

Background

Growing interest in adopting blockchain for online gambling:

- Privacy protection
- Data security
- Ease of virtual transactions
- Circumvent local regulations and restrictions



Aim

To create a simple online game utilizing:

- Smart contract
- Crypto-currency such as Ether for betting
- GUI (frontend)

Via GUI, a player will bet their wei and roll a virtual die.

• Winners receive 5x the bet + refund of the original bet.



Resources

- Solidity
- OpenZeppelin, SafeMath
- ChainLink
- Web3.js Ethereum JavaScript API
- Remix, MetaMask, Rinkeby Ethereum Testnet
- HTML, JavaScript













Points of Fascination

Challenge:

Random Numbers

Solution:

Oracle = Chainlink + Verifiable Random Function





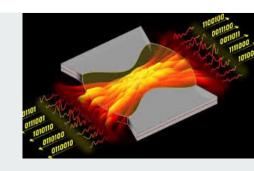
What is an Oracle?



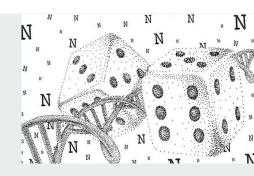


What is an Oracle?

- Sends data from the outside world to the blockchain
- Smart contracts aren't designed to take care of everything
- Just like normal businesses, sometimes rely on suppliers or vendors, in this case, an Oracle such as Chainlink.



- Random ≠ Random
 - Algorithms use a seed such as time or mouse movements.
 - Can be solved.
 - Usually random enough for most applications.



Alternatives:

- 1. Use Blockhash.
- 2. Use centralized API or Oracle.
- 3. Verifiable Random Function = VRF (Chainlink).



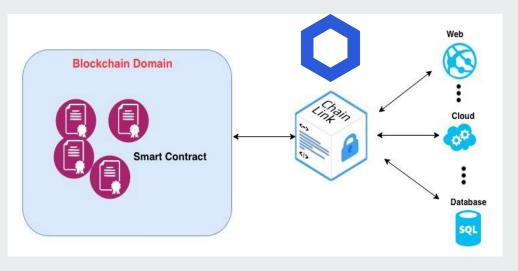
ALTERNATIVES	Decentralized	Really Random Ville	Miner Conflict of Interest
BlockHash	✓	~	X
Centralized Oracle	X	?	/
Chainlink / VRF	~	~	~

Solution: Chainlink/VRF.

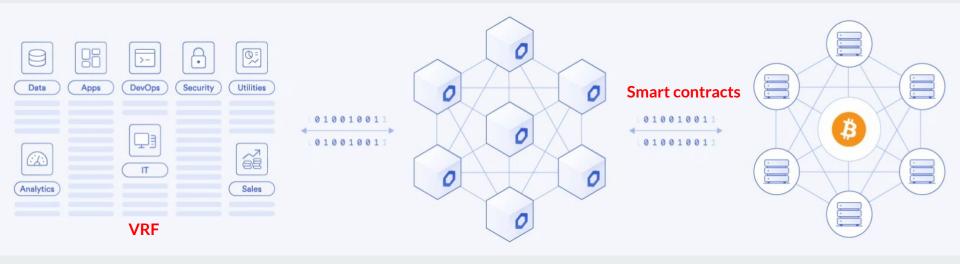
- As a blockchain, multiple nodes operating.
- Removes single point of failure.
- VRF is usable for our project.
- Specifically, we use Chainlink.











Events



- Bridge between contract & front-end.
- We are using 3 events: BetPlacedEvent, BetResultEvent, withdrawWinsEvent.
- Front-end monitors for these events to refresh GUI.

Players



- Supports multiple players: use player address and timestamp as unique identifier.
- Code must account for:
 - deposits
 - amount owing to players
 - unresolved bets in queue
 - withdrawals







Win some ETH! Roll the dice and get the chance to win 5x your bet.

Prediction Result Make your prediction 0 1 0 2 0 3 0 4 0 5 0 6 amount initial bet + unclaimed wins WITHDRAW WINS Account Balance: 10.718558086000010009 ETH Unclaimed Wins: 0 ETH

Future Directions



Backend:

- Automatic refill of Link tokens on UniSwap or other platform
- Determine real world value of Link in order to determine minimum bets.

Frontend:

- More/different games.
- Implementing interactive graphics.
- Multi-language interface.
- Provide log/audit of player's bets.

Questions?





Aim

To create a simple online gaming interface utilizing smart contract and cryptocurrency such as Ether as the currency for betting.

Via a web interface using underlying smart contract, a player will bet any amount of wei and roll a virtual dice. If the user correctly guesses the number, s/he will win 5x the amount back in addition to being refunded her/his initial bet.

To be deleted

<u>Collaboration With Prophet.finance — Decentralized Lottery Game Using Chainlink VRF Oracles | by trinityprotocol | Medium</u>

PROPHET PRESENTS: THE OFFERTORY. offertory | by Prophet | Medium

Ambreen Simon, Sebastien Vezina, Stephen Chen, Wazarat Hussain, & Val De Franco

- Resources OpenZeppelin, SafeMath
- ChainLink
- Web3.js Ethereum JavaScript API
- Remix, MetaMask, Rinkeby Ethereum Testnet
- HTML, JavaScript

Smart contract

The core of our smart contract to is generate a random number from 1 to 6.

<u>Issues</u>:

- 1. Players can potentially figure internal random number generator.
- 2. Miners can choose not to confirm contract if s/he is betting and the result is not favorable.

Solution:

Use a Verifiable Random Function (VRF) from the decentralized Oracle (<u>ChainLink</u>) to instil confidence in game participants that the game results are truly random.



What is an Oracle?

An "oracle" sends data from the outside world, such as the daily temperature or the number of votes a political candidate received, to a blockchain such as Ethereum. A smart contract on the blockchain can then use the data, typically to make a decision about whether to dispense money and to whom.

Why they are used?

An Oracle database is a collection of data treated as a unit. The purpose of a database is to store and retrieve related information. A database server is the key to solving the problems of information management.

Centralized vs Decentralized?

As its name implies, decentralized systems don't have one central owner. Instead, they use multiple central

- Block Hash:
 - Potential conflict of interest with miners
 - If miners are betting, might not confirm losing bets and only confirm winning bets.
 - How can a non-mining player be sure?
 - Not Usable for our application.

- Centralized, External API or Oracle.
 - How can a player be sure that the outside source is truly generating a random #?
 - What if the sight goes down? Or corrupted?
 - Goes against principle of decentralization.
 - Not Usable for our application.

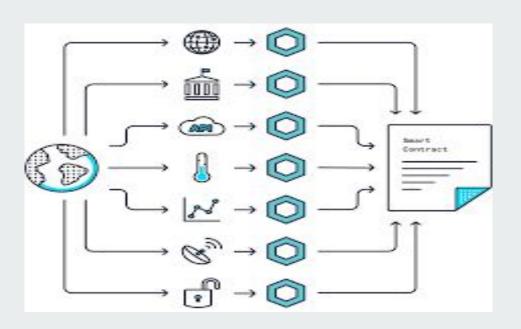
- Solution: VRF.
 - Utilizes Chainlink = a blockchain.
 - Random # is verified/confirmed within the Chainlink blockchain.
 - So is decentralized, not controlled.



What is an Oracle?

- Sends data from the outside world to the blockchain.
- Smart contracts aren't designed to take care of everything.
- Just like normal businesses, sometimes rely on suppliers or vendors, in this case, an Oracle such as Chainlink.

Chainlink Contracts



The benefits of Chain Link and how it functions



- Smart contracts are pre-specified agreements on the blockchain.
- It evaluates information and automatically execute when certain conditions are met.
- Crowdfunding is a good example: if a certain amount of <u>Ether</u> is deposited into a smart contract by a certain date, then payment will be released to the fundraiser

