**Group project case: Lisk.Delegate**

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Lisk is a public blockchain based on javascript, DPoS and sidechains. What lisk tries to achieve is to create a dApps platform, where every dApp has its own sidechain with custom transactions.

DPoS stands for Delegated Proof of Stake. DPoS is a consensus model which is an alternative for Proof of Work, which is used in the bitcoin blockchain. The main difference is that Proof of Work works on the basis that computers try to find a certain hash as quickly as possible. The pay out is a certain amount of crypto.

DPoS is a Proof of Stake variant. Transaction block will be signed by a delegate that is selected through a sort of lottery. The more stake (amount of currency) you have, the higher your chances are. In DPoS, every one with some currency can vote for a delegate. During delegate selection, your amount will be added to that delegate and together you have more chances in the lottery.

Sidechains are blockchain that communicates with a main chain. So you can transfer funds to and from the mainchain. But you as a developer of a dApp are responsible for providing consensus to your sidechain and thus you should find your own delegates.

Your group has to come up with a solution that will gather all the delegates into a marketplace. Every delegate will ask a small fee and a delegate needs to publish their current status. Create a sidechain with a frontend, where delegates can register themselves and provide information.

*Could have*

Every delegate could also run an execution environment. This can be as simple as just the javascript machine, but a delegate could also decide to have the environment from datastreams run on its machine. Or just the JVM or .Net machine. How would Lisk.Delegate register this information?