**The code can handle only ONE movie project at a time, at the moment, i.e. ONLY ONE MOVIE CAMPAIGN FOR FUNDRAISING.. Phase 2 will have multiple projects simultaneously.**

NEW FUNCTIONS THAT I WROTE IN SOLIDITY CODE FOR THE LCA APPLICATION (**ft\_n\_nft.sol**):

THESE ARE ACCESSIBLE FROM STREAMLIT:

1. Register the NFTs/TOKENS in IPFS – done in streamlit
2. Set the Campaign Targets
   1. setCampaignTarget() – set the campaign target (money in ETHs and time)
3. Register the NFTs/TOKENS on BLOCKCHAIN using SOLIDITY
   1. registerToken()
4. Investor Buys NFT/TOKENS
   1. buyersListMintAndPay() - investor is recorded on the order list, token is minted and he pays.
5. If campaign fails – then refund investors
   1. refund\_buyers() – refund the investors
6. if Campaign needs more time
   1. extendTime() – extend the duration of campaign
7. other helper functions that are used by the main functions above and some that can be used manually through Remix
   1. reset\_buyerlist() – reset list of buyers
   2. balanceTime() – remaining campaign duration
   3. getUri() – get URI if u know the token ID
   4. getIdFromUri() – Get the tokenID if u know the URI
   5. tokenCount() – token count
   6. updateTokenCount() – update the token counts
   7. updateRefundTokenCount() – upon refund, update the token count
   8. numberOfTokens() – number of tokens
   9. payForTokens() – investor pays for the token
   10. refundForTokens() – investor gets refund for their tokens