10-Ideas

Overview

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100 Words

rich pictures

Earings, Chair, Technician, Suits, Merch Mandala, Fight Club, After Life, Board, Monopoly Keyboard, Coffee, Thailand, Mess, Outlook, Blender, Ask, Games, Hydra, Acala,

10 Sentences

Theme	Word	Phrase	Rating
Delivery	Hydra	Sharing is caring	7
Perception	Suits	Your Look on chain	5
Organisation	Mess	Your room in order	4
Games	Monopoly	Earn by play	3

Rate & Select

The winner is percepto.xyz



Sketch

Idea

Common is Problem Solution

Problem: Montetize your fashion style

Solution: Your Style your Brand

Solution: percepto.xyz

Requirments

Functional Requirments

- The app must collect your stylechoices
- The app must able to seel things

Non Functional Requirments

- The app should align with thai law
- The User must should have a happy feeling

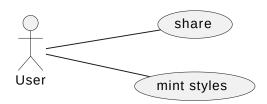
Stories

- · As a User, I want share my style to the world
- As a User, I want mint unique styles
- As a SmartContract, I want to handle it

Diagrams

Use Case Diagram



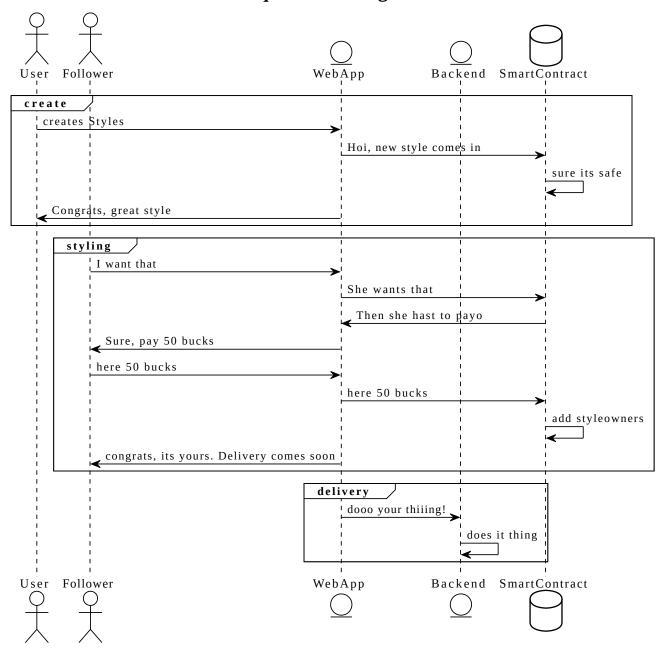


ClassDiagram

ostyle: String
ostylist: AccountId

oget_style(): String
oset_style(_style: String)

SequenceDiagram



```
#![cfg_attr(not(feature = "std"), no_std, no_main)]
#[ink::contract]
mod stylo {
    use ink::prelude::string::String;
    #[ink(storage)]
    pub struct Stylo {
        value: bool,
        style: String,
        stylist: AccountId,
    }
    impl Stylo {
        #[ink(constructor)]
        pub fn new() -> Self {
            Self {
                value: true,
                style: String::from("{style:Garbani Hat 400, color: blue, acceso
                stylist: AccountId::from([0xff; 32]),
            }
        }
        #[ink(message)]
        pub fn get_style(&self) -> String {
            self.style.clone()
        }
        #[ink(message)]
        pub fn set_style(&mut self, _another_style: String) {
            self.style = String::from(_another_style);
        }
        #[ink(message)]
        pub fn flip(&mut self) {
            self.value = !self.value;
        }
        #[ink(message)]
        pub fn get(&self) -> bool {
            self.value
        }
    }
}
```