

 Tezos India x



Tezos India x GTBIT

Hack-7-Days

Guru Tegh Bahadur Institute of Technology



Google Developer Student Clubs
Guru Tegh Bahadur Institute of Technology

Web3 PB

Web3 Panjab
Community

TEAM NAME : CODER BICEPS

HACKER LOG

TEAM NAME:

- Jasmeet Singh
- Sahebjett Singh
- Surkhab Singh

PROJECT TITLE: JEDI



PROBLEM STATEMENT

- To remove the dependence of user on softcopy games provider for example Steam, Epic games etc....
- If we buy an digital copy we are totally dependend on the provider as we are the secondary owner of the copy. If the digital application discontinue itself then all our assets and the game gets destroyed and we have no prove that we were the owner of that game thats why we won't be able to retrive it.

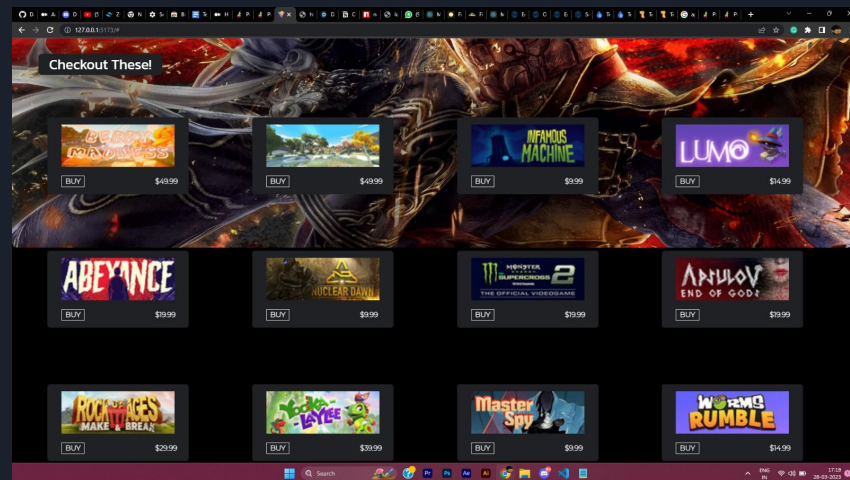
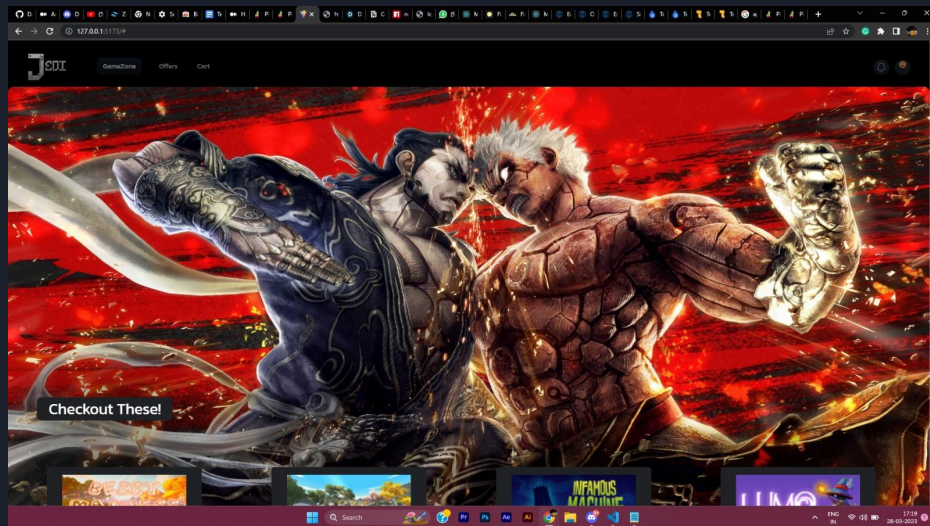


Your Solution / Product / Services

We have created a web application that removes the role of digital game distributor. For example If you purchase a game , a particular NFT will be generated to provide the ownership for the user and that NFT further can be used for trading account also.



Product Demo



TECHNOLOGIES USED

- React
- tailwind
- Smartpy

