

Documentation of the LilleBlock Blockchain

# Code snippet of the chain (genesis block):

{"chain":[{"index":1,"previous\_hash":"1","proof":940202,"seed":"a69f73cca23a9ac5c8b567dc185a756e97c982164fe25859e0d1dcc1475c80a615b2123af1f5f94c11e3e9402c3ac558f500199d95b6d3e301758586281dcd26","timestamp":1645314833.5898893,"transactions":[]}

# What perm. Are in play in the code

There are normal vars that need to be remembered to correct any coding mistakes along the way.

* **chain** (refers to the blockchain as a hole)
* **seed** (refers to the game seed that can NOT be changed once a block is mined)
* **current\_transactions** (refers to the “current” unmined transactions)
* **nodes** (refers to the miner nodes on the network, any node needs to be auto accepted by sending a json post request to the “node/register” flask API page)
* **new\_block** (Create the genesis block)
* **proof** (refers to the proof that is checked and corrected by the conflict algorithm)