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### Motivation

Sports betting is a flourishing industry nowadays. All bets are controlled by some organizations, and so are the odds.

Not only do we need to pay them, but also they may be able to manipulate the bets. As a consequence, we propose a new, decentralized way of implementing the betting system by deploying it on blockchain.

# Implementation

Our project consists of a frontend, a backend, a database, and a contract on blockchain. The implementation and workflow are described in the figures on the figures below.

### Packages



#### MetaMask

An add-on that allows developers run Ethereum DApp on browsers



#### Web3

A javascript module that can interact with smart contract



#### React

A powerful front-end framework

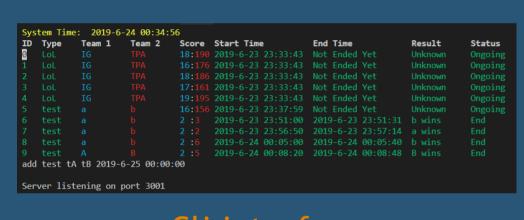


### Ganache & Truffle

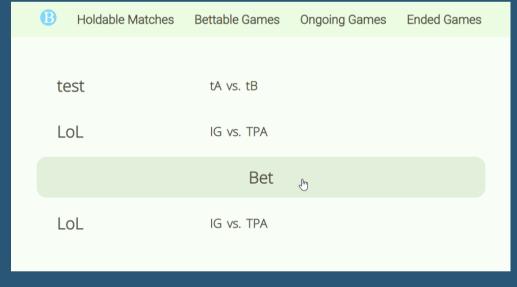


Softwares allowing us to run our own Ethereum

blockchain



Cli interface



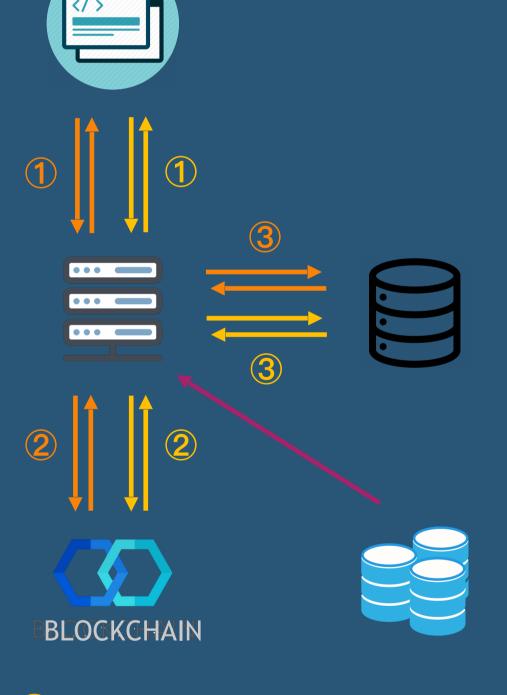
Choose a game to bet



You bet!

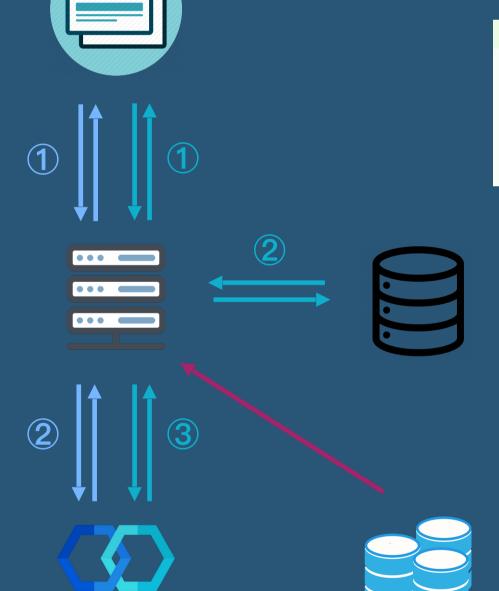
② pass matchID to bc③ store (matchID, gameID)→ retrieve matching

1 hold game request



- new bet
  pass bet info
- ③ store (gameID, betIdx)

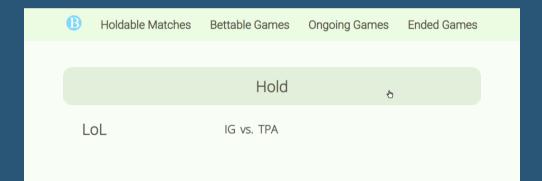
claim reward
 pass match info & pay reward



1 request bet info

**BLOCKCHAIN** 

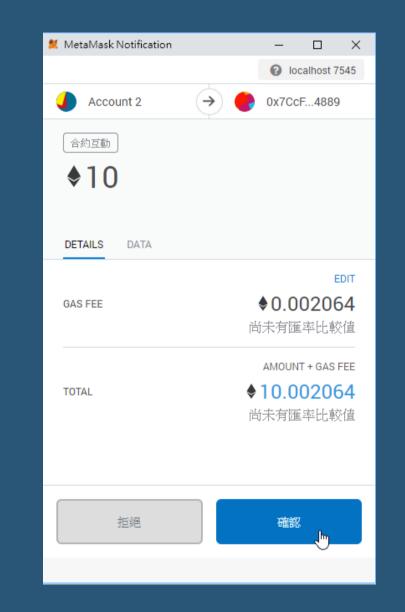
- 2 get (gameID, betIdx)
- ③ view & return value in bc



Click to hold a bet



Display real time game info



Confirm payment via MetaMask

# **Future Works**

There is still space for improvement for UI and web security. In addition, optimizing the contract is crucial to lower the cost. Also, aside from the original bet in this project, there are various types of bets waiting for implementation. We hope that they may be done in the future.