The Beast at the Back - Project Summary

Team: Lonewolf

Problem Statement

Most endless runner games have centralized leaderboards that can be manipulated or reset. Players have no proof that their scores are legitimate or permanently stored.

Objective and Solution

We created a horror-themed endless runner where players are chased by a werewolf. After Game Over, their score is submitted on-chain to a trustless leaderboard using BlockDAG Primordial Testnet. Players connect MetaMask, choose a username, and securely store their best score. Only higher scores update the leaderboard.

Methodology

- Built in Unity WebGL for cross-platform gameplay
- Smart contract in Solidity deployed on BlockDAG Primordial Testnet
- MetaMask + ethers.js for wallet connection and score submission
- GitHub Pages hosts the leaderboard UI

Scope and Future Improvements

- Multi-game shared leaderboards
- On-chain rewards for top players
- Multiplayer on-chain games
- More obstacles and shop system for upgrades

Links

Demo: https://midhan.itch.io/the-beast-at-the-back
Repo: https://github.com/MidhanRaj/TheBeastAtTheBack_BlockDAG
Video: https://www.youtube.com/watch?v=so26lqM3IF0