Turkey, Norway, Israel, Georgia;

2020 – Achieving growth performance;

2020 – Start of the operational activities in other countries;

2020 – Work with bigdata and the beginning of the monetization of this direction;

2021 – Growth Support and Further Development;

The principle of rapid development works thanks to its own groups of discovery and support in the countries of presence, as well as the involvement of partners in order to more effectively organize processes in each specific city.

Special importance is given to marketing and business organization based on the principles of the “Blue Ocean”.

Support and development of the service

1. Continuous expansion (expansion of the locations) by starting work in new regions according to the strategy;
2. Continuous improvement of technical features of the platform with the development of new functionality;
3. The strategic goal of **When Hungry** is to enter 47 countries for 5 years and to generate the net profit of 2.2 million euros per month.



STRUCTURE OF INVESTORS' PROFITABILITY

The yield on tokens **When Hungry (WHY)**

"When Hungry" creates the most interesting conditions for investing in business development because our business demonstrates the dynamics of the development of regions and the increase of quantitative and qualitative indicators in all structural components of the business.

WHY's tokens are of a combined type. Bonuses of the business's profits can be paid by them, as well as their regular scheduled redemption due to which the profitability of the investor is:

1. Income from revenue.

To ensure this income, 25% of the revenue is paid monthly in the form of bonuses to the owners of the tokens.

2. Revenue from the market value of the token.

In order to increase the cost of tokens and interest to their owners, 2% of the company's profit will be used to buy out and "destroy" tokens. Thus, their value on the stock exchange will constantly grow. The absence of tokens in the sale ensures the connection of free funds to the distribution between the holders of the tokens in the form of bonuses. This is a guarantee that you can always sell your tokens, including us.

Offers

The bonus part of the pool of investors' income when achieving the announced revenue figures will be:

- more than \$ 20 million since 2019;
- more than \$ 30 million since 2020.

The very same bonus type of tokens is provided by market value, including, by constant repurchase and withdrawal from the market by the issuer itself.

Full transparency of the business model, fairness, and fairness of accruals is the participation of the owners of the tokens as members of the Council.

This is an additional opportunity for the owners of the tokens:

- if you own 5 to 10% of tokens, the owner or organized group of owners is included in the consulting and supervisory boards of the company;
- if you own 10% of tokens, the owner enters the management board of the company.

The main task of the members of the Council is to ensure the transparency of the system and to broadcast this information to other owners of tokens and players on the exchange. Such openness, of course, will increase the value of tokens when they are sold on the stock exchange.

In fact, we have transferred the best aspects of the **IPO** to the **ICO**.

Such openness has already been approved by a number of large crypto investors with simultaneous confirmation of their investment in the project during the **pre-ICO** period.

The structure of the expenses received during the **ICO**

There is no direct primary distribution of tokens between the team and the funders.

80% - development of the project according to the roadmap, development strategy in cities and countries. Including:

Staff – **10%**

Staff includes: costs of recruitment, adaptation and development, salaries and taxes. The staff performs the functions of developing new regions, launches the service by connecting new restaurants to the platform; information support for customers, partners and restaurants; interaction with the media; advertising and PR campaigns.

Infrastructure – **7%**

Infrastructure includes: the creation of offices in large cities, if necessary, if this is consistent with the strategy.

Marketing – 28%

Marketing includes: all types of promotional products and types of advertising that will be approved, PR promotion, campaigns and promotions related to market entry;

IT Solutions, blocking – 33%

The group includes the costs of expanding the staff of programmers, attracting external specialists and consultants;

Legal support – 2%

Legal support includes full legal support of all current operations, marketing activities and platform development activities;

Team - 10%

After the start of pre-Sale, the tokens will be given to the team. The token freezing period is 12 months;

Bounty program - 7,5%

etc - 2,5%

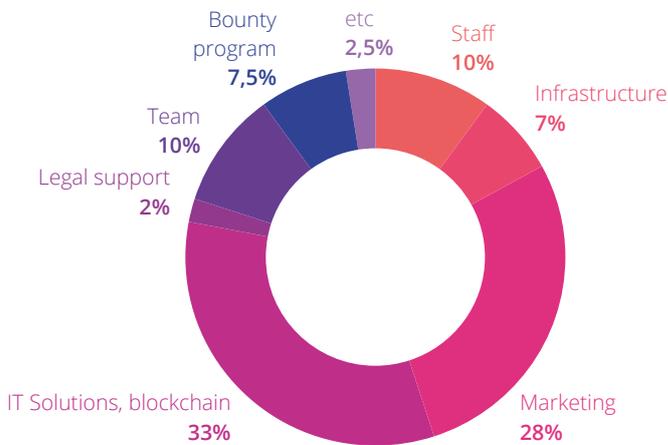
tructure of profit distribution

25% - for investors on the bonus program;

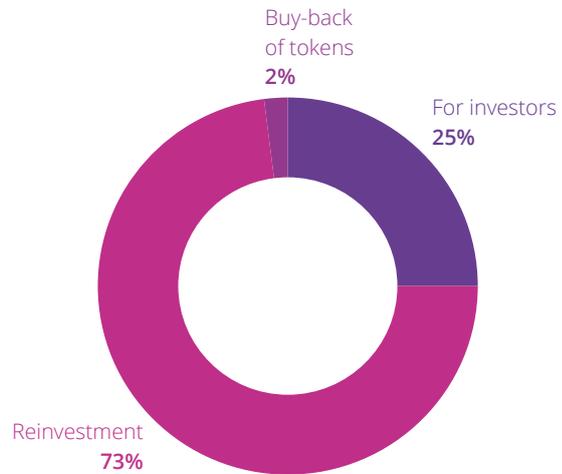
73% - reinvestment in development according to the roadmap;

2% - buy-back of tokens to increase the shareholder value of the tokens.

The structure of the expenses received during the ICO



Structure of profit distribution



TECHNICAL IMPLEMENTATION

Platform - a set of technologies that allow you to order food.

Website, mobile app for iOS and Android platforms .

All technical solutions allow customers to:

- to sign up and get a bonus;
- to send invitations to friends and get a bonus;
- to implement the simple actions aimed at popularizing the system and getting a bonus;
- to implement the order of the products in your city with automatic location or any other city just specifying the shipping address;
- to pay online or choose another payment method;
- to cancel or change the order;
- to assess the commercial service entities;
- to express your wishes and preferences for the products you need;
- to see the location of the courier at the moment;
- to sign up as a system partner.

Personal cabinets have been created for our restaurants' partners;

- send a request to include the restaurant in the system;
- add your restaurant to the system;
- add and put in dishes a stop-list;
- take consumer orders for food delivery;
- communicate with consumers online with built-in instant messengers;
- change the parts and parameters of the order;
- see the statistics of orders by parameters: the time of orders, amounts, popular dishes, delivery areas;
- get recommendations for the development of delivery service.

Private offices have been created for regional partners that allow:

- involve local restaurants on the platform quickly;
- add restaurants to the system;
- make and modify menus;
- see qualitative and quantitative indicators of the restaurant;
- exclude restaurants from the system;
- actually, participate in marketing programs due to the existing developments.

For partners in marketing promotion:

- registration on the platform;
- quick integration of **white label** codes;
- complete statistics of transitions, orders.

Blockchain technology is used for registration of customers and partners, and for mutual settlements between them.



STRUCTURE OF ICO

Tokens are issued in limited numbers at the tokensale stage.

The essence of the WHY token

100% of tokens are equal to 100% owned by **When Hungry**. Tokens can be the currencies for the payment of services, along with the fiat currency and major crypto-currencies (Ether and Bitcoin).

Symbol WHY **W^H**

A total of 200,000,000 tokens (100% of emissions) are placed on the exchange in three rounds: Private Sale (30%), pre-ICO (20%) and ICO (40%).

The company's founders, as well as the team, do not receive a single token and acquire shares along with other investors for pre-ICO and/or ICO.

Type of tokens - bonus

2% of the monthly profits are sent to buy out the released tokens for their subsequent "destruction" in order to increase the market value of tokens and increase the company's capitalization.

pre-Sale	pre-ICO	ICO
Period: 15.02 – 05.03.2019	Period: 06.03 – 06.04.2019	Period: 07.04 – 07.05.2019
Production output: 50 000 000 WHY (25%)	Production output: 40 000 000 WHY (20%)	Production output: 70 000 000 WHY (35%)
Minimum number for purchase: 20 000 WHY	Minimum number for purchase: 1 WHY	Minimum number for purchase: 1 WHY
Charging of bonuses: 30% on purchase from 20 000 WHY	Charging of bonuses: 25% on purchase from 10 000 WHY	Charging of bonuses: 15% on purchase from 10 000 WHY
\$116,77 ETH (\$2450000) \$4152,64 BTC	\$116,77 ETH (\$2440000) \$4152,64 BTC	\$116,77 ETH (\$7840000) \$4152,64 BTC
Price: 1 WHY = 0, 00042 ETH 1 WHY = 0, 000118 BTC 1 WHY = \$0,049 (on 29.11.2018)	Price: 1 WHY = 0, 000522 ETH 1 WHY = 0, 0000147 BTC 1 WHY = \$0,061 (on 29.11.2018)	Price: 1 WHY = 0, 000959 ETH 1 WHY = 0, 0000270 BTC 1 WHY = \$0,112 (on 29.11.2018)
Yield: +130% to the price of ICO	Yield: + 84% to the price of ICO	Yield: +100% to the price of pre-ICO

At all stages, the referral program is 10%

Taking into account that the minimum costs for the opening and full-fledged launch of 1 city or 1 country are \$ 3,500, ICO can be considered successful when you reach this amount, which will allow opening one additional city or country.

All not implemented tokens are subject to destruction.

Further releases of tokens after the ICO are not included.

A TIMETABLE

4Q 2016	<ul style="list-style-type: none">- the shaping of an idea, studying the problems of the market;- creating a team;- development of the prototype, testing of alpha and beta versions of the service;
2017	<ul style="list-style-type: none">- definition of the project development strategy until 2022;- MVP implementation;- development of marketing strategy and marketing programs, loyalty programs;- staff training;- open the first cities;- start of a franchise model;
1-2Q 2018	<ul style="list-style-type: none">- to move to a market economy of Russia, Ukraine, Belarus, Kazakhstan;- technical improvement of the platform;- preparation for opening in the countries: Georgia, Armenia, Azerbaijan, Uzbekistan, Moldova, Latvia, Kyrgyzstan;
3Q 2018	<ul style="list-style-type: none">- preparation for entry to the countries: India, Turkey, Norway, Israel;
3-4Q 2018	<ul style="list-style-type: none">- public publication of the Whitepaper;- an establishment in countries: India, Poland, Turkey, Norway, Israel, Georgia, Armenia, Azerbaijan, Uzbekistan, Moldova, Latvia, Kyrgyzstan, Turkmenistan;
1Q 2019	<ul style="list-style-type: none">- an establishment in countries: Hungary, Poland, Austria, Qatar, Germany, Brazil, India, Turkey, Norway, Israel, Georgia, Armenia, Azerbaijan, Uzbekistan, Moldova, Latvia, Kyrgyzstan, Turkmenistan;
1-2Q 2019	<ul style="list-style-type: none">- pre-Sale period;- pre-ICO period;- ICO period;
2-3Q 2019	<ul style="list-style-type: none">- an establishment in countries: Belgium, Romania, Montenegro, Slovakia, Italy, Spain, China, USA, DPRK, South Korea, Vietnam;
2019	<p>Continuation of expansion to world markets in; countries:</p> <ul style="list-style-type: none">- integration of blockchain technology;- active increase in turnover in the markets of operation;
2020	<ul style="list-style-type: none">- achieving of target revenue;
2021-2022	<ul style="list-style-type: none">- support of the growth in employed markets;- scaling in other regions that were not previously considered for an opening;- domination in the regions of presence;- introduction of monetization due to work with bigdata;- domination in the regions of operation;- Introduction of monetization due to work with bigdata;

INVESTMENT PLAN

SEED STAGE 4Q 2016 - 3Q 2017	<ul style="list-style-type: none"> - setting and attracting of developers; - development of alpha and beta versions of web and mobile versions; - formation of the marketing department; - development of marketing materials; - setting and training of operating personnel; - MVP step; 	EUR 0,6 M
4Q 2017 - 3Q 2018	<ul style="list-style-type: none"> - market entry to Ukraine, Kazakhstan, Belarus; - development and adaptation of media content; - providing support in the regions of presence; 	EUR 0,6 M
pre-Sale pre-ICO 3Q 2018	<ul style="list-style-type: none"> - preparation for the launch of the project in new countries; - production of PR campaign in the network; - start promotion in new markets in countries; - an innovation of new technical solutions; 	EUR 0,2 M
ICO 2Q 2019	<ul style="list-style-type: none"> - implementation for platform operation in the countries of operation; - implementation of marketing support; 	0,6 M
3Q 2018 - 4Q 2019	<ul style="list-style-type: none"> - active promotion in the target markets; - involvement of new countries; - correcting technical solutions; 	7,1 M
2020	<ul style="list-style-type: none"> - confirmation of new markets and access to them; - ensuring stable market growth; - enhancing marketing support; 	8 M
2021-2022	<ul style="list-style-type: none"> - an increase of market share in the markets; - review of new markets. 	4 M

TEAM

When Hungry team is our pride! A young and effective team, which was formed during the launch phase of the project, still continues to grow and develop. Each member of the team has sufficient experience in promoting similar projects, working in e-commerce and digital.



Yevgeny Shelmin
CEO, founder

A certified specialist on an implementation of ISO 9001 and international audit of the quality management system (Det Norske Veritas).

Author of books on business management and development.

Role: to coordinate the project participants. To approve the development strategy.



Olga Vashchenko
Head of the marketing department

Specialist in the field of PR and strategic marketing. The main direction is the aggressive promotion of brands in the high-tech projects. Development and promotion of aggregator platforms.

In the When Hungry project since its establishment.

Role: organization and optimization of marketing strategy.



Elena Shuvaeva
Head of the Legal Department

Wide international experience in law 11 years.

Chairman of the International Commercial Arbitration since 2012.

Role: to ensure the impeccable legal purity of activities in any country of operation, including the coordination of work with territorial lawyers.



Karina Shaykhulina
Financial Manager

An experienced user of "1C: Bookkeeping" Expert in automation and optimization of company's administrative processes.

Role: drawing up and approval of financial plans, analytics, reporting, budgeting, tax support.



Anastasia Kushnir

HR Director

- Has 2 university degrees: in the specialty "Management" (bachelor) and "Economics of finance and management of innovation" (Master);
- Work experience more than 3 years, incl. in a state educational institution, a law firm;
- Has various publications on psychophysiology, economics, management, and jurisprudence;
- The author of the articles "Motivation and Stimulation of staff in the Organization", etc;
- Expert in the field of HR.

Role: testing and hiring, an organization of staff training.

Supervising the process of hiring, training and professional development of HR specialists in all regions of operational.



Alexander Deryugin

Developer Tester

A programmer-tester, develops and implements the latest technology based on the blockchain. Tests programming in practice.

Role: development of smart contracts and complex IT solutions.



Ksenia Mets

Affiliate network Manager

Has higher education in management and regional management. Has an experience in the field of communications and contractual relations.

Role: to increase the number of partner points (restaurants and delivery services) in the regions of operation.



Karina Alibalaeva

Usability Manager

- Has higher psychological education;
- Has an experience in content management and usability;
- The author of the educational blog on psychology and self-development;
- Participant of international conferences.

Role: design of web services. Coordinates the process of business logic. Development of service concepts and functional requirements.



Nikita Badashmin
SMM Manager

Specialist in the field of targeted advertising and social media marketing, has been engaged in the complex promotion of the restaurant business and blogging for more than five years.

Role: positioning the project in social networks.



Ksenia Podoplelova
Customer Service Group Leader

Expert in the field of workflow with experience more than 3 years. Higher legal education.

Role: organization of processing and feedback processes, development of proposals for the implementation of techniques for improving the platform.



Paul Pishchikov
Designer

A development specialist with experience in large projects.

Role: graphic design - visualization of brand-beech, development of promo materials, web-design.



Mais Sargsyan
Blockchain analyst

Blockchain-enthusiast, an experienced crypto investor. Invests in projects on ICO, altcoins around the world.

Role: adaptation of the platform to the cultural and linguistic peculiarities of the world countries, work with blockchain developers, consulting.



Artem Smirnov
IT mentor / consultant

Full-stack developer, Infrastructure Platform Engineer, IT consultant, innovator.

Role: full-stack development, design of high-load systems, consulting on the information system platform, IT-development, improving the efficiency of the company.



Consultants and experts



Alexander Bazhenov

Business coach

- Businessman, Leader and "Business coach";
- Financial expert;
- The founder of more than 11 companies and enterprises with a total turnover of 2.4 billion rubles per year. with the number of branches more than 300 in 97 countries of the world;
- The only creator of 9 franchising companies in Russia with a total turnover of 2.8 billion ₺;
- Expert for entrepreneurs in the field of effective business construction.

Role: to hold the strategy sessions and modules.



Alexey Pisarevsky

Financial Consultant

Has an experience as a financial director for more than 10 years. Is an expert in market processes, is able to use changes in the trend competently.

Role: external audit and financial monitoring, calculates possible risks and profitability of strategically important management decisions.



Andrey Nekrasov

Franchising Consultant

Founder and Project Manager: Auction of franchises, White Label Program Exchange, Franchise Development and Growth. Franchising expert working in the CIS countries.

Role: consultation and monitoring of the market of franchises, the construction of a system to attract, launch and support of the network partners.

WEB-SITES AND LINKS

Join us:



facebook.com/ico.whenhungry



twitter.com/ICO_WH



t.me/wh_ico



linkedin.com/company/when-hungry



plus.google.com/u/0/communities/106779922531078136238



youtube.com/channel/UCQasrcMGexvElpJli0EKITg



instagram.com/ico_wh



bitcointalk.org/index.php?action=profile;u=2242811;sa=summary



github.com/WHYofficial



reddit.com/user/WHY_ICO



medium.com/@tokenwhy



crunchbase.com/organization/when-hungry

Web-sites

when-hungry.menu – brand platform
hochu-poest.ru – Russian website of the platform
hochu-poest.ua – Ukrainian website of the platform
hochu-poest.kz – Kazakhstan website of the platform
when-hungry.md/ - Moldovan website of the platform
when-hungry.am/ - Armenian website of the platform
when-hungry.online - Azerbaijan website of the platform
when-hungry.club - Georgian website of the platform
hochu-poest.uz - the Uzbek site of the platform
when-hungry.lv - Latvian website of the platform
hochu-poest.kg - Kyrgyz website of the platform
ico.when-hungry.menu – when hungry token platform

Links

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WHEN HUNGRY

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