

Hackathon Project Presentation - DarthXJade (TrashCan & Battlement)

Slide 1: Title Slide

- **Title:** "TrashCan & Battlement – Gaming Meets Blockchain Rewards"
 - **Subtitle:** "Cross-Chain Interoperability in Gaming"
 - **Our Name |** OvieOla
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Slide 2: The Problem

Gaming Rewards Are Limited:

- Most in-game rewards **stay within the game** and **have no real-world value**.
 - Players invest time, but their rewards **can't be used elsewhere**.
 - Blockchain **can fix this** by making in-game rewards **valuable & transferable**.
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Slide 3: Our Solution

- We built **two simple games: TrashCan & Battlement**.
 - Players earn **points** by playing.
 - Points can be **converted into DeolaX tokens** on **Solana**.
 - Tokens can be **used across different blockchains** (Flow compatibility).
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Slide 4: How It Works

1. **Games (Python Tkinter)** → Players earn points.
 2. **Points** → Converted into **DeolaX Tokens** (Solana-based).
 3. **Cross-Chain Integration** → Use tokens on **Flow Blockchain**.
 4. **Players Can Trade or Use Tokens in Other Games**.
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Slide 5: Demo (Live Walkthrough)

Live Gameplay Demonstration

- Show TrashCan or Battlement running.
 - Explain how the **score system works**.
 - Show how **points translate into token rewards**.
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Slide 6: Why It Matters

✓ Brings real-world value to gaming. ✓ Encourages cross-chain asset usability. ✓ Shows a practical way to integrate gaming & blockchain. ✓ Scalable to more games, platforms & ecosystems.

Slide 7: Future Potential

What's Next?

- Automate **token conversion** into DeolaX.
 - Expand to **more games** & blockchain platforms.
 - Create a **marketplace for players to trade tokens**.
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Slide 8: Conclusion & Final Thoughts

- "Gaming should be fun, rewarding, and valuable—this is just the beginning."
 - Thank you! 🙌
 - Questions? 🎤
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