

# Layer Zero Moonbeam Proposal

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## Basic idea:

The basic idea of this proposal is a betting system placed between two players in direct opposition. The opposition system follows a basic pvp concept with 2 players opposing each other in various games from first person shooters like call of duty to strategy games like chess. In each game a player would bet a certain amount of crypto and if they win, they receive the winnings.

## Target audience:

The target audience for this concept would be a almost untouched area for the web3 industry which is the large group of competitive gamers who are confident in their capabilities. Currently the most popular play to earn games remain as either gambling or idle style games (similar to axie infinity) leaving gamers feeling a disconnect to actual skill. As such I believe that this sort of application would be able to draw this audience with the allure of being able to win with their own skill.

## Features using layer zero:

In this system there are a couple use cases of layer zero, the first is the betting where users can bet across multiple chains as long as the bet at the time of betting is equal in value. This would drive users such as gamers to prefer the system as they can choose whatever currency, they prefer including something like USDT where they don't need to worry as much about the value changing vastly overnight. The second feature this proposal has that incorporates layer zero is the method of initializing the games where the system uses the cross-chain communication capabilities to send match invites and challenge others to duels.

## More in depth features (non layer zero):

Some features that could additionally be incorporated into this system include:

- A site where users can list open duel requests.

This would be important as the common user would often have struggles finding a competitor to verse without an accessible interface.

- A plugin that developers can use to easily link their games to the betting system

These games would be listed as unofficial games on the duel request site with a second section for official games created as a part of the system.

- The transfer of winnings from the loser to the winner is done through a 3<sup>rd</sup> party wallet

At the beginning of each duel, both participants place their bets in a 3<sup>rd</sup> party wallet as a prize pool and once the duel is completed and a winner is determined the funds will be transferred to the winner. This prevents users from backing out mid duel to avoid losses or not transferring the winnings once the duel is completed

- A set of stats are displayed for each player listing their amount of wins, losses and ties

This set of stats allows other users to get an idea of the skill level regarding the other competitors however a warning must be included stating that the numbers are only meant as a vague representation. In addition to prevent users simply creating more accounts, an account can only be used if verified by photo id and has a cooldown period between account creation and ability to use. (this idea still has countless flaws and can still be exploited so take this idea as a vague concept as something that could potentially be built off)

## Financial System:

The financial gains from this system comes from the winnings with a certain amount like 1% going towards the project as profits. This method allows for non-intrusive fees and scalable profit depending on the size of the bet from \$5 to \$500,000 ect. Additional advertisement can be conducted on the match making site for profit however I believe it would a better system to use this advertisement opportunity to advertise other web3 applications. This is due to that once the target audience of gamers has been drawn in, they can be redirected to more play to earn games allowing for a larger revenue stream.