Centurion University
Shaping Lives... Empowering Communities...

School: ..... Campus: .....

Academic Year: ..... Subject Name: ..... Subject Code: .....

Semester: ..... Program: ..... Branch: ..... Specialization: .....

Date: .....

Applied and Action Learning

(Learning by Doing and Discovery)

Name of the Experiement : GameFi Idea Jam – Brainstorming Blockchain Games

Objective/Aim:

To understand the fundamentals of GameFi and brainstorm blockchain-based game ideas by analyzing token economics, in-game assets, NFTs, and decentralized ownership models. Students will generate at least **two complete GameFi concepts** and document their mechanics and reward systems.

Apparatus/Software Used

1. MetaMask Wallet
2. Brave / Chrome Browser
3. Notepad / Google Docs for idea drafting
4. Access to examples of GameFi projects (e.g., Axie Infinity, The Sandbox)
5. Ethereum Sepolia Testnet (optional, for understanding asset ownership)

Theory/Concept:

GameFi (Game + DeFi) refers to blockchain-based games that integrate:

- **Token economies** (utility tokens, governance tokens)
- **NFT in-game assets** (characters, skins, weapons, land)
- **Play-to-Earn (P2E)** or **Play-and-Own** reward structures
- **Decentralized ownership** via blockchain smart contracts

Similar to how DeFi uses decentralized liquidity pools and lending protocols,
GameFi gives players **ownership of game assets** and lets them:

- Trade NFTs
- Earn tokens
- Use DeFi-like mechanisms inside games

Common GameFi Features:

- Player-owned NFTs
- On-chain achievements
- Marketplace for asset trading
- Reward tokens for gameplay
- DAO-based governance

Procedure:

Step 1:
Research 2–3 existing GameFi projects (e.g., Axie Infinity, Decentraland, Gods Unchained) to understand core mechanics such as NFTs, tokens, and gameplay loops.

Step 2:
Identify the following components for your own GameFi idea:

- Genre (adventure, racing, farming, RPG)
- Types of assets (characters, land, equipment)
- What assets will be NFTs
- What token(s) the game will use

Step 3:
Define the **economy model**:

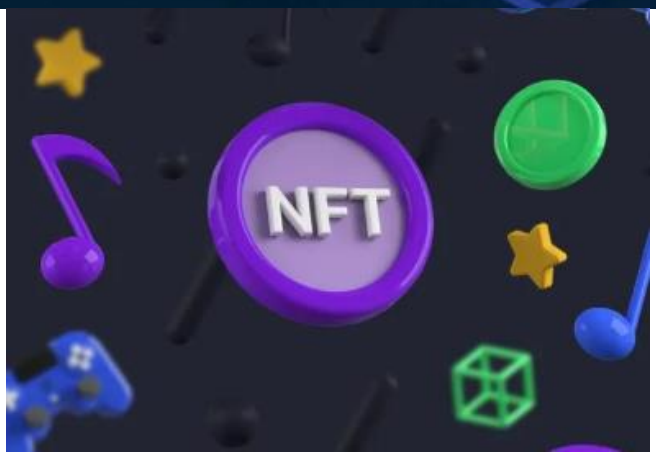
- How players earn rewards
- How tokens are spent
- How NFTs are upgraded or traded

Step 4:
Sketch **two complete game ideas**, for example:

- Idea 1: NFT racing game with upgradable cars
- Idea 2: Strategy battle game where characters level up as NFTs

Step 5:
Document each idea with:

- Game overview
- NFT assets
- Token utility
- Player progression
- Marketplace or trading mechanism



Observation

Parameter	Idea 1 – Crypto Racer X	Idea 2 – Battle Guardians Arena
Game Genre	**NFT-based futuristic racing game**	**Strategy + PvE/PvP battle game**
NFT Assets	**Cars, car skins, engine upgrades**	**Character heroes, weapons, armor**
Token Model	**RACE Token used for upgrades, repairs, and tournament entry**	**GUARD Token used for leveling, crafting, and arena battles**
Reward Mechanism	**Players earn RACE tokens for winning races, daily quests, and time trials**	**Players earn GUARD tokens from battles, quests, and seasonal ranking rewards**
Marketplace Features	**NFT car trading, renting cars to other players, selling upgrade parts**	**Marketplace for heroes, weapon NFTs, fusion materials, and rare drops**
Notes / Remarks	**Focuses on speed optimization and strategic upgrades**	**Focuses on hero progression, team synergy, and skill-based battles**

ASSESSMENT

Rubrics	Full Mark	Marks Obtained	Remarks
Concept	10		
Planning and Execution/ Practical Simulation/ Programming	10		
Result and Interpretation	10		
Record of Applied and Action Learning	10		
Viva	10		
Total	**50**		

Signature of the Faculty:

Signature of the Student:

Name :