

Challenge Task 2018

Implementation of a Decentralized Application Tic Tac Toe

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Chapter 1

INTRODUCTION

This years Challenge Task is to implement a Decentralized Application (DApp) running in the Ethereum blockchain. The goal of the application is a playable Tic-Tac-Toe¹ game, which also includes a betting system, all embedded in a Smart Contract.

Chapter 2 gives an overview and short explanation of the technologies we use in order to implement the Challenge Task.

In Chapter 3 we show the actual implementation of the game. It starts by explaining and showing our project structure. Also we give walk-through of the different processes of playing a game and betting on games.

The problems and challenges occurred within our project are discussed in Chapter 4. Additionally we also describe our open task and goals for the future considering this project in this Chapter.

¹<https://en.wikipedia.org/wiki/Tic-tac-toe>

Chapter 2

TECHNOLOGIES

Chapter 3

IMPLEMENTATION OF THE GAME

3.1 Project Structure

3.2 Game Walk-through

Chapter 4

DISCUSSION

4.1 Challenges and Problems

4.2 Future work

APPENDIX A
RAW DATA