

HyperLoot Protocol - first gaming monetization PaaS powered by Ethereum.

Problem:

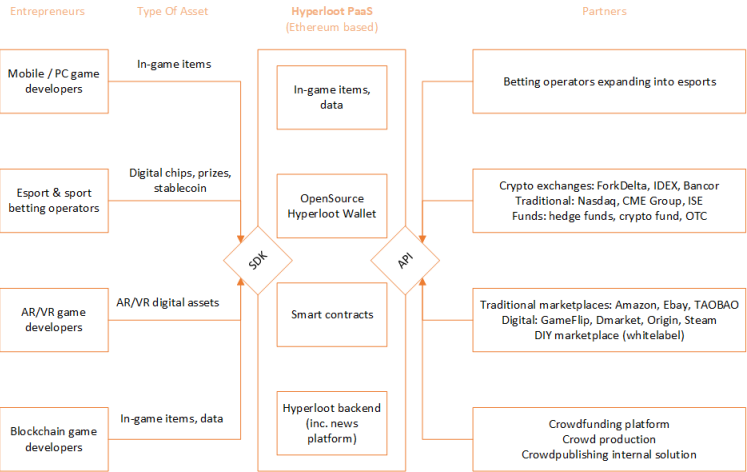
Gamers spend thousands of dollars to purchase in-game items that remain in the custody of a game publisher. We call it fake property rights.

Absence of blockchain-based property rights is the biggest barrier in Esports betting adoption by non-publishers.

Product:

A PaaS (platform-as-a-service) creating new ways of monetizing games in today's market.

At its core, the platform utilizes Ethereum to turn in-game digital assets (collectibles, internal currencies and other data) into smart-tokens that are interoperable with third-party services. Our main partners are betting services, marketplaces and liquidity providers. Our platform can serve as a foundation for custom solutions.



How it works:

The product consists of the protocol acting according to the business logic rules. It operates through a backend, an SDK and an emission-regulating set of smart contracts. To improve the adoption and lower entry barriers we utilize an in-house developed wallet aimed at gamers. An addition of an off-chain solution provides us with an opportunity to perform zero-fee item transactions.

You can utilize the mid-layer API to connect third-party services to our protocol gaining the ability to trade any compatible items. Our first b2b oriented product is a betting solution. Betting provides a new way of building engagement along with a way to capitalize on Esports events.

Features:

- 1) Real Property rights for digital assets
- 2) Zero transaction fees via HLT
- 3) Easy-to-use interfaces for developers, partners and end-users
- 4) Zero investment asset creation,
- 5) Riskless processing and custody

Partners:

Ox, Turst Wallet, Bancore, Shapeshift

Ethereum Alliance, ESL Esport Association

Legal:

Estonia, non-profit Foundation (open source protocol)

On-top stack of services: full set of Vanuatu licensing (banking, brokerage, gambling)

DAO:

The product is being delivered by a decentralized organization: an autonomous system based on smart contracts. It regulates hires, evaluations and payouts. The basis is an automated evaluation process according to the task priority and complexity. Any professional skilled enough can join the team and get paid for the work in tokens.

Here are some people that already joined:

Alex Vasilenko – Founder/Product

Nick Murashov – Community management

Uri Voronov – Art/Design

Konstantin Kysel – UX/Design

Evgenia Kareva – UX/Design

Maria Galenko – PR/Publications

Anita Bakieva – Publications

Dan Permyakov – Media

Valery Voskovich – SDK development lead

Vasilisa Versus – Web/Bots development lead

In support:

<https://rentateam.ru/> - marketplace solution

<https://tailorswift.io/ru/> - smart contract

The complete list of participants, tasks and materials completed can be found at our

GitHub page

Everything is open source and public.

Tokenomics:

HLT token is the lifeblood of Hyperloot protocol stack. It serves as a licensing unit for protocol usage. HLT is needed for:

1. **Stacking.** It is required to issue crypto-assets and provide reserves that are used to guarantee asset quality
2. **Clearing.** HLT reserves are used for riskless clearing & settlement.
3. **Liquidity.** Integration of new liquidity providers requires reserves to fund smart contract relays, the MasterNodes. HLT is the only funding way to purchase master node tokens (HLTM) that pay out 40% of total HLT emission needed to create zero-fee Hyperloot sidechain.
4. **Exchange.** If you don't want to be charged trading fees, you will need to possess HLT (think of it as Binance token with a 100% discount)
5. **Governance.** Voting using HLT is the main standard for protocol governance and development (i.e. create and upvote proposals, etc)

You can check full information in

Token tracker

