

Phase 4 updated document for deployment

Adhithyakrishna Kovai Srinivasan

Person Number: 50317495

Email: akovaisr@buffalo.edu

Major Area: Online Betting

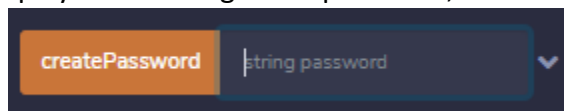
Title: Cricket betting lite

Dapp Name: BettingLite-Dapp

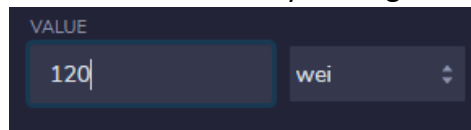
Clients: Participant

Please find the steps to test the contract

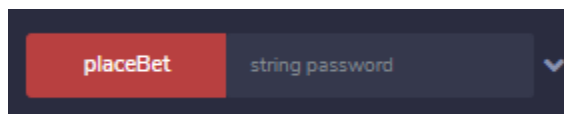
- The contract has to be deployed with a byte32 salt value, this value would be known only to the owner of the contract. This value would be the secret value used in keccak hashing.
- The phases are monitored during each activity and, there are a total of 4 phases **INIT, BETTING, REVEAL, DONE**. The initial phases start with **INIT**.
- Before the betting begins, the player has to register a password, which would be hashed and stored.

A screenshot of a user interface element. It features an orange button labeled 'createPassword' next to a dark input field. The input field contains the placeholder text 'string password' and a small downward arrow icon on the right side.

- He can not place bet or withdraw his amount until a password has been registered.
- To place a bet, make sure to increment phase to **BETTING**.
- The place bet button would include the value as input and I have made use of wei as a metric for this project. The minimum value to place a bet is decided by the organizer and as per the code it is 100 wei.

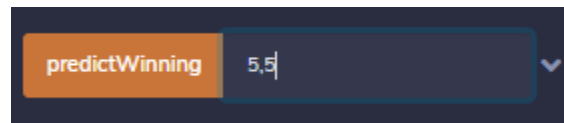
A screenshot of a user interface element. It shows a dark input field labeled 'VALUE' containing the number '120'. To the right of the input field is a dropdown menu currently displaying 'wei' with a small upward and downward arrow icon.

- To enhance **security**, a password has also been included, the player has to enter the password that he has created to place a bet. If he has not registered a password or if he has put an invalid password, the function will throw an error.

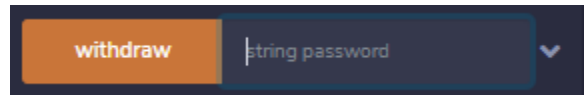
A screenshot of a user interface element. It features a red button labeled 'placeBet' next to a dark input field. The input field contains the placeholder text 'string password' and a small downward arrow icon on the right side.

- Once the bet is placed, the player is ready to participate in the betting. Tokens are provided to the user in form of points which he can later use to participate in the betting. The points determine the amount of winning he has got by participating in the betting.
- The Predict Winning input box takes two values in the range of 0 to 8. Normally, the value to the second parameter would be passed from an API, for the ease of testing both the values can be given as

comma separated values. The amount of points won and lost would be decided by the prediction value of the user, which is the first parameter. The higher the points he bets, the higher he might win or the higher he might lose.

A dark-themed UI element featuring an orange button labeled 'predictWinning' followed by a text input field containing the value '5.5' and a small downward arrow icon.

- The withdraw button is to redeem whatever points the participant has won. The points that he owns should be a positive value. The amount in wei would be transferred back to his own account.
- To withdraw an amount, the current phase should be **DONE**. The password with which the account has been registered has to be included in the withdraw function.

A dark-themed UI element featuring an orange button labeled 'withdraw' followed by a text input field with the placeholder text 'string password' and a small downward arrow icon.

- Declare winner button is used to find out if the participant has any winning amount that he is eligible to withdraw. To declare a winner the current phase has to be **REVEAL** phase
- GetArbitarBalance is to get the balance of the Organizer that has invested in the betting.
- getPlayerBalance sums up the points he has won as well as the point he already has in the account. The amount present in this balance is full redeemable and can be used.
- To get the current phase a user has been, currentphase function can be called.