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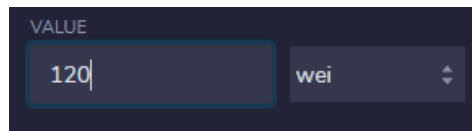
Major Area: Online Betting

Title: Cricket betting lite
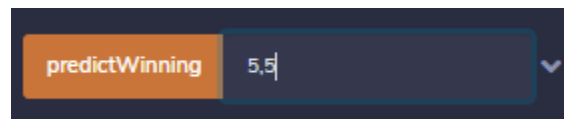
Dapp Name: BettingLite-Dapp

Clients: Participant

Phase 3 document for deployment

Please find the steps to test the contract

- The placebet 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.

VALUE

120   wei

- 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 PredictWinning 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.

predictWinning   5,5

- 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 weis would be transferred back to his own account.
- Declare winner button is used to find out if the participant has any winning amount that he is eligible to withdraw.
- 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.
- Owner is used to find the contract address for easy tracking.