Esports Betting Network - UML Diagram

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* denotes caller must be the coordinator.

Coordinator will be removed at a later date in favour of automatic match registry and payout realisation.

SmartContract

- + coordinator: address = contractDeployer
- matches: mapping (uint => Match)
- + bet(matchID, playerID, amount) payable
- + fallback() payable
- payoutWinner(winner, organiser, beneficiary, amount) transfer
- returnFunds(address, amount) transfer
- returnFunds(address, address, amount) transfer
- calculatePayout(betAmount): payoutAmount
- * createMatch(matchID, organiser, beneficiary)
- * assignWinner(winner)
- * withdraw(amount): transfer

1

0..*

Match

matchID: string playerA: string playerB: string matchDate: uint organiser: address beneficiary: address

winner: string [0..1] betAmount : uint [0..1] accountBetA: address [0..1] accountBetB: address [0..1]