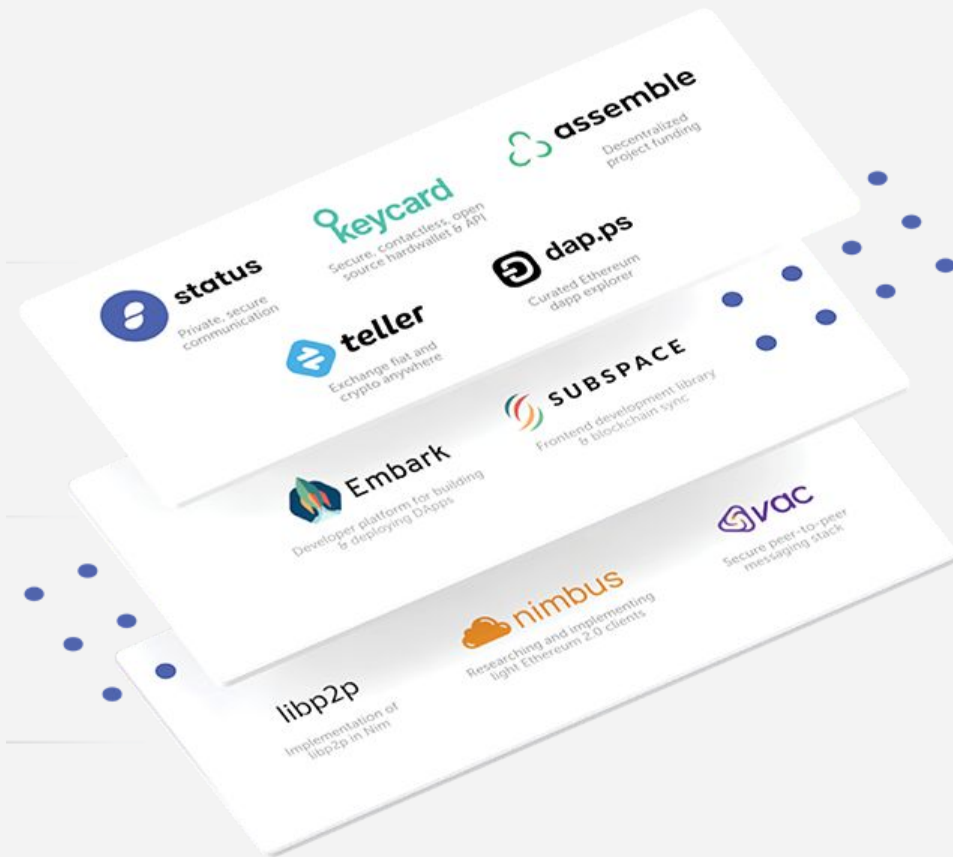


Town Hall #54

March 30, 2020

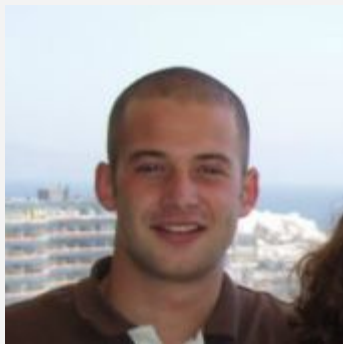


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People Ops

New core contributors



Simon Astaburuaga
Growth Marketing Manager
Marketing



Samuel Hawksby-Robinson
Go Dev
Core



People Ops

Hiring updates

POps

~~- HR & Ops Coord~~

Design

- Senior Product Design Architect

Engineering

- Protocol Engineer

~~- Co/Nim Dev (Samuel)~~

Marketing

- Technical Marketing Manager

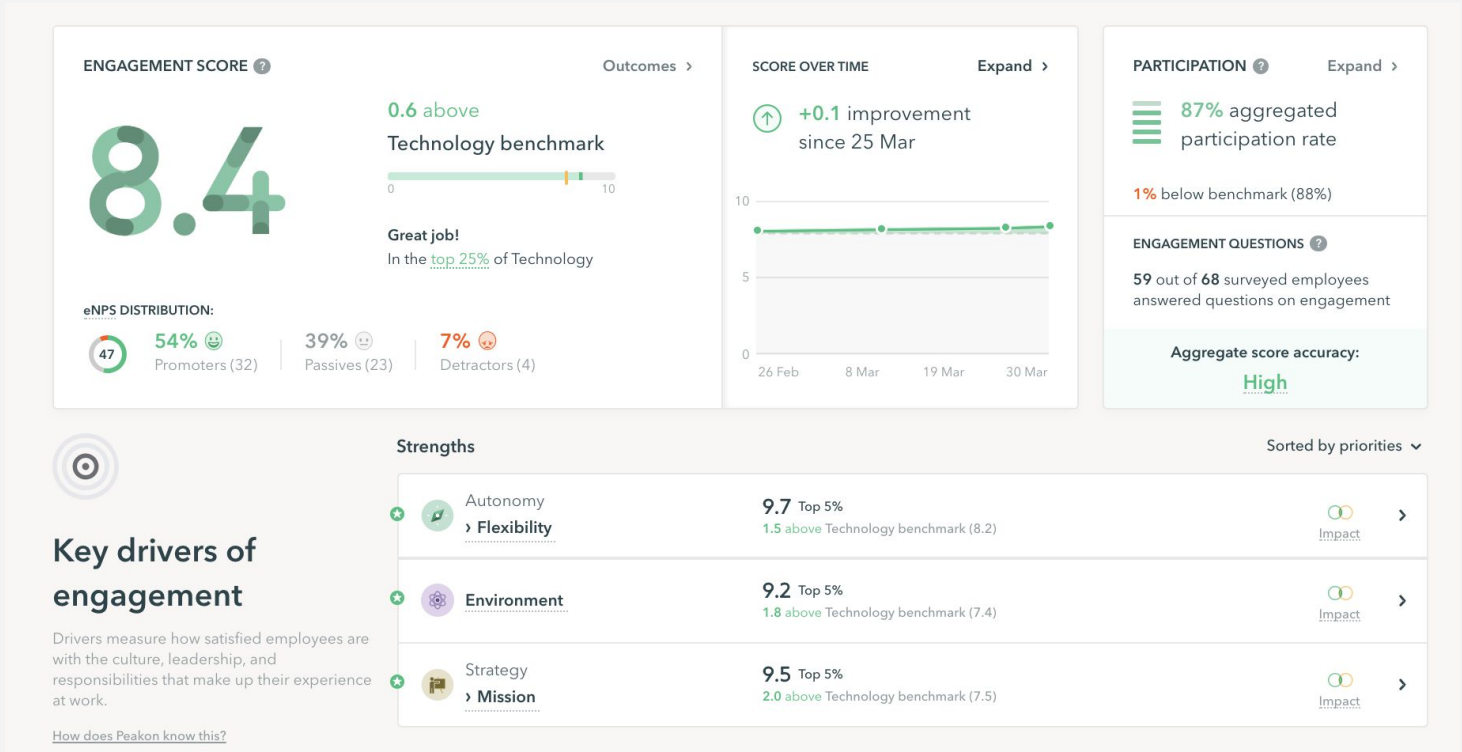
- Technical Copywriter

- Growth Marketer



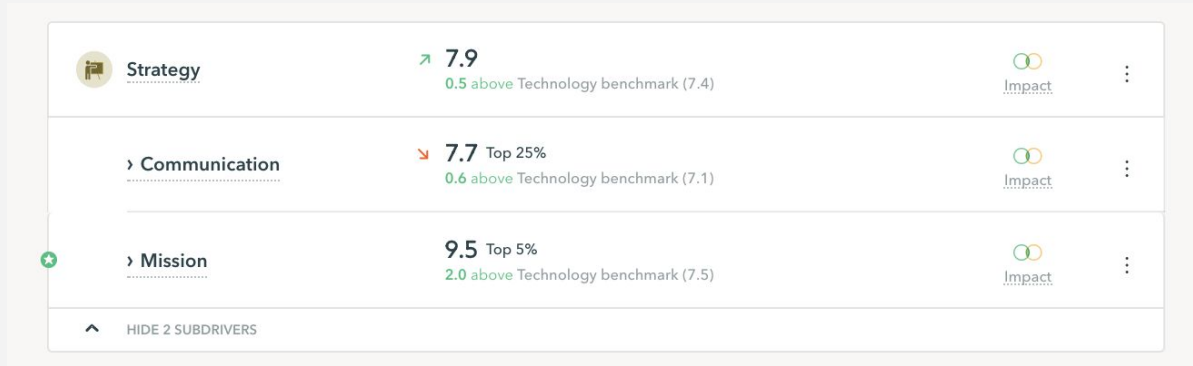
People Ops

Engagement



People Ops

Engagement



Communication

That team members understand a coherent strategy from the communication they receive from the organisation's leadership

Mission

That team members can relate to the organisation's mission, in a way that enables them to connect the work they do to this overarching goal.



Core



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Core

8,373 active Android installs
9,009 active iOS installs
Su

V1.2

- Submitting Waku release to the stores today
- In addition to Waku, further improvements to wallet fiat price updating
- Several bug fixes

V1.3 on the horizon

- Likely to include group chat, dark mode and new, more future-proof webview implementation

What's next?

- Status starter pack is blocked by an administrative change request in the App Store
- Dedicated maintenance days
 - Bug fixing
 - Documentation clean-up
- Keycard integration QA
- Will then pick up where we left off on the [roadmap](#) with:
 - Image sending in chat
 - Push notifications for Android



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Security and Infrastructure



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Security

Status App

- Starterpack Service security audit kickoff today with ConsenSys Diligence
 - 40 hrs of audit work scheduled
 - Will open source audit after finalized
- Status v1 specs moved to “stable”
 - More work to be done here (Oskar is drafting SIP process)
 - Check them out at <https://specs.status.im>

Misc

- Lots of great diagramming of protocol stacks across the Status ecosystem
 - Useful for threat modeling
 - will be published soon
- Small working group for standardizing threat modeling across Status started
 - Corey, Dean, and Andrea
 - Some notes [here](#)
- [Key-util](#) now checks given seedphrase against standard dictionary for errors
- Received a few [MythX pro](#) trial keys
 - CCs ping me (Corey) if interested in trying it out



Infrastructure

Nimbus

- Set memory limits for Beacon Chain containers [infra-nimbus#12](#)
- Bound RPC ports from containers [infra-role-beacon-node#2923405](#)

Sites

- New <https://specs.status.im/> site [infra-misc#36d306f3](#)
- New Play Store redirects for Starter Pack [universal-links-handler#31](#)

App

- Better build times by removing redundant step [status-react#10177](#)
- Upload built results despite Linting failures [status-react#10224](#)

Misc

- Decommissioned Swarm fleet [infra-swarm#421317fa](#)
- New M3DB cluster being deployed [infra-hq#13](#) [infra-hq#14](#)

Upgrades

- Consul 1.6.2 > 1.7.2
- Octobox

Metrics

- [IPFS Cluster](#)

Docs

- [Metrics Collection](#)
- [Status-go Metrics](#)

Bridge

- [Switch to YAML Config](#)



Marketing



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Metrics

Twitter

Total Impression: **17.8%**

Total Impression: **13.3%**

Status.im

JAN:

- UNIQUE VISITORS - 14.1K
- PAGEVIEWS - 31.2K
- AVG TIME ON SITE - 01:37
- BOUNCE RATE - 65%

FEB:

- UNIQUE VISITORS - 36.4K
- PAGEVIEWS - 78.1K
- AVG TIME ON SITE - 01:44
- BOUNCE RATE - 68%

MAR:

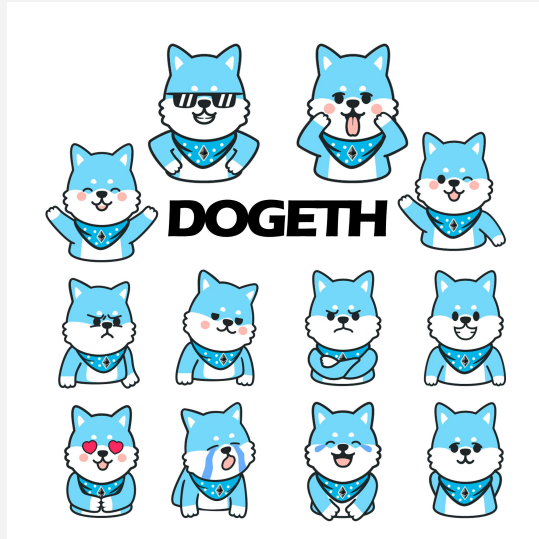
- UNIQUE VISITORS - 23.6K
- PAGEVIEWS - 46.4K
- AVG TIME ON SITE - 01:47
- BOUNCE RATE - 75%



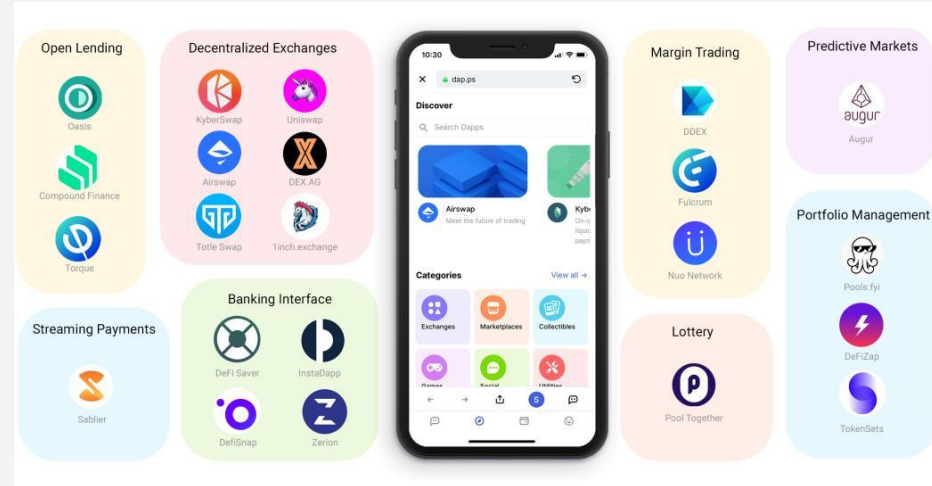
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Campaigns

#stick2web3



Mobile #Defi



Keycard



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Release Keycard within Status

Production of JCOP4 cards

- COVID19 impact: shift of production from 31/03 to 15/04
- 3 reference samples: this week
- Batch production: 1k on 15/04

Release Keycard *features* in Status

- Keycard integration is ready in nightlies
- We want to have a QA effort (when testing team ready) before releasing
- v1.4 seems the most realistic target



Keycard for Payments

Framework delivered

- Discuss post
<https://discuss.status.im/t/keycard-for-payments-proof-of-concept-and-a-demo/1590>
- Github
<https://github.com/status-im/payment-network-apps>

Demo video

[\[here\]](#)



How can Keycard best help to gain users?

Keycard has some interesting characteristics in its current form 💡

- **It's a *physical and tangible* deeplink**
 - Downloads status
 - Opens a dApp
 - Allows referral
- **It can be preloaded with assets**
 - Made possible with development of Keycard Cash applet and Request Screen
- **It's a support for physical marketing**
 - Can be printed
 - Can be distributed/sold
- **It's a secure store of value**
 - True added value for crypto users



Keycard as a tool to partner with dApps

These characteristics can be used to create custom co-branded cards in partnerships with dApps

Two examples of partnerships

Blockchain game+Status

Cards offered/sold on events or shops with a nice branding. Users scan a QR code on the card or tap it, they get Status and onboard, redeem some NFTs to play the game, maybe some gas too (if needed), and are directed to the game dApp directly

dEx+Status

Cards offered/sold to high value customers of a dEx. They are sent by mail, users scan a QR code, tap the card or click a URL sent by email, get Status, redeem some free dEx token (if relevant), and can use Keycard as a super secure contactless hardware wallet.



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Embark



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Subspace

Subspace 1.3 - (kudos Ricard Ramos)

- Tree-shakable
- New methods to track blocks various data & gas prices
- Misc bugfixes

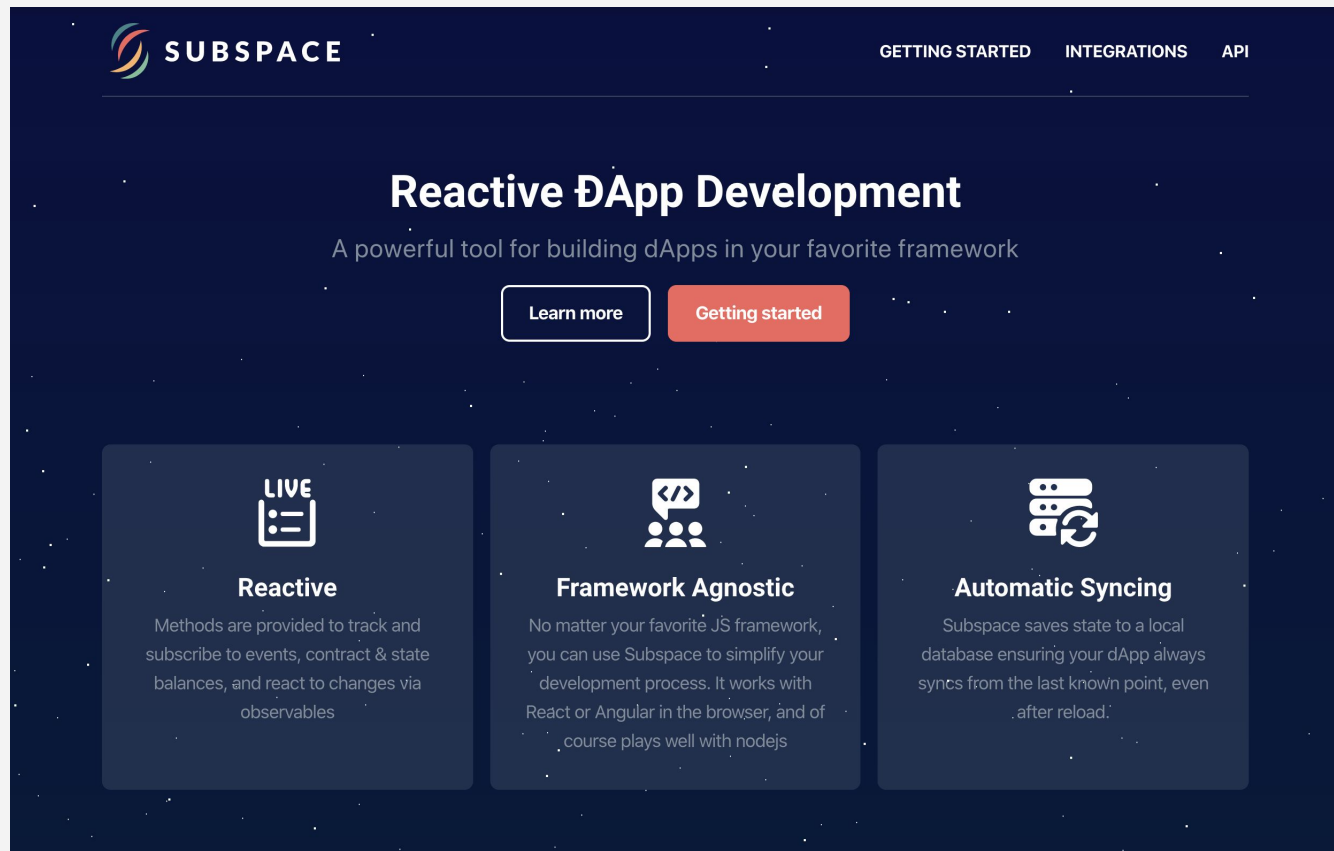
Subspace 2.0 - (kudos Ricard Ramos)

- React Components



New Subspace website - <https://subspace.embarklabs.io>

(kudos Graham McBain)



The screenshot shows the homepage of the Subspace website. The header features the Subspace logo on the left and navigation links for 'GETTING STARTED', 'INTEGRATIONS', and 'API' on the right. The main heading is 'Reactive dApp Development', followed by the tagline 'A powerful tool for building dApps in your favorite framework'. Below this are two buttons: 'Learn more' and 'Getting started'. The main content area is divided into three columns, each with an icon, a title, and a short description.


SUBSPACE GETTING STARTED INTEGRATIONS API

Reactive dApp Development

A powerful tool for building dApps in your favorite framework


[Learn more](#) [Getting started](#)

LIVE




Reactive

Methods are provided to track and subscribe to events, contract & state balances, and react to changes via observables



Framework Agnostic

No matter your favorite JS framework, you can use Subspace to simplify your development process. It works with React or Angular in the browser, and of course plays well with nodejs



Automatic Syncing

Subspace saves state to a local database ensuring your dApp always syncs from the last known point, even after reload.

Embark (release highlights)

Subspace 5.2

- Simulator as the default dev blockchain (kudos JonathanRainville)
- Proxy Contracts improved support (kudos JonathanRainville, RichardRamos)
- Enable use of \$accounts in ENS registrations (kudos JonathanRainville)
- Support for artifacts.require (kudos PascalPrecht)
- Script Support - migrations & customscripts (kudos PascalPrecht)
- Deprecation warnings in preparation for 6.0



Embark (release highlights)

Subspace 6.0

- Optional plugins no longer come as default (geth, graph, ipfs, parity, whisper, swarm, etc..)
- Support projects without needing an embark.json file (kudos JonathanRainville)
- Add support for embark.config.js (kudos MichaelBradley)
- Support for configuring smart contracts arguments as JS functions (kudos PascalPrecht)
- Super Templates functionality (kudos MichaelBradley)
- Support for custom ethereum libraries to generate artifacts (besides just embark.js)
- ZK-Snarks dev support (kudos EricMastro)
- Support for Quorum (kudos EricMastro)



Q&A

Ask questions in Status at [#status-townhall-questions](#)



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Q1. Sticker market

How soon can we see the sticker market fully open for designers to upload unlimited designs for sale ?

@poor majestic icelandgull



Q2. Status downloads

Could we have the number of Status downloads on iPhone/Android included in every Town Hall?

@poor majestic icelandgull



Q3. Extensions

Are there plans to bring extensions back, such as the old 'beta version' gif extensions ?

@poor majestic icelandgull



Thanks!

Next Town Hall: special co-host **@henry**



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