Centurion University
Shaping Lives... Empowering Communities...

School: ..... Campus: .....

Academic Year: ..... Subject Name: ..... Subject Code: .....

Semester: ..... Program: ..... Branch: ..... Specialization: .....

Date: .....

Applied and Action Learning

(Learning by Doing and Discovery)

Name of the Experiement : GameRi Idea Jam – Brainstorming Blockchain Games

Objective/Aim:

To brainstorm, analyze, and conceptualize innovative **blockchain-based gaming ideas** that integrate **play-to-earn (P2E)**, **NFTs**, and **decentralized economies** into interactive digital experiences.

Apparatus/Software Used:

- Laptop
- Internet Connection
- Web Browser (Chrome / Brave)
- Online Whiteboard / Note Tools (Miro, Notion, Google Docs)
- Blockchain Platforms (Ethereum, Polygon, BNB Chain, Solana)
- Game Development Engines (Unity / Unreal – optional for concept visualization)

Theory/Concept:

Blockchain Gaming (GameFi) combines **gaming** and **decentralized finance**, allowing players to earn, trade, and own in-game assets securely through smart contracts and NFTs.
These games introduce **true digital ownership**, **interoperability**, and **player-driven economies** where users can monetize their gameplay.

Key Concepts:

Play-to-Earn (P2E):
Players earn tokens or NFTs as rewards for participation or achievements.

NFT Assets:
Game items (weapons, skins, characters) represented as NFTs that can be traded or sold.

Smart Contracts:
Automate in-game transactions, rewards, and leaderboard systems.

Token Economy:
Native game tokens enable staking, trading, and governance.

Cross-Platform Interoperability:
NFTs and tokens can be used across multiple games or metaverse worlds.

Procedure:

- Research Phase:
- Study existing blockchain games (Axie Infinity, The Sandbox, Gods Unchained, Decentraland).
- Note their strengths, limitations, and unique mechanics.
- Idea Generation:
- Conduct brainstorming sessions (individual or group).
- Focus on originality, sustainability, and fun gameplay.
- Define Game Type:
- Choose a genre (Adventure, Strategy, Card Battle, Racing, Metaverse).
- Design Tokenomics:
- Plan how players earn, spend, and trade in-game tokens.
- Define total token supply, earning rate, and burn mechanisms.
- NFT Integration:
- Decide which game assets will be NFTs (e.g., characters, land, or power-ups).
- Create sample metadata and ownership flow.
- Smart Contract Flow:
- Outline how rewards and transactions occur via blockchain (minting, transfers).
- Gameplay Economy Design:
- Create reward loops that ensure player engagement without inflation.
- Sketch UI/UX Mockups:
- Use Figma or paper sketches to visualize the game interface and asset flow.
- Select Blockchain Platform:
- Compare Ethereum, Polygon, and BNB Chain based on scalability and gas costs.
- Finalize and Present Idea:
- Summarize your blockchain game's vision, target audience, and unique mechanics.

Observation Table:

- Brainstorming led to multiple creative blockchain gaming concepts.
- NFT-based ownership and token economies introduced unique monetization models.
- Polygon and Solana emerged as efficient choices due to lower transaction fees.
- Integration of smart contracts for in-game logic proved practical and secure.

ASSESSMENT

Rubrics	Full Mark	Marks Obtained	Remarks
Concept	10		
Planning and Execution/ Practical Simulation/ Programming	10		
Interpretation Result and	10		
Record of Applied and Action Learning	10		
Viva	10		
Total	50		

Signature of the Faculty: *Signature of the Student:*

Name No.